CHAPTER I

INTRODUCTION

This section consists of background of the study, limitation of the study, research questions, objective of the study, benefits of the study, and organization.

A. Background of the Study

The COVID-19 pandemic is a disaster that affects all aspects of life, without exception the world of education. Several countries decided to close schools and eventually replace them with online learning processes, including in Indonesia. The online learning process in the Covid-19 pandemic situation uses online support media as a medium for delivering material to students. This is an effective solution to be applied in the Covid-19 pandemic situation. Due to the massive reduction in direct with people. This is confirmed by Komang (2020) in her research entitled "Challenges and opportunities for the use of information technology in online learning during the Covid-19 period" states that the best solution for the learning process during the Covid-19 period is implementing an online learning process with supporting media. based online. Because with the development of material delivery technology, the use of online media is more efficient to implement.

There are several applications that can be used as online teaching media namely Youtube, Schoology, google classroom, etc. But the application has its drawbacks if applied as an online teaching medium One of them in the operation. this makes teachers prefer easy-to-understand and easy-to-access apps for online learning media. one of the easy-to-operate media is Kahoot application that can be used as an online learning medium.

Kahoot application is a great online learning medium to apply in covid-19 pandemic situations. Kahoot app is an online based application and website that

can provide a different learning atmosphere. Because in the Kahoot application there are interesting features such as quizzes containing learning videos, games, and training questions related to learning materials in school. One of the reasons for using Kahoot application as an online learning media than other media is because the application is simple, has interesting features from other applications, the design of the application there are game features that are not in other applications. Wang, Alf Inge, (2020) said that one of the right media to use in the online learning process is Kahoot application that can increase students' learning interest through its easy use.

In the learning process, supporting media is needed to facilitate the delivery of supporting media materials such as Kahoot which is suitable for use as supporting media during a pandemic because Kahoot media offers an understanding of material related to simpler school subject matter through the interesting features contained in the application Ucar (2017). In addition, the use of the Kahoot application is often used as a learning medium, but in a pandemic situation, this media is now an appropriate and suitable medium for use. The use of applications as learning media needs to be developed to be better not only as supporting media but can be used as a medium that can overcome the learning process in the current pandemic situation.

The Use of Kahoot Application in English Language Teaching during COVID-19 Pandemic Era at SMP IT Al Huda Wonogiri can provide solutions to teachers to help deliver lesson materials to students more easily.teachers can take advantage of kahoot application because of the interesting features contained in this application. Based on this explanation, the author wants to show a better understanding of the use of The Use of Kahoot Application in English Language Teaching during COVID-19 Pandemic Era at SMP IT Al Huda Wonogiri. Better understanding is important in understanding something without exception, a good understanding of kahoot application as a learning support medium. Leony (2019)

said that kahoot applications include online-based applications that can help with the material submitted by teachers and can help students understand the subject matter easily.

In addition, the use of the Kahoot application in learning has not been widely applied in the school environment, because the learning method still uses print media as a learning support medium. The presence of the Kahoot application can provide a different learning method from the previous one. This study provides a deeper understanding of the use of teaching Kahoot application as learning support medium during the Covid-19 pandemic at SMP IT AL-HUDA Wonogiri with the aim of providing information and education about the benefits of using the kahoot application. Based on this explanation, it shows that the importance of choosing supporting media with the right learning media is confirmed by Fajar, Rahmat (2019) who said in his research that the level of success in the learning process is one of which is the selection of the right supporting media.

Research related to the Kahoot application has different focuses and objectives. Fathan, Umar (2018) said that the role of online media as a learning support medium is used with different purposes according to its intended use. But there is little research related to the Kahoot application as a supporting medium for learning during a pandemic, so in this study the authors show that research on the Kahoot application must be developed to show a better understanding or as a source of reference about its use as a learning support medium.

The low focus of previous research on analyzing the use of the Kahoot application as a learning medium during a pandemic. Making the author show a better understanding of the use of the Kahoot application used by the teaching staff as a learning support medium and is also the topic of this research. But there has been no research that examines the use of the Kahoot application as a learning medium during the pandemic, seen from the perception of use by teachers in the

school environment. Based on the explanation above, the writer wants to investigate the learning process during covid-19 by using the Kahoot application for teaching staff at SMP IT al Huda with the title: **"The Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era at SMP IT AL-HUDA Wonogiri."**

B. Scope Of Study

This study focuses on the use of the Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era . The author is interested in the use of interactive media such as Kahoot to be used as a learning support medium because technological developments make the learning process easier with the widely available information on the internet. In addition, the subject of this research is to use The Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era and the object of this study is an interview transcript in the form of teacher perceptions and opinions about the benefits of using the Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era.

C. Problem Statement

Based on the research background above, the writer shows the problem formula as follows:

1. How is teacher's perception toward the implementation of kahoot ?
2. What are the Strength and weaknesses of using The Use of Kahoot Application in English Language Teaching during COVID-19 Pandemic Era?

D. Objective of the study

Based on the problem formulation above, the objectives of the study are follows:

1. To find out teacher's perception toward the implementation of kahoot
2. To identify the Strength and Weaknesses of using Kahoot application by the English teacher at SMP IT AL HUDA Wonogiri

E. Benefit of the study

The author hopes that the results of this study will benefit readers including:

1. Theoretical schedule significance

    The author hopes that the results of this research can be useful and as additional information in the learning process, especially in junior high school, Huda Wonogiri.

2. Particial significance
    a. Teacher

       The author hopes that the results of this study can provide additional information about media support for online learning media suitable for use during the Covid-19 pandemic.

    b. Other researcher

       The results of this research can be used as additional information and references to other research interested in researching the same topic.

F. Research Paper Organization

This research paper organization of "The Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era at SMP IT AL-HUDA Wonogiri" was arranged systematically into five chapters. Each chapter of this research divides into further divisions. The researcher arrangers this research paper as follows.

Chapter I discuss about introduction. This chapter contains of the main focus of this research paper. There are background of the study. Problem statement, objectives of the study, and benefit of the study.

Chapter II is related literature. This chapter discuss about previous study related to the topic and underlying theory used in this research.

Chapter III discusses about research method. This chapter consist of the type of the research, subject of the research. Data and data source, technique of collecting data, technique of analyzing data, and credibility of data.

Chapter IV discusses about finding and discussion. This chapter consist of research finding and discussion.

Chapter V consist of conclusion, implication and suggestion of the research. In this chapter, the research concludes the result of the research and gives suggestions related to the result of research.