

## CHAPTER I

### INTRODUCTION

#### A. Background of Study

Technology is very important in helping students to understand the lesson especially in English lesson, all sciences including technological sciences in the world and in the hereafter are set in the holy Quran, Allah says in Qur'an Q.S. AR-Rahman verse 33 as follows.

يَا مَعْشَرَ الْجِنِّ وَالْإِنْسِ إِنَّا تُنذِرُكُمْ أَنَّكُمْ تَخْتَفُونَ إِمَّا أَنْ تَقُورَ السَّمَاءَ وَتَوَالُوا الْأَرْضَ لِضِعْفَانِ فُتُورِ الْآتِنْفُورِ نَالِ الْإِسْطَانِ

Technology is based on this verse, Allah said, science is very important for humans. Humans can do anything with science. Allah gave intelligence to the humans. Intelligence must be honest, empowered by learning and working. Moreover, Allah had explained to jinn and humans, that they can penetrate the heavens and the earth with science (technology), but it is only limited unless get the permission of Allah because there is no capable force of rivaling the power of Allah.

Technology has transformed every aspect of our lives, but education seems to lag behind. How gamification shifted the perspective. The use of gamification in education is a step away from the old ways of doing things, and brings education closer to the future.

Gamification is a newer phenomenon that seeks to integrate some elements from games into other settings. According to Deterding, Dixon, Khaled, & Nacke(2011)gamification is “the use of game design elements in non-game contexts”. Gamification is a use of game design elements in a non-game context to enhance user engagement. Gamification also refers to the use of game elements in a non-game context to increase engagement between humans and computers, as well as solve problems with high quality, as exemplified by modern electronic applications (Khaleel, Sahari, Maryam, Wook, & Ismail, 2016).

Game elements are known as the regular design of patterns that design the games. Some of these elements, sometimes described as components, are seen in most of the games nowadays, including: points, badges, leaderboards, progress bars/progression charts, performance graphs, quests, levels, avatars, social elements, and rewards. All these elements have different purposes and can be adapted to basically any work, business or education related environment. Within the education environment, the benefits of Gamification elements cannot be ignored because the main goal is to increase students’ engagement, motivation, and understanding using a fun and enjoyable learning environment, thereby yielding high students’ performance.According to Lee and Hammer (2011) Gamification can motivate students to engage in the classroom, give teachers better tools to guide and reward students, and get students to bring their full selves to the pursuit of learning.

One of the most employed gamification tools is Kahoot! a free tool that has gained popularity among teachers for its simple use and its ability to establish active work dynamics in the classroom. Kahoot! can be used on the smartphone or on the tablet offer a wide range of opportunities for classroom use. From individual work to team competitions, these popular and easy-to-use gadgets can foster motivation and offer personalized information about the learning process both to the teacher and to students.

Kahoot! allows teachers to create surveys, questionnaires and discussions, obtaining feedback from students in real time. In the case of questionnaires, the teacher creates the questions and determines the correct answer whilst setting the time in which the student has to respond. The questions are projected in the classroom and the students answer them via their smartphones within the designated time.

Related to this title, the researcher got some previous study. Here is a journal by Panessai et al (2018) entitled “Gamification Elements and Their Impacts on Teaching and Learning”. The results of this study found that gamification is able giving positive impacts on student learning from various angle especially their achievements, involvement and motivation in learning activities. Only few researchers reported negative impacts of gamification in their studies. The gamification elements which often implemented in teaching and learning activities in the reviewed studies were points and rewards, leaderboards, and

digital badges. Based on this finding, we can conclude that with the use of certain game elements, gamification can bring positive outcome to students' learning and it should be widely implemented by teachers or lecturers in teaching and learning process.

The other previous research of related study had been conducted by Budiyati (2017) entitled "ICT (Information and Communication Technology) Use Kahoot! Program for English Students' Learning Booster". The result shows that after using Kahoot! for teaching, the students are very interested in joining the class; they are more eager in coming to the class, they pay more attention in English and they are interested in learning more about what they had learn and want to tell others about it.

Jeremy harmer have several principles and some activities to do when teaching English in classroom. Some principle can be implemented with gamification easily, but manypeople think the application or web learning as gamification tool can only be used when post teaching as an assessment because lack of features in the application. The teacher can't provide the material, make discussion and get feedback real time in any other applications. there is an application called "Kahoot!" as a gamification tool that has many features to support teaching & learning activities especially in teaching English Language.

Based on the explanation above the researcher would like to conduct a study entitled Analysis of Kahoot! Gamification in Supporting English Language Teaching based on Jeremy Harmer.

### **B. Research Questions**

1. What are game elements of Kahoot!?
2. How Kahoot! supports English Language Teaching based on Jeremy Harmer?

### **C. Objectives of Study**

1. To find out what are Kahoot! game elements.
2. To describe how Kahoot! supports English Language Teaching based on Jeremy Harmer.

### **D. Significance of Study**

1. Theoretically

The results of this study are expected to contribute to future research in the future, especially for those interested in implementing gamification tool in English classroom. The result of this research is expected to contribute to the field as follows:

2. Practically
  - a. For teachers or lecturer

For teachers, to find out which game elements were using in Kahoot! as a gamification tool especially in English Language Teaching and to know when Kahoot! can be used in English Language Teaching

b. For students

This research expected to provide information about content of Kahoot! which was relevant with students and to get engagement easier in Teaching & learning English process

c. For the next researcher

For the next research, it was being a guide to implement in English Language Teaching classroom.

d. For the University

For enriching Literary source of the UIN Antasari Banjarmasin Library, especially in English Department of Tarbiyah and Teachers Training to know how to use Kahoot for Teaching English.

## **E. Definition of Key Terms**

These are a few operational definitions of important words in this research:

## 1. Kahoot!

Kahoot! is a tool for using technology to administer quizzes, discussions or surveys. It is a game-based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their smartphone, tablet or computer.

## 2. Gamification

Gamification is a use of game design elements in a non-game context to enhance user engagement. Gamification is the practice of using game design elements, game mechanics and game thinking in non-game activities to motivate participants. On a basic level, gamification techniques tap into and influence people's natural desires for competition, achievement, recognition and self-expression.

## 3. Game elements

Game elements is a tool employed by the gamification engine to guide the player toward the desired goals. Game elements have different purposes and can be adapted to basically any work, business or education related environment

#### 4. Support

Support here means assisting in order to make something more effective and as the addition of learning.

#### 5. English Language Teaching

English Language Teaching (ELT) is based on the idea that the goal of language acquisition is communicative competence. It adopts concepts, techniques and methods in classroom for recognizing and managing the communicative needs of the language learners. is based on the idea that the goal of language acquisition is communicative competence. It adopts concepts, techniques and methods in classroom for recognizing and managing the communicative needs of the language learners.