

# CHAPTER 1

## INTRODUCTION

### A. Research Background

Educational games are games created specifically in the realm of education. Educational games consist of several components such as sound, graphics, video, and animation according to Tedjasaputra (in Wijayanto, 2017). A significant advantage is that there are components that can improve memory is as animation which makes students able to store and collect material in a given memory for a longer period than using the method of conventional education. Various kinds of educational game applications for teaching and learning media such as this one application Quizizz. Quizizz is an application that can be used to create interactive multiplayer quizzes that can be accessed via devices such as computers, smartphones, or tablets to complete a quiz. Quizizz is a game-based educational app that brings multiplayer activities to space groups and makes learning in the classroom more fun and interactive (Purba, 2019). Media Quizizz has advantages, namely, the questions presented in the Media Quizizz have a time limit, and students are taught to think accurately and quickly in doing questions on Quizizz media. Another advantage that is in Quizizz media is the answer to Existing questions will be displayed in color and image and visible on the teacher's computer (as operator) and the student device will change automatically according to the order of the questions served. Quizizz is one of those digital games which is a multiplayer classroom activity fun, which allows all students to practice together with a computer, iPad, tablet, and smartphone. In quizizz various lessons have been uploaded by other teachers or tutors, so that we can use the lessons, all subjects are in the quizizz applications including English Grammar.

Grammar is composed of several elements some of which are nouns, verbs, adverbs, etc. In English nouns are used with determiners and among these determiners, there are articles, demonstratives, quantifiers, etc. A

determiner is a word placed in front of a noun to specify the quantity or clarify what the noun refers to. In quantity words, there are quantifiers' determiners. In line with the idea above Gelderen (2002) said quantifiers as part of the grammatical category of determiners, which accounts for the importance of quantity. They are often described concerning their being used to quantify count or uncountable nouns. They let us express the quantity of something without mentioning the exact number. In English, there are many quantifiers one of which most popular is many. According to Wijitsopon (2018, p.5) quantifiers have received attention in applied linguistic studies, especially in language acquisition research. Quantifiers are usually approached in grammatical or semantic terms.

Based on Syllabus, English for junior high school especially in the eighth grade will learn a lot of material expressions, and grammar consisting of tenses, various texts such as greeting cards, recounts, and procedural, narrative, and descriptive texts. There is additional material on vocabulary to help students understand English vocabulary.

In the syllabus, the objective of learning basic competencies in English is to develop students' potential to have communicative competence in interpersonal, transactional, and functional texts. the syllabus has several indicators especially for writing transactional text. Very short and simple writing that involves giving and asking for information about the whereabouts of people, objects, and animals, taking into account social functions, text structure, and linguistic elements correctly and in context. In this indicator, students are also required to can reach components, such as filling properly quantifiers in missing sentences and being able to make short texts to describe their respective homes and surroundings by mentioning the whereabouts of people, objects, animals, and gauges with correct spelling and punctuation.

At SMP Karya Budi Putussibau as a formal educational institution, this school also teaches English to its students as one of the subjects that must be mastered by students, especially in grammatical terms. English has presented as a compulsory subject taught twice a week, with 60 minutes for

each meeting at school. Based on the initial observation, the English teacher taught English material to students based on the material that has been designed in the syllabus. He explained the material and after that, he give simple tests to students to measure their understanding. Tests are: translating several sentences, compiling sentences using quantifiers, and making sentences related to the material. Then the researcher found the student difficult with this material. The students don't have enough practice in grammar. One of their difficulties is that they can't tell the difference between countable and uncountable nouns in the use of quantifiers. So, they tend not able to do the problem or task. Based on the preliminary study, the researcher found several

phenomena in class VIII SMP Karya Budi Putussibau that some students still do not understand about quantifiers and distinguish countable nouns and uncountable nouns. Therefore researchers will conduct research using the Quizizz application to increase students' willingness to learn while playing.

The researcher then is interested to research in this school based on the underlying issues above. In this case, the researcher will use pre-experimental research on using quizizz as media in teaching. The reason for conducting this study is the researcher wants to try and find whether quizizz media is effective or not in teaching English Grammar to the Eighth Grade students of SMP Karya Budi Putussibau in the Academic Year 2020/2021.

## **B. Research Questions**

Based on the background above, the research problems can be formulated as below.

1. Is the use of the quizizz application effective in student English learning grammar in the Eighth Grade Students of SMP Karya Budi Putussibau in the Academic Year of 2020/2021?
2. How effective is the effect of the quizizz application on English grammar of Eighth Grade Students of SMP Karya Budi Putussibau in the Academic Year 2020/2021?

### **C. Research Purposes**

Based on the research problems above, the purposes of this research are:

1. To find out whether the use of the quizizz application is effective or not in student English learning grammar to the Eighth Grade Students of SMP Karya Budi Putussibau in the Academic Year of 2020/2021.
2. To find out the effect of the quizizz application on student English learning grammar to the Eighth Grade Students of SMP Karya Budi Putussibau in the Academic Year of 2020/2021.

### **D. Significance the Research**

The finding of this research is expected to give useful information and also give a positive contribution.

#### 1. Theoretical Significances

The results of this study are intended to contribute to the implementation of the quizizz application for grammar mastery. This can be used as a reference by the next researchers who are interested in studying this matter.

#### 2. Practical Significances

##### a. To the English Teacher

The researcher expects that this study will give a new way to teach pandemics. the teachers can use quizizz as an innovative teaching media to make students interested in learning English grammar.

##### b. To students'

The researcher hopes that this study would motivate students to online and offline learning. it can help them to develop their idea and make students interested to learn a lot while this pandemic.

##### c. To the Researcher Herself

The result of this study is expected can increase the researcher's knowledge in teaching and also improve her performance in using media in online and offline classes.

d. To Institut Keguruan dan Ilmu Pendidikan

Especially for English Education Department as an educational institution that educated English teachers to be, this study can be used as a reference to plan and develop programs that are suitable for society's needs, including English grammar for all grade levels.

## **E. Scope of the Research**

To carry out research systematically requires a scope of research. It consists of research variables and terminology.

### **1. Research Variable**

Variable is a term frequently used in research that defines and identifies while designing a research project. According to Creswell (2012:112), "*variables are best known as a criterion or a distinctive feature that the writer deliberately research on finding the effect between one variable to another variable*". Variables in this research are divided into two variables. They are the Independent variable and Dependent variable which are listed as follows:

#### **a. Independent Variable**

An independent variable is a variable that is changed or controlled in a scientific experiment to test the effects on the dependent variable. According to (Tuckman and Harper, 2012), an Independent variable is a stimulus variable or input which is measured, manipulated, or selected. The independent research that will be used in this research is the use quizizz application.

#### **b. Dependent Variable**

A dependent variable is a variable that will be tested and measured in a scientific experiment. According to (Tuckman and Harper, 2012), the Dependent variable is a response variable or output which is observed and measured to determine the effect of the independent variable. The dependent variable of this research is students' ability in English grammar.

## 2. Research Terminology

The research provides some explanations about words written in the title to make the reader easier to understand the study.

### a. Pre-Experimental Research

This research is a kind of Pre-experimental research that would be conducted in one class without a control group. Pre-Experimental research is a design that consists of comparing a single group under two different sets of conditions. In other words, the researcher would do a pre-test, giving treatment and a post-test to one class only without comparing them to another class. The pre-condition data of the sample will be gathered after being administered with the pre-test and the post-test administered which is considered the final condition once the sample has been treated.

### b. Grammar

Grammar is a branch study of language which explains the connection between words, and the connection between these words in the correct arrangement so that it gives meaning to anyone who uses the language. This research will focus on the Quantifier for eighth-grade students. A quantifier is a word or group of words that usually comes before a noun and you can use it when you want to tell the number or size of an object. The nouns used can be in the form of countable nouns and uncountable nouns.

### c. Quizizz

Quizizz is a web tool for creating games and interactive quizzes to use in classroom learning. It's very easy to use, interactive quizzes you create have up to 5 answer options including the correct answer. The advantage of quizizz is that the workmanship adjusts to the speed of the students. Students will not be judged based on whether or not to answer questions. Besides, the value can be downloaded in the form of excel documents, making it easier for teachers to conduct assessments.

Quizizz can now be accessed in the play store for android users, so in its use, it is more practical and of course mobile friendly.

d. SMP Karya Budi Putussibau

SMP Karya Budi Putussibau is one of the vocational junior high schools in Putussibau Utara Kapuas Hulu located in Jl. Ahmad Yhani. There are 3 classes in the eighth grade and one of them will be selected as the sample in this research.