

CHAPTER I

INTRODUCTION

A. Background of Study

In teaching and learning English, teacher should be creative to make the students interested in studying the lesson. Sometimes the students may be losing their focus or feel bored during the learning process. One of the solutions could be used by the teacher is using game as a variation.

Using games to engage students in active learning is not new issues, the new issue is the format of the games and attention-span of the students for traditional teaching methods (Charbonneau, 2018). Furthermore, the rapid increase in the availability and affordability of interactive technologies has contributed to the adoption of games in instructional science and higher education teaching to foster collaborative learning, exploration and discovery. Students are eager to experiment with different technologies to support their learning, largely because they are skilled in the use of mobile technology and enjoy using applications and games designed for such devices. In fact, the use of educational games as learning tools (e.g. video games) is found to support the development of students' cognitive, motivational, emotional and social outlook. However, they are better suited to smaller classrooms with

elementary and high school students (Licorish, Daniel, George, & Owen, 2018).

One of the verses in Holy Quran mention the use of technology for human's life and it is not directly explained but we can take the deep meaning from it, as explained in surah Al-Isra verse 1:

سُبْحَانَ الَّذِي أَسْرَىٰ بِعَبْدِهِ لَيْلًا مِّنَ الْمَسْجِدِ الْحَرَامِ إِلَى الْمَسْجِدِ الْأَقْصَى
الَّذِي بَارَكْنَا حَوْلَهُ لِنُرِيَهُ مِنْ آيَاتِنَا إِنَّهُ هُوَ السَّمِيعُ الْبَصِيرُ

This verse mentions the journey from Masjidil Haram to the Masjidil Aqsa in Jerusalem, this phenomenon named Isra Miraj. It means the distance between one place to another places can passed in a short time. This phenomenon in the past is impossible and people thought it was crazy but in the future this phenomenon is a common in our daily life. We can go everywhere through transportation such as car, plane or ship which was designed through the technology.

Another use of technology also found on Surah An-Naml verse 44:

قِيلَ لَهَا اذْخُلِي الصَّرْحَ فَلَمَّا رَأَتْهُ حَسِبَتْهُ لُجَّةً وَكَشَفَتْ عَنْ سَاقِيهَا قَالَ إِنَّهُ
صَرْحٌ مُّمَرَّدٌ مِّنْ قَوَارِيرَ قَالَتْ رَبِّ إِنِّي ظَلَمْتُ نَفْسِي وَأَسْلَمْتُ مَعَ سُلَيْمَانَ لِلَّهِ
رَبِّ الْعَالَمِينَ

This verse contains the conversation between Queen Sheba and Solomon. This surah indirectly talks about virtual reality which can also be

used to learning purposes to assist visualization of things that cannot be seen with the naked eye, for instance the structures of atoms and molecules.

Currently, many higher education institutions have begun to adapting technology application as a classroom activity as an effort in having relevant teaching approach following the current technology era (Omar, 2017). Many applications can be used in teaching and learning such as Quizlet, Edmodo, Google classroom, Canva, Whatsapp, Kahoot and etc.

Kahoot is one of game-based learning platform, used as educational technology in schools and other educational institutions. It could be accessed via web browser, phone or application. Kahoot can be used to review students' knowledge and it makes the teacher easier to evaluate (Dewi, 2018). Furthermore, this application is emphasize on learning style that involve a relation between learners' active participation and their friend in a competitive manner towards learning that is being or has been learned (Harlina, Nor, & Ahmad, 2017).

Based on the short explanation above the researcher interested to conduct research about Kahoot application, it is because this application is rarely used in teaching and learning English particularly in Junior high level. The researcher chose SMPN 4 Sungai Tabuk because this school is the new school which was built on 2017 beside that there is no one who did a research before and the important thing is the teacher and the students are using Kahoot in their teaching and learning process especially in English subject.

Therefore, the researcher investigated Kahoot Application in Teaching and Learning English in Junior High School.

B. Research Questions

1. How is the teacher's perception towards Kahoot application in teaching and learning English at ninth grade of SMPN 4 Sungai Tabuk?
2. What are the students' responses towards Kahoot application in teaching and learning English at ninth grade of SMPN 4 Sungai Tabuk?

C. Objectives of Study

Based on the research questions above, the researcher formulates the objective as follows:

1. To know the teacher's perception towards Kahoot application in teaching and learning English at ninth grade of SMPN 4 Sungai Tabuk
2. To describe the students' responses towards Kahoot application in teaching and learning English at ninth grade of SMPN 4 Sungai Tabuk

D. Significance of Study

Theoretically, the researcher expects this research will be useful as a reference to another researcher who want to conduct the research related to the implementation of other application in teaching and learning. Practically,

this research is expected to the teacher can use one or more applications as a variation in teaching and learning English and hopefully by using the application students more active and creative during the lesson.

E. Definition of Key Terms

1. Kahoot Apps

Kahoot is one of application use in teaching and learning. Kahoot has several features like quizzes and survey. Kahoot has three quiz modes: competitive, team, and no-score. Competitive Kahoot was the original form of Kahoot and it ranked students individually. Team Kahoot was played in teams of two and students had 20 seconds to discuss the question before they could answer. No-Score Kahoot was just like Competitive Kahoot except the score function was turned off, so students didn't receive points for answering but they were still ranked by speed. Kahoot is used by English teacher in SMPN 4 Sungai Tabuk as a variation in teaching in learning to give assignment or task to the students.

2. English Language Teaching (ELT)

Brown (2000) defined teaching is guiding and facilitating learning, enabling the learner to learn and setting condition for learning and ELT or English Language Teaching is the teaching of English to people whose the first language is not English.

3. Teacher perception

Teacher perception refer to the combination of beliefs, attitudes and opinions which reflect how teachers see, feel about or understand something (Mufidah, 2019). Specifically, in this study, teacher perception refer to the beliefs, attitudes, and opinions towards Kahoot application in teaching and learning English in Junior High level.

4. Student response

Response is something that is done as a reaction to something that has happened or been said (Procter, 2005). Student response is response shows commitment levels or certain emotional intensities of students (Krathwohl, Bloom, & Masia, 1964). Student response in this study means student reaction or what the student feel towards Kahoot application in teaching and learning English at SMPN 4 Sungai Tabuk