CHAPTER I

INTRODUCTION

A. Background of the Study

The increasing technology in this modern era enables students to be exposed to knowledges from many sources in formal education and informal education. They learn not only in school but also in many other places, such as private course and study group. English is one of the skills that should be learned in the current era of globalization. Therefore, students are required to be able to use English in many skills. Before being able to use it in many skills, students must master basic skills in learning English. There are four basic skills that must be mastered by students; listening, speaking, reading, and writing. Reading is one of important skills that must be mastered by students because by mastering the skill they can understand well and get more knowledge. Reading helps them to build their own vocabulary and improve their understanding when they are listening. Because of importance, the teaching must be conducted seriously.

To support students' success in learning reading, the teacher must prepare for the use of technology in the form of learning media. Teachers have to improve and innovate the learning strategy dealing the technology. They also have to show the materials interestingly to the learners. We know that the learners in this era have so much interest in technology. According to Gilakjani & Sabouri, (2016), practicing digital technology is believed effective to attract students' interest that they can focus more on the class teaching and learning process. Moreover, the technology can contribute the teachers in accomplish their tasks more effectively. It's also supported the students to use the technology whenever they are. Chang and Lehman (2002) state that students will get many benefits when they learn using technology. So, the teacher must be creative to prepare and create fun learning like using many applications on mobile phone or PC.

Related to the situation above, the existence of learning technique to read is very useful for students in creating their own ideas, specific information, and reference word. One of online popular quiz application that was very useful and helpful for students to increase their reading skill is "Quizizz". Purba, (2019)states that Quizizz is a game-based educational application that brings multiplayer activities to space classrooms and

make learning process more fun and more interactive. The Quizizz application can be the one of application that can teacher choose to improve learner motivation in English learning process. Through this application, student can take an interest in intuitively classroom exercises utilizing their own mobile phone or school computer to improve their learning activity. It is such a great thing since learning does not continuously utilize books and paper as the media.

In the previous research, Asiksoy, G., & Sorakin, (2018) stated that Quizizz application is effective to reduce students' anxiety and increase students' learning achievement. Rahayu & Purnawarman, (2019) also proved that the students performed better achievement in learning grammar through Quizizz application. In addition, Fadhilawati (2021) found that students' achievement in learning grammar especially relative pronouns has increased significantly from the minimum criterion mastery of grammar. The benefit obtained by the students is enjoyable learning experience and the teachers can download the history process of Quizizz. The third research mentioned above study about grammar learning. The current research provides additional empirical evidence on the use of Quizizz in teaching reading to teenagers.

This study takes SMP Negeri 2 Kartasura as the research setting. Most of students in the school have serious problem in learning English especially understanding English materials from the teachers. This situation requires teacher to be able to innovate their teaching technique. The junior high school students at SMP Negeri 2 Kartasura have just stepped into their teenager life so they like games more than learning. So, the teachers insert games in learning process then the students are educated while enjoying the learning process. National Education Association (2012) mentioned that students need to develop their skills needed for the demands of globalization. That is, traditional techniques are not again includes the above-mentioned skills. Zhao (2019) also explained that Quizizz has several features, such as memes, themes, avatars, and entertaining music, making it different from other educational applications. This is the best way that can be done by the teacher so that students can understand and learn English easily, especially reading comprehension.

Based on the need to explore the empirical data about the implementation of Quizizz, the researcher carries out research that aims to find problems faced by teacher

and students. The researcher uses learning media called Quizizz to enhance students' reading ability. So, learning process will be fun and easy to understand by students.

B. Problem Statement

The researcher formulated problem statements based on the background of the study as follows:

1. How is the Quizizz applied as the learning media at SMP Negeri 2 Kartasura?
2. What are the challenges faced by the teachers and students in the implementation of Quizizz at SMP Negeri 2 Kartasura?
3. How do the teachers deal with the implementation of Quizizz at SMP Negeri 2 Kartasura?

C. Objective of the Study

Based on the research question above, this research is conducted to:

1. Describe the application of Quizizz as the learning media in SMP Negeri 2 Kartasura
2. Identify the challenges faced by the teachers and students of SMP Negeri 2 Kartasura in applying Quizizz application
3. Find how the teachers and the students face the challenges at SMP Negeri 2 Kartasura

D. Significance of the Study

1. Theoretical Significance

This research is expected to contribute to learning theory to improve English language skills especially reading skill for the students of SMP Negeri 2 Kartasura.

2. Practical Significance
a. For the English teachers

The researcher hopes that the results of this study can be input and methods for teachers to develop learning media so that students can be more interested and enthusiastic in learning. And can contribute to the idea of improving a better learning system for school.

b. For the learners

The researcher hopes that using Quizizz application in English learning process, students are more enthusiastic in learning English and getting maximum results because they are in a comfortable and enjoyable learning.