

CHAPTER I

INTRODUCTION

A. Research Background

Parlance is one of the most important factors in communication, and in this modern era, there is one language that has been recognized and has become an international language, namely English. English is very influential in all fields, especially education, so it is one of the most important subjects to master and apply from an early age. Currently, many schools have made English a compulsory subject that is included in the education curriculum. This indicates that English is very important for students to learn, uncommon for some schools to have a day to speak English, to train students to get used to speaking English. English will be very useful for the future, therefore learning English is a mandatory thing to do. To learn English, it is necessary to first know what vocabulary is used in English, so that it is easier to learn and understand the language.

Vocabulary is a word used or one of the basic things that must be understood to use English well. Vocabulary is every word that must be understood to communicate well (Neuman, and Dwyer, 2011). Vocabulary is also commonly referred to as the important core of a language, how can you learn a language if you don't know the vocabulary, therefore learning vocabulary is the first step that must be done if you want to learn English.

Teaching is one of the activities in which there is a teaching-learning process (Rohani, 2004: 1). Teaching has a function to guide students about something that must be done in life (Sardiman, 2012: 12). Teaching vocabulary is the process of guiding students in learning especially about vocabulary that students must master before mastering English. Teaching vocabulary is not an easy thing, there are so many vocabulary words to learn and remember. This is one of the problems that arise if you want to teach vocabulary to students, sometimes to memorize quite a lot of vocabulary, students easily get bored

quickly in learning. One way to overcome this problem is to find and change learning to be more fun so that it can be accepted and understood by students.

During the pre-observation the researcher found that at the high school level, there is no specific vocabulary subject but in English learning, there are some materials that require learn vocabulary first before starting the learning material. For example, in descriptive text, students must know some vocabulary related to the object if they want to describe an object in detail and to help them string words well. In addition, there is also the problem of how the teacher must think of ways so that each student does not miss the lesson and still get enough grades, even though the student is absent during the teaching and learning process. To help teachers and students in the process of teaching and learning about vocabulary, the teacher chooses to use a technology-based learning media.

If students want to learn vocabulary, they must have a way to master it easily. In this modern era, technology plays an important role in life. Technology has created various applications that can be used for anything, including learning. Huei, Yunus, and Hasyim (2021) stated that one of the interesting applications that are widely used for learning is Quizizz. Quizizz is an application that is very useful and can keep students entertained to do learning and training independence (Jasmansyah, 2019). Quizizz has a very important influence on creating active and interactive learning for students (Zhao, 2019). As stated in previous research, Quizizz is a fun game application that can create educational-based quizzes that are widely used by educators.

In previous research, the first research was taken from the Journal of education and e-learning research with the title "Strategy to Improve English Vocabulary Achievement during the COVID-19 Epidemic. Does Quizizz Help?" by Huei, Yunus, and Hasyim (2021). This study has findings that confirm the relationship between the quizizz application and vocabulary achievement, in the quizizz application there is a vocabulary theory of marginal effect, and it is also multimodal. Researchers agree that quizizz apps can create an immersive learning environment through words which creates a good

correlation between quizizz apps and vocabulary learning also researchers recommend quizizz apps to improve vocabulary because of the effectiveness of the quizizz app itself.

The two previous studies of this research were taken from Research on English Language Teaching in Indonesia, an e-Journal entitled "The Implementation of Quizizz in Vocabulary Learning Activities: EFL Students' Perception and Motivation" by Brahmana (2022). From the results of this study, the researcher concluded that the quizizz application can be an alternative media to help students learn vocabulary, and with the quizizz application students are motivated to learn vocabulary. Researchers also agree that the quizizz application as a learning media is very good and needs to be used by students to learn vocabulary.

Although there have been several researchers who examined the same theme or problem as this research, there is something that distinguishes this research from previous research, namely that at SMAN 1 Mempawah, there has never been an analysis of the application of quizizz in vocabulary learning. Therefore, in this research, the researcher is interested in analyzing quizizz in teaching vocabulary to students at this school.

B. Research Question

Based on the background above, the researcher will focus on, and identify the research question as followed:

1. "How is the implementation of Quizizz Application in Teaching Vocabulary to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023 ?"
2. "How does Quizizz Application impact the vocabulary teaching and learning to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023 ?"

C. Research Purpose

1. This study aims to find out about how is the implementation of Quizizz Application in Teaching Vocabulary to tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023.
2. This study aims to find out about How does Quizizz Application impact the vocabulary teaching and learning to the tenth-grade class of SMAN 1 Mempawah in the Academic Year of 2022/2023.

D. Significance of Study

Researchers hope that this research can provide some useful findings, both in terms of theoretical and practical.

1. Theoretical significance

Theoretically, this research is expected to provide benefits for teachers and students in applying quizizz in vocabulary learning so that it can help in the teaching and learning process. In addition, this research is also expected to provide benefits for other researchers to develop ideas and become a reference if they want to research quizizz in vocabulary learning.

2. Practical significances

a. To teachers

The results of this study provide information about quizizz application in teaching vocabulary at the senior high school level. Therefore, with the information obtained, teachers can apply quizizz application to teach students vocabulary skills. This research can also help in giving teachers an overview of how quizizz application impacts vocabulary learning so that it can help teachers prepare what needs to be done when they want to apply quizizz application in learning. This research will show teachers that using apps and implementing them will greatly facilitate teaching and learning activities and also make teachers participate in utilizing knowledge and technology.

b. To students

The results of this study can add to students' insights, help students to learn by trying new things without feeling bored, mastering vocabulary in a fun way. Students can also learn about technology through the quizizz application for learning so that students already know how to apply it and can use it well. This research is also expected to raise awareness for students that learning vocabulary is very important in learning English and remind students that students are the younger generation as well as the successor of the nation who must be able to take advantage of what has been provided by the times to face the future.

c. To Other researchers

The result of this research can help other researchers to use this research as one of their references and develop ideas that will be used in future research so that other researchers can create new research that is perfect to improve the quality of research and be useful for future learning.

E. Scope Of The Research

This section will explain the research variables and terminology used in this study.

1. Research Variable

Variables are individual or group characteristics which these characteristics can be measured and observed according to what is being studied (Creswell, 2009: 49). Variables can also be interpreted as research objects, where these objects can be measured by researchers, whether it is done individually or in groups. This researcher uses single variables, single variables are variables that usually only explain factors in the symptoms of the variable itself (Nawawi, and Hadari, 1992: 45). The single variable used in this research is "Quizizz application in teaching vocabulary to the 10th-grade student of SMAN 1 Mempawah".

2. Research Terminology

Researchers explain the keywords used in this study, and will be explained below:

a. Quizizz Application

Quizizz is an application in the form of an education-based game that will help learning activities in the classroom become more active and create a fun atmosphere in learning. Quizizz is an application that is widely used to help students progress in terms of education, Quizizz is also one of the alternative applications that make it easier to learn and make lessons interesting. For its use, the quizizz application can be accessed via a smart phone by downloading the quizizz application through the play store, once downloaded it can be used to create a game in the form of an interactive quiz that can be applied to learning, how to use it is easy so that it does not make it difficult for teachers when they want to make interesting questions. The quizizz application is also very flexible, this application can not only create quizzes that are used to evaluate learning but can also be used by teachers to be a means of delivering material. In addition, the quizizz application provides a variety of questions and features for free so it is very useful for teachers and students to use.

b. Teaching Vocabulary

Teaching vocabulary is a teaching process carried out by the teacher, involving materials about vocabulary in which students learn everything involved in vocabulary. Teaching vocabulary is very important to do because in this pursuit students are guided more easily in mastering vocabulary. Teaching will be easier to implement and have good results if students can understand and accept learning well. Therefore, teachers must provide teaching as interesting as possible to create a comfortable classroom atmosphere for learning vocabulary.

c. Tenth-Grade Students

In SMAN 1 Mempawah, students registered 2022/2023 academic year, there are 8 classes namely 4 sain classes and 4 social classes. In this research, the researchers chose 1 class namely the 10th science 1 class.

d. SMAN 1 Mempawah

SMAN 1 Mempawah is located on Raden Kusno Street, Mempawah Hilir district, Mempawah Regency, West Borneo.