

CHAPTER I

INTRODUCTION

A. Background of Study

English is one of the important languages in the world. As an International language, it is used as a mean of communication among people all over the world. In this world, English has been considered as an international language. Like these days, English becomes the language of international communication. It is especially important for our country, because our country will face free trade and global era in which English is widely use by everyone. Because of that, the Indonesian government tries to improve the student's ability in using English by including English as one of the important subjects from elementary school until university.

In the Holy Al Quran in surah An Nahl chapter 16 verse 125 stated the importance of using a good method in learning:

عَنْ ضَلَّ بِمَنْ أَعْلَمَ هُوَ رَبُّكَ إِنَّ أَحْسَنَ هِيَ بِأَلَّتِي وَجَادِلُهُمُ الْحَسَنَةَ وَالْمَوْعِظَةَ بِالْحِكْمَةِ رَبُّكَ سَبِيلٌ إِلَى أَدْعُ
بِالْمُهْتَدِينَ أَعْلَمَ وَهُوَ سَبِيلُهُ

The verse above contains about regarding the obligation to study and learn and its methods. In this verse, Allah commands in the sense of obliging the Prophet Muhammad, and his followers to learn and teach using good learning methods.

As we know, now there are many methods used by teachers in learning. With the use of methods, teachers will be helped and easier in the teaching and learning process. And also, with the use of good methods, learning materials become more easily conveyed to learners.

When we learn English, there are four basic skills that we should be mastered as the students in the school. They are listening, speaking, reading, and writing. Among those skills, speaking is the most important one due to the large number of students who want to study English in order to be able to use English for communicative purposes. In teaching children, it is also as a main productive skill after they can hear and before they can write. According to Hidayati (2009:2) she states that in their own language children are able to

express emotions, communicate intentions and reactions, explore the language and make it fun of it, so they expect to be able to do the same in English.

Most of the English students have difficulties to speak English. There are several reasons of having difficulties to speak. First, the students often don't have self confidence in speaking teaching technique, because they're often feel afraid to making mistake. Second, the students don't have a motivation to perform their speaking skill in front of class. Third, the teaching technique and teaching materials are not interesting for the students.

Considering the problems above, improving student's skill is part of teacher's job. The teacher is expected to have right teaching techniques or method to provide students with appropriate teaching materials and to create positive classroom environment. One of the techniques that the teacher can apply in teaching English is through game. Because, games are one of potential activity that gives students feeling of freedom to express themselves (Dwiyanti, 2009:3). According to Fitriana (2012:2), games are not only motivating and fun but also provide excellent practice for improving vocabulary, pronunciation, grammar, and the four language skills. It is easy to do in the classroom. In line with the statement, games are also believed to give the positive effect on the student's interest and motivation in studying English to increase their ability. And there is one method that using game to teach English, it's called gamification.

According to Wood and Reiner (2015:3039) gamification designs work processes using game mechanisms for fun experiences. Teacher can direct students to multiple exercise questions through the game mechanism. This mechanism allows students to challenge the exercise without realizing that they are learning. Fun learning will generate motivation to learn and lead to improved learning results. One reason gamification has become so popular in recent years is because of its possible impact on user motivations and learning.

From the description above, the researcher wants to investigate the use of gamification method in teaching English. In addition, this research will also investigate the implementation and the challenges for the teacher toward the use of gamification method to improve students' ability in English. Based on the background mentioned, in this case,

the researcher interested in researching “GAMIFICATION IN TEACHING ENGLISH FOR YOUNG LEARNERS”. This research will be do in SDIT Nurul Fikri Banjarmasin at fifth grade. In addition, it can add teacher reference in the use of learning methods.

B. Research Questions

Based on the background of study above, the problem that will be discuss in this paper is about the gamification method in teaching English for young learners. Furthermore, the researcher formulates the problem as follows:

1. What kinds of games in gamification method used by the teacher?
2. What are the challenges faced by the teacher in teaching young learners using gamification method?

C. Objectives of Study

Relates to the problems above, the researcher formulates the major objective of this study as follows:

1. To know kinds of games in gamification method that used by the teacher in teaching English for young learners.
2. To know what are the challenges faced by the teacher in teaching young learners using gamification method in teaching English.

D. Significance of Study

The significance of this research is this research can be useful for giving an information for the other teacher or other school to support the learning process by using gamification method to improve student ability in English than using lecture method and only use dialogue as a technique in improving the student speaking skills.

The researcher also hopes that this research result can give a good impact to the English education department. Because with this gamification method, the department also have references strategies in teaching English for young learners or higher.

Furthermore, this research also hopes could be useful as the literature review for any further research which have the similar research topic with this research.

E. Definition of Key Terms

There are two key terms which are defined in this research by the researcher. That is the definition of gamification and teaching English for young learners.

1. Gamification

Gamification is one of the kinds of teaching methods that use games in teaching English to students while in class. In the gamification method, teaching English will be more fun for the children than learning English. The aim of this game is to improve speaking or writing skills in a more fun way.

2. Teaching

According to Brown (2007:7) he said teaching is a superior job. Teaching is guiding and facilitating learning, enabling the learners to learn, setting the condition for learning, teaching is showing or helping someone to learn to do something, giving instruction, guiding in the study of something, providing, with the knowledge, causing to know or understand.

3. Young Learners

Young learner is a learner who learns a foreign language under twelve years old, like from five until twelve years old.