

CHAPTER IV

RESEARCH FINDING AND DISCUSSION

This chapter elaborates the research findings and the discussion of the research. The findings included the descriptive analysis of students' perception on kahoot games use for learning grammar at ninth grade of MTS Sabilu El-Muhtadin Pandeglang.

A. Research Findings

Students' perceptions can be applied as the ability of students to justify their own opinions. In this research, researcher tried to know students' perception on the use of kahoot games use for learning grammar at ninth grade of MTS Sabilu El-Muhtadin Pandeglang. Based on the result of interview from students' that have been conducted by researcher about students' perception on kahoot games use for learning grammar at ninth grade of MTS Sabilu El-Muhtadin Pandeglang. The students' who think that learning Grammar through Kahoot does not give maximum results. Some students said it was difficult to understand the teaching material provided by the teacher. Below are question about students' perception on the use Kahoot games in learning grammar are:

1. What do you think about Kahoot games as a medium for learning grammar?
2. Did Kahoot games easy the way of students in learning Grammar?
3. Do you have difficulty using Kahoot games in learning Grammar? Why?
4. Does using Kahoot games give you motivation in learning Grammar?
5. Do you feel happy using Kahoot games to learn Grammar? Why?

6. Were your assignment technically easy to do when using Kahoot games? Why?
7. Do you like learning Grammar?
8. Do you have guidebooks, dictionaries, in learning Grammar?
9. What motivates you to be able to learning grammar ?
10. Is Grammar easy to understand? Why?

1. Interview Result

The result for question interview number 1, “What do you think about Kahoot games as a medium for learning Grammar”. The result of 10 students, most of them or 6 students answered “a little difficult”. Then, 4 students answered “good”.

The result for question interview number 2, “Did Kahoot games activity easy the way of students in learning Grammar”. The result of 10 students, most of them or 7 students answered “yes”. Then, 3 students answer “no”.

The result for question interview number 3, “Do you have difficulty using Kahoot games in learning Grammar? Why”. The result of 10 students answered “yes”.

The result for question interview number 4, “Does using Kahoot games give you motivation in learning Grammar”. The result of 10 students, most of them or 3 students answered “yes”. Then, 7 students answer “no”.

The result for question interview number 5, “Do you feel happy using Kahoot games to learn Grammar? Why?”. The result of 10 students, most of them or 6 students answered “no”. Then, 4 students answer “yes”.

The result for question interview number 6, “Were your assignment technically easy to do when using Kahoot games? Why?”. The result of 10 students, most of them or 7 students answered “yes”. Then, 3 students answer “no”.

The result for question interview number 7, “Do you like learning Grammar?”. The result of 10 students answered “yes they like”.

The result for question interview number 8, “Do you have guidebooks, dictionaries, in learning Grammar?”. The result of 10 students, answered “yes”.

The result for question interview number 9, “What motivates you to be able to learning Grammar?”. most of them or 3 students answered “they want to be expert in grammar”. Then, 2 students answer “in order to easily to understand English lesson” and 5 students answer “they want to master a foreign language other than their own country”

The result for question interview number 10, “Is English easy to understand? Why?”. most of them or 7 students answered “yes”. Then, 3 students answer “no”.

The result of interview from students' that have been conducted by researcher about students' perception on the use of Kahoot games in teaching grammar perception on at ninth grade of MTS Sabilu El-Muhtadin Pandeglang. The students' who think that learning English through Kahoot games does not give maximum results, because it is difficult for students to understand the teaching materials given by the teacher. However, there are also a number of things that can make it easier for students to do the teaching and learning process through the Kahoot games such as collecting assignments.

B. Discussion

The Kahoot games is used as a media that helps students in the learning process. However, during the activity, students experienced many obstacles such as bad internet, so it was difficult for them to follow the lessons, lack of understanding instructed by the teacher, and also other difficulties that made them think that using Kahoot games in Learning grammar was less interesting and the teaching and learning process was less optimal.

In this case, the researcher has conducted research through interviews to find out students' perceptions about the use of the Kahoot games in learning Grammar.

Based on the results of research conducted by researcher, it shows that students' perceptions of the use of the Kahoot games are one of the learning media that students are not interested in. Because they are not satisfied with the learning outcomes they get on this learning

In this study, researcher only monitored students' teaching and learning activities through the Kahoot games media. The results of this monitoring, the researcher assessed which students were active, moderate, and also who did not interact with the teacher.

First, the results of the researcher interviews regarding students' opinions about Kahoot games as a medium for learning Grammar, most of them stated that they had a little difficulty in learning English because the material presented was difficult for students to understand. However, only a small number have no difficulty understanding Grammar through Kahoot games media. In this case the researcher concluded that students only felt a little difficulty in learning Grammar because the material presented was difficult to understand by students.

Second, the results of the researcher interviews regarding student activities on learning process were that most students stated that Kahoot games made it easier for them to learn Grammar. However, only a small proportion of students said Kahoot games made it difficult for students

to learn Grammar. In this case the researcher concluded that only some students felt made easy using Kahoot in learning Grammar.

Third, the results of the researcher interviews regarding the difficulties of students using Kahoot Games in learning Grammar were that they stated that they had difficulty learning Grammar using Kahoot Games. In this case the researcher concludes that students find it difficult to learn English when using the Kahoot games.

Forth, the results of the researcher interview regarding the use of Kahoot games can motivate students to learn Grammar, a small proportion of them stated that Kahoot games provides motivation in learning Grammar. However, most students stated that using Kahoot games did not provide motivation in grammar. In this case the researcher concluded that using Kahoot games lacks motivation for students in learning English.

Fifth, the results of the researcher interview regarding their pleasure in using Kahoot games to learn grammar are some students stated that they were not happy using Kahoot games to learn grammar. However, a small proportion of students said they enjoyed using Kahoot games because it was interesting. In this case the researcher concluded that only some students felt unhappy when using Kahoot games to learn grammar.

Sixth, the results of the researcher interview regarding the ease with which students' complete assignments using Kahoot games that was most students stated that using Kahoot games could make it easier for students to complete their assignments. However, a small proportion of students stated that they did not make it easy for students to complete the assignment. In this case the researcher concluded that using Kahoot games can make it easier for students to complete their assignments.

Seventh, the results of the researcher interview regarding the students' preferences or interests in learning Grammar that were all of students stated that they liked learning Grammar. In this case the researcher concluded that the students' interest in learning Grammar was very high.

Eighth, the results of the researcher interview regarding the ownership of manuals and dictionaries in English showed that all students stated that they had learning support tools such as manuals and English dictionaries. In this case, the researcher concluded that all students have guidebooks and dictionaries in English as a support tool in learning English.

Ninth, the results of the researcher interview regarding the motivation of students to be able to learn grammar, a small proportion of students stated that the motivation of students in learning grammar was to expert

in grammar. Then most students also said their motivation in learning grammar that want to easily to understand English lesson. In this case the researcher concluded that students have high motivation in learning grammar because they want to be expert in grammar and easily to understand English lesson.

Tenth, the results of the researcher interview regarding students' understanding in learning Grammar that most students stated that Grammar was easy to understand. However, only a small proportion stated that Grammar is not easy. In this case the researcher concluded that the understanding of Grammar by students was still difficult for students to understand.

Based on the findings above that student still have a lot of difficulty in understanding Grammar through Kahoot games. So in this case, the teacher must further increase his creativity in teaching to make students understand more easily Grammar.