

## CHAPTER I

### INTRODUCTION

#### A. Background of Study

The goal of learning English is to provide children the necessary degree of listening, speaking, reading, and writing ability to communicate. (Putri, 2019) said Teaching English in schools is important for both academic and practical learning purposes, such as using the language for communication, reading foreign literature, and other uses . (Abu bakar Muhammad et al., 2018) referred to the use of English as a communication and engagement tool. In addition, there are steps that English language teachers and students in schools may do to make teaching and learning English easy and natural. Planning learning and putting it into practice has a comprehensive understanding that takes into account the advancement of current science and technology. Allah said in surah Al-'Ankabut verse 43:

وَتِلْكَ الْأَمْثَالُ نَضِيبُهَا لِلنَّاسِ ۗ وَمَلِيَعَتْلُهَا ۗ إِلَّا الْعُلَمُونَ ۚ ٤٣

“And these examples We present to the people, but none will understand them except those of knowledge.”. (Al-‘Ankabut (29) 43)

In the verse above, Allah SWT said that Allah has created parables that only those who have knowledge can know. similar to how a teacher needs to grow in order to improve as a teacher.

The wrong technique of utilization, poor evaluation instruments, and material that is not suited for the students' level of thinking are the causes of the poor quality of education. The learning process will be improved and student learning accomplishment will rise when appropriate learning media are used. There is no one group that is regarded as the finest, and no one form of media is appropriate for all kinds of educational content. The need for teachers who are proficient in a variety of teaching tools and who can choose the right tools for the job (Putri, 2019).

Additionally, English teachers work to be able to incorporate media technologies into ELT classes to boost student enthusiasm, combine language skills, and create an environment where students may learn independently (Sari et al., 2018). Moreover, Putri (2019) mentions that utilizing new media technology for this purpose Students are very driven and enthusiastic about the media literacy curriculum. Additionally, students can study and discuss media issues in the classroom using laptops, PCs, and iPads. Additionally, they can improve their 4C (critical thinking, creativity, communication, and collaboration) abilities. It is highly helpful to employ new information technology to teach educational media since the new curriculum may give pupils “meaning” and “relevance”.

Based on students perceptions by (Firdiansyah et al., 2020.) in Econocmic Study program. The results showed that the use of Kahoot as a learning evaluation media gets a positive response from students. This is

because Kahoot is easy to use, has an attractive appearance, and is transparent in displaying scores. Thus, students are increasingly motivated to learn in order to achieve the highest score. Another study by Tao & Zou, 2023 state that Kahoot! is viewed by Chinese students as a helpful game-based tool that can improve classroom engagement, learning effectiveness, motivation, and interaction. Consequently, it is advised that educators employ Kahoot! as a facilitator to help students with their EFL learning. The study's findings are pertinent to teaching methodology in both the Chinese higher education context and longer settings when students are more likely to sit and listen than to engage and communicate.

This study will also investigate how to apply the Kahoot learning strategy. Numerous methods, tactics, media, and learning models have been used to enhance English learning (Putri, 2019). (Llerena Medina & Hurtado, 2017) said using Kahoot as a teaching and learning tool for vocabulary in English schools. Further proof that using Kahoot in the learning process might boost student learning motivation and vocabulary is then shown in the study.(Sari et al., 2018) pointed out that The usage of Kahoot in English lessons may greatly enhance student learning because it was created as a hybrid of the implementation of ICT in education and games Students that have utilized Kahoot in the learning process are eager to participate in the class. They are more excited to attend at class and are more attentive in

English. They want to know more about what they've learned, and they can convey what they've learned to others by utilizing Kahoot in class.

## **B. Definition of Key Terms**

This part contains of the definition of the terms used in the thesis in order to avoid misunderstanding or misinterpretation.

### **1. Learning Media**

Learning Media refers to any materials or tools used to facilitate learning processes and enhance understanding. These materials can be physical, digital, or a combination of both, designed to convey information, engage learners, and stimulate their cognitive processes. Learning Media encompass a wide range of resources such as textbooks, audiovisual materials, interactive software, and online platforms, all aimed at supporting educational objectives and catering to diverse learning styles.

### **2. Utilization of Kahoot**

The utilization of Kahoot refers to the application and integration of the Kahoot platform in educational settings to enhance learning experiences. Kahoot is an interactive game-based learning platform that allows educators to create, customize, and deliver quizzes, surveys, and discussions in an engaging and competitive format. Through Kahoot, instructors can assess students' understanding,

encourage active participation, and foster collaboration in both physical and virtual classrooms. The utilization of Kahoot involves leveraging its features to create dynamic and interactive learning activities that promote student engagement, motivation, and knowledge retention.

3. ICT stands for Information and Communication Technology. Telecommunications technologies that offer access to information are referred to as ICT.
4. EFL (English as a Foreign Language) meaning instructing or learning English in a place where English is not widely spoken
5. ELT (English Language Teaching) teaches English to people who do not speak English as their first language

### **C. Research Questions**

Based on the context of the mentioned problem, the researchers chose the following formulation of the problem in this study.

1. What are the advantages of kahoot application as an alternative of English learning media?
2. What are disadvantages of kahoot application as an alternative of English learning media?

### **D. Objectives of Study**

The objectives of this study are as follows, based on the research questions:

1. To find the advantages of kahoot application as an alternative of English learning media.
2. To analyze disadvantages of kahoot application as an alternative of English learning media.

### **E. Significance of Study**

The outcomes of this research's implementation are projected to benefit a variety of stakeholders, including:

1. Theoretical Benefit  
This results of the research are predicted to be one of those that may be utilized as a reference for alternative learning ways other than standard approaches
2. Practical Benefit
  - a. For instructors, to draw students' attention and raise their passion for learning English, as well as to assist students in improving their English abilities.
  - b. For Students can learn by using educational games as one of the supporting media in their learning and to help motivate them to learn English.
  - c. For institutions The findings of this study are expected to be useful as a learning resource for students as well as references