CHAPTER I

INTRODUCTION

1.1 Background

Learning is the occurrence of permanent changes in behavior do it because of practice and experience in using other words, Learning is an activity or struggle carried out so that When changes occur, these changes are visible immediately or indirectly but only in the form of changes from improvements that have been studied. The form of the changes it is change, behavior towards values and inhibition, speed perceptual, physical skills, thinking abilities, memory content, and form others from mental benefits (changes related to physical aspects and psychological) these changes are relatively permanent. Significant developments in science and technology which has changed many parts of human life, including in in the social, economic, educational, cultural fields. Syaiful and Aswan (2014:5) state that learning is a change in behavior brought about by practice and experience. This means that behavioral changes are brought about by experience and have a comparatively long-lasting effect. These changes can involve knowledge, skills, or attitudes, even encompassing every aspect of the organism or person.

One of The regulatory aspect that is linked to the learning process is media learning that must be mastered and learned for teachers to be able to do it provide material to students appropriately, effectively and efficiently. Learning media are all forms and tools conveying information that is created or used according to the concept of learning, which can be used for learning direction by conveying feelings, stimulating thoughts, attention, messages and desires of students so as to create a controlled learning process.

The development of science and technology or science and technology has making a very fast transition in human activities, both culturally, socially, economically and educationally. In the

present time the development of technology and science is experiencing development very rapidly like now, it is necessary to coordinate and educational adjustments, so that education is not delayed, especially those who regarding pedagogical factors in schools. One of the causes of adaptation The learning process in schools is a learning medium. This is important to be mastered by teachers in order to successfully distribute lesson material for students efficiently and effectively. Armed with the capacities that exist within themselves, the media can displays teaching materials from images, movement and color, sound, well naturally or directly or manipulated. Media-based materials will be more complete, more interesting and clear for students. with the help of media, the material presented increases students' curiosity and arouses students emotionally and physically with media and methods that are diverse and not boring.

Kahoot is an online learning media, in including tests and in-play learning (learning while playing). Apart from that, Kahoot is an interactive learning media that can be used in the learning process as a post-test, pre-test, remedial, reinforcement material, practice questions, evaluation and others. Kahoot is a student response system that encourages students to participate and keeps them engaged because of its game-based platform (Dellos, 2015). Kahoot helps students to be active in the learning process. Some researchers call Kahoot a combination of a student response system and a game-based learning platform (Wang, 2014; Sharma & Unger, 2016). This is like a learning process using games. Kahoot allows teachers to create online quizzes that can be accessed via students' smartphones, tablets, or computers (Dellos, 2015). Teachers can create quizzes or platforms related to the material being taught, then the teacher shares the platform link with students. Students can access the platform using smartphones or other supporting devices. The Kahoot feature offers the ability to earn points, involving sound effects, and motivational music (Wang & Lieberoth, 2016). This Kahoot feature can attract student participation and make the

learning process fun. Research also shows that Kahoot audio and music create positive learning experiences for users that encourage participation (Wang & Lieberoth, 2016).

Kahoot is an educational web page that was originally initiated Johan Brand, Jamie Brooker and Morten Versvik in a joint project with the Norwegian University of Technology and Science in March 2013. Kahoot opened to the public in September 2013 ('Kahoot!' Official Website, 2017). To date, 70 million active users/teachers have using Kahoot and 1.6 billion students to play this game. Kahoot usually provides formative assessment, checking student progress in learning lesson material, identifying advantages and disadvantages, as well as to identify the benefits of several lessons, and provide learning and review opportunities to students, from this basic knowledge, teachers can introduce new discussions, add insight new information, revise before the exam, there is a challenge class for the whole world, findings, number of insights, place for discussion, or availability of students to get back into the spirit of learning. Kahoot can be played in a variety of ways layering tools like, Google Hangouts, Appear in, Skype and others.

Based on the results of observations at Makale Christian High School, the Kahoot application was previously used in teaching but is no longer used due to several obstacles. These users also really need an internet connection, there for teachers do not have time to prepare lesson plans using Kahaot, and students who do not understand how to use Kahaot become a problem. However, even though there are several obstacles that occur, the author also finds benefits that students get from using Kahoot. In the Kahoot application, there are several features that can be used, namely online quizzes, discussions, mix-ups, and surveys, which are fun and can increase students' interest in learning. Students also feel more comfortable asking questions during class discussions. Teachers can also use Kahoot as an alternative application for teachers to carry out daily assessments. With the Kahoot application, teachers can make the quiz atmosphere more interesting and interactive.

According to Fauzan (2019:256) and Putri & Muzakki (2019:221), namely ease of use and access via smartphone and personal computer (PC), Kahoot! can be used for learning and practice, including as a medium for assessment, giving study assignments at home, and as entertainment. Learning activities have a user-friendly design by paying attention to user comfort. Using Kahoot does not require application installation because it is made with web-based software, so no specific hardware or software is required. To use it, time has been allocated to answer questions, and it can be accessed for free. There is an assessment results analysis feature that teachers can use to analyze and take corrective action. There is also varied game content that can be entertaining to learn.

Therefore, the use of Kahoot in learning English is expected to increase the interest in learning of tenth grade students at SMA Kristen Makale, thereby achieving good results and making it easier for teachers to provide English language material. Based on the backround above the writer takes the title " Using Kahoot to Enhance the Students' Interest in Learning English at the Tenth Grade of SMA Kristen Makale"

1.2 Research Questions

Is the use of kahoot effective to enhance the students' interest in learning English at the tenth grade of SMA Kristen Makale?

1.3 The Objective of the Research

This research is to determine the effectiveness of Kahoot in increasing students' interest in learning English at tenth grade of SMA Kristen Makale.

1.4 Significance of the Research

The results obtained from this research are useful for:
A. Teacher
This research is useful for helping teachers understand and properly apply the kahoot application for use in the language learning process, including English.

B. Student

This research can help students use the learning media (kahoot) provided by the teacher so that they can provide appropriate responses to create a good teaching and learning process, aspecially in learning English.

C. Readers

To increase knowledge about the good use of Kahoot in increasing interest in learning.

D. Other Researchers

As reference material for similar research.

1.5 Research Methodology

This research due to its focus on identifying student learning outcomes, this study falls under the category of quantitative case study research. A research methodology that heavily relies on numbers throughout, from the process of gathering data to its analysis, Research result are typically written up using tables, graphs, and statiscal analysis since quantitative research primarily works with numbers.

1.6 Key Terms

A. Kahoot

Schools and other educational institutions use the game-based learning platform Kahoot! as instructional technology. It is a learning game.

B. Student

Students are individuals who participate in the curriculum in a school or other educational environment, guided by one or more teachers.

C. Enhence

Enhancements in degree, level, quality, and quantity are called improvements.

Developing new talents and abilities to become better is another way to grow. Additionally, progress requires achievements in procedures, dimensions, characteristics, connections, and other areas.

D. Interest

Interest is a sentiment or state of mind that directs attention to a thing, activity, or procedure. Interest is a motivator of action that originates from within a person and directs his daily behavior, as well as activating his desires and reinforcing his desires.

E. Learning English

Learning English is to improve language proficiency in a way that is appropriate and relevant to students' daily lives and circumstances. This will produce English learning methods that more effectively meet students' language needs.