

CHAPTER I INRODUCTION

This chapter the topic : background of the study , research question, objective of the study, importance of the study, importance of the study, definition of key terms

A. Background the study

The need for learning English since elementary school age demands to be their developments in the era of globalization like now. English help students to access technology. Even elementary school age students and kindergartens are required to compete in subjects, which means that if elementary school age children are left behind English lessons, then it will be cause problems for the child in which he will lose confidence himself because of his lagging behind (Maili, 2018: 3).

Vocabulary is an inseparable part of language. Adequate vocabulary plays a very important role in improving aspects of language skills, as is the case with English vocabulary. To be able to master the four English skills above, mastering vocabulary is the most basic thing that a student must master in learning English. which is a foreign language.

Vocabulary is an important component of English language teaching which states that teachers must teach vocabulary first because it is a fundamental skill that students must achieve in order to attain competencies in English language teaching such as writing, reading, speaking and listening. In Additon one states that teachers need to teach skills first because basic skills are foundational skills

that students need to achieve in order to attain other competencies such as writing, reading, speaking and listening (Dwi, 2017)

Based on Darmawan & Fatmawati (2019), even though the teacher has taught clearly, most students find it difficult develops mastery of understanding because the teacher conveys content monotonously, in addition one of the method to increase the vocabulary is by playing. When learning occurs, understudies who follow the proper methods won't become easily weary, especially when learning vocabulary in English (Khusniyah & Hakim, 2019). Understudies who are still in elementary school typically believe that learning new language and speaking English is difficult. However, vocabulary is the most important and fundamental part of learning a language. Without a good and appropriate vocabulary, a person cannot effectively learn and convey his ideas both verbally and in writing on paper. It's crucial to concentrate on inflectional prefixes and postfixes as well as inference prefixes and adds when one does not have a large enough vocabulary (Aini, 2019). It is demonstrable that vocabulary development will occur if it is focused in an unexpected way, such as constant receptivity, especially when it comes to reading.

Though effective learning outcomes should be the goal of any learning process, this isn't always the case in reality. As a result of their educational experiences, these learning outcomes demonstrate the quality, aptitude, and character of the students (Utomo, 2020). Just as Nurhasanah & Sobandi (2016) learning outcomes are the abilities and knowledge that students possess at the end of the learning

process and are determined by the evaluation procedure. The KKM, which is utilized as a benchmark for the learning process' performance, is what establishes the quality of learning outcomes (Yendarman, 2016).

To find out the results of a learning process, teachers can carry out assessments according to his needs. In this digital era, teachers can immediately provide assessments of student learning outcomes after the learning process is complete. Just as (Brown, 2004), learning is assessed summative and formatively. Summative assessment is a type of assessment carried out at the end of the learning process, it can cover several areas of material or all the material taught in one semester or at the end of the phase. The purpose of this assessment is to measure or summarize students' level of understanding in order to know their weaknesses and strengths (Nazri & Wijaya, 2020). Meanwhile, assessments that receive feedback during learning are called formative assessments. This assessment is also referred to as learning evaluation and is increasingly emphasized in the education system. When carrying out assessments, many students usually feel nervous and anxious, and the class atmosphere tends to be more tense and stiff.

Based on the description above, using a learning platform like *Quizizz* can be alternatives for teachers to help improve student learning outcomes. This e-learning Web Application created with competitive game features and an attractive design, it can increase interest in learning students so that learning does not become boring (Zuhriyah & Pratolo, 2020). Use This application in learning activities has become widespread and is used quite often. Various studies about using *Quizizz* and

its benefits shows the ability of this application to improve the abilities and skills of each student. (Salsabila et al., 2020). With Using *Quizizz*, students can provide answers and receive corrections directly, so that students can find out the results of their performance (Panggabean & Harahap, 2020). Attention and The student's concentration will be carried away by the attractive display and the timer that has been set on *Quizizz* app. Furthermore, teachers can efficiently track progress in learning activities students effectively (Setiawati, 2021). These things will influence learning activities students, which can improve their learning outcomes.

The writers explore how the *Quizizz* games app might improve students' vocabulary learning and learning motivation in response to the concerns brought forth. This is because the repetitive nature of traditional English teaching methods deters students from studying the language since they are bored. Finally, there is a serious deficiency in the students' command of the English language. With the use of instructional media, particularly the *Quizizz* game app, students will be more involved in their English studies and vocabulary learning.

A lot of studies have shown the benefits of utilizing the *Quizizz* app. Furthermore, *Quizizz* are completed by students as part of their homework assignments. This will promote student learning and give learners a more interesting and dynamic stand when reviewing their course materials (Abdel-Rahman, 2021). Additionally, *Quizizz* can be used for test preparation (Yanuarto & Hastinasyah, 2023). Teachers can design a *Quizizz* quiz that covers the content of an impending exam, which will undoubtedly benefit students in preparing

themselves and increase their confidence in passing it. This displays how students' knowledge and skills can be enhanced with *Quizizz* learning media has been embraced as one way to better accommodate learning media in Indonesia, which is not just applied conventionally. in addition to additional educational programs focused on informatics and IT. (Pertwi and others, 2021). It is feasible to strategically position the narrative perspective as part of the technology-based educational learning approach. Having an emphasis on elementary school pupils, in order to generate a formulation of efforts in problem solving through the *Quizizz* program.. On the other hand, youngsters usually need an engaging learning approach at this age, not one that is dry and monotonous. For them, learning in a playful environment is a lot of fun. They will be more motivated to increase the size of their English vocabulary as a result.

Quizizz games Approaches to learning English can certainly arouse students' interest in learning. This is a challenge for elementary school/SD English teachers. Teachers need continuous innovation so that students can participate actively in the learning process. so that students can participate actively in the learning process. Choosing research to improve English vocabulary in an environment with high interest such as SDN Kelayan Timur 11 has several strong reasons. First of all, with a high interest in English, there is great potential to achieve significant results in increasing students' vocabulary. When students have a strong interest in a particular subject, they tend to be more engaged and motivated to learn further.

The second noting that English language teaching may be less modified or less suited to students' needs, there is an opportunity to refine teaching methods and introduce more engaging and effective learning tools, such as *Quizizz*. Thus, this research can help fill the gap between high student interest and teaching methods that are not yet fully appropriate. In addition, by choosing research topics that suit students' interests, researchers can create a learning environment that is more fun and interesting for students. This can help increase their motivation to learn English and effectively improve their vocabulary. Thus, the reason for choosing this study at SDN Kelayan Timur 11 was because of the potential to capitalize on students' high interest in English to achieve significant results in increasing vocabulary, as well as the opportunity to improve the quality of teaching by introducing more interesting and interactive learning tools.

Choosing SDN Kelayan Timur 11 as a research location has a strong basis because you have observed students' high interest in English during the period of time you spent there. Here are some reasons why choosing a research location based on observing students' high interest in English is a good decision:

- **Available Potential:** With high student interest, there is a great opportunity to achieve significant results in improving their English vocabulary. A strong interest can be an additional encouragement for students to study further and achieve better achievements.
- **Research Relevance:** Choosing a research venue based on high student interest ensures that your research has direct relevance to their needs and

interests. This will make your research more meaningful and useful for students and schools.

- Motivation: Students who have a high interest in English tend to be more motivated to participate in research and may be more open to experiments or new learning methods that you want to test.

Thus choosing SDN Kelayan Timur 11 as a research location because of the students' high interest in English provides you with a solid basis for conducting useful and successful research.

As a result, the researchers will attempt to use the interest technique in the hopes of enhancing students' achievement in acquiring English vocabulary. The aims of the teaching and learning process will be meaningful if the teacher can bring the circumstances of the class to life, such as by selecting an intriguing learning technique. The teacher will help students to improve achievement in learning English Vocabulary and the researchers try to make a research about "SDN Kelayan Timur 11".

A problem that arises during the learning process is caused by the ineffective teaching methods. This condition causes students to lose interest in learning a language and to be unable to use words that are appropriate for the context, resulting in a longer and less efficient learning of English.

B. Research Questions

The researchers are trying to answer the following main question based on the research background above, this is the research question in this study:

How is the effective model for improving the vocabulary of young students through the game *Quizizz*?

C. Objective the study

Based on the research question above this is the objective of the research that the researchers conducted :

To use the *Quizizz* game to increase and significantly improve success when learning English vocabulary.

D. Hypotheses

The purpose of this research is to collect data on how effective the *Quizizz* application is for learning vocabulary in English, as a useful tool for teaching vocabulary understanding. Apart from that, this research also tries to find out whether there is quite a large variation in learning outcomes for vocabulary comprehension between grade VI students at SDN Kelayan Timur 11 who were taught the small group interaction method and those who were not.

A hypothesis is a provisional solution to provisional formulations and issues, where the research question is formulated as a declarative sentence. this goal

Ho: Students at SDN Kelayan Timur 11 who utilize the *Quizizz* app to learn English do not significantly differ in their vocabulary competence.

Ha: Significant disparities exist in the vocabularies of the students. proficiency with the *Quizizz* app during SDN Kelayan Timur 11 English language instruction

E. Significance the study

The study has two impacts, based to the researcher. There are basically two aspects to this: the theoretical side and the practical side.

1. Theoretical Significance

The findings of the study can offer valuable insights for implementing *Quizizz* to enhance students' vocabulary mastery in grade 6 at SDN Kelayan Timur 11. By utilizing *Quizizz* as an educational tool, teachers can create interactive quizzes tailored to the vocabulary needs of their students. The engaging nature of *Quizizz* can captivate students' attention and motivate them to actively participate in learning activities. Additionally, the ability to customize quizzes with various question types, parameters, and multimedia elements allows teachers to cater to diverse learning styles and preferences. Through regular use of *Quizizz*, students can improve their vocabulary retention and comprehension in a fun and interactive manner. Overall, the study's findings can serve as a practical guide for educators at SDN Kelayan Timur 11 to effectively integrate *Quizizz* into their vocabulary instruction strategies.

F. Definition of key terms

Definitions of important terminology are provided in this study to prevent misunderstandings and misinterpretations. The research describes the definition as follows:

1. Vocabulary Mastery

Just as with Darmiyati Zuchdi (1995, P. 3-7), vocabulary mastery refers to the capacity of an individual to identify, comprehend, and employ words appropriately and accurately through speaking, listening, reading, and writing. This study's vocabulary material concentrated on helping students become proficient in word definition, spelling, proper English grammatical usage, and the ability to recognize synonyms and antonyms.

Vocabulary mastery is a multifaceted skill encompassing various aspects of understanding and utilizing words effectively. It goes beyond merely knowing the definition of a word; it involves comprehending its nuances, being able to spell it correctly, identifying its synonyms and antonyms, and applying it appropriately in different contexts. In the realm of English language learning, both receptive (understanding words when encountered) and productive (using words actively in speech or writing) vocabulary are crucial components of vocabulary mastery. By honing these skills, students can enhance their ability to communicate effectively and express themselves more precisely in English.

2. Quizizz Application

Based on (Amornchewin, 2018) *Quizizz* is a learning medium which is believed to be able to motivate students to study together interesting features. *Quizizz* is an application that can be used to be creative *Quizizz* that can be accessed via devices such as computers, smartphone or tablet for *Quizizz*, complete *Quizizz*. *Quizizz* can also increase motivation to learn and compete to

be the best because in Students can see the leader board on *Quizizz*. Indeed, *Quizizz* is a flexible online gaming platform made specifically for making educational quiz games. *Quizizz* is a vocabulary learning program that comes with a number of features to make learning more efficient and pleasurable. To create a varied and interesting learning environment, educators and teachers can use *Quizizz* to generate a range of question formats, such as multiple-choice, true/false, and open-ended questions.

Furthermore, *Quizizz* operates online, requiring an internet connection for access. This online accessibility enhances its usability, allowing students to engage with the platform from anywhere with an internet connection, whether it be in the classroom, at home, or on the go. Overall, *Quizizz* serves as a valuable resource for educators seeking to gamify the learning experience and promote active participation and retention, particularly in the context of vocabulary acquisition.

CHAPTER V CONCLUSION & SUGGESTION

This chapter presents the study's conclusions along with recommendations from the researcher for enhancing future research efforts.

A. Conclusion

Multiple research investigations have demonstrated the effectiveness of *Quizizz* in helping students master vocabulary. In this particular study, researchers used a post-test to evaluate the use of *Quizizz* as a learning medium. Based on the data analysis, the average score in the pre-test was 60%. After completing Cycle 1, students showed significant improvement, with an average score of 94%, which exceeded the school's minimum competency criteria (KKM) of 70. Although most students showed improvement, a few did not meet the required grade. Therefore, Cycle 2 was conducted to further assess the effectiveness of *Quizizz*. In Cycle 2, some students even achieved a perfect score of 100. Would you like any further edits or details added to this summary? The findings of this research are consistent with (Agustin, 2022). Her study demonstrated the effectiveness of *Quizizz* in helping pupils master language. *Quizizz* is a learning tool that offers a variety of questions to aid pupils in expanding their vocabulary. Pupils were allowed to select which vocabulary words they wanted to recall from the questions. Studies demonstrate how effective the *Quizizz* app is at helping pupils learn new words. Just as (Brahmana, 2022), *Quizizz* aids pupils in improving their focus, motivation, and language retention. Students responded well to the application of *Quizizz* in the vocabulary teaching and learning process,

thereby increasing their interest in vocabulary acquisition. Additionally, *Quizizz* is considered an effective and fun learning tool for educators and students.

B. Suggestion

Drawing from the study's findings, the researcher offers several recommendations.

1. For Students

The findings suggest various media that students can use to enhance their vocabulary knowledge while learning a language in an enjoyable manner. By incorporating these media, students can make the language learning process more engaging and effective.

2. For Teachers

This study serves as a valuable resource for educators interested in incorporating game-based learning methods, such as *Quizizz*, into their vocabulary instruction. It offers practical insights and strategies for effectively integrating these tools to enhance student engagement and improve vocabulary acquisition.

3. For Further Researchers

This study adds to the growing body of knowledge on game-based learning, providing useful insights and references for future researchers interested in exploring this field further, thereby supporting continued research and innovation in this area.

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