

# CHAPTER I

## INTRODUCTION

### 1.1 Background of Study

Proficiency in English, as a globally recognized and widely used language, is crucial to acquire in the 21st century. English is the predominant language used in education, business, technology, and global communication. In their 2015 study, Schmitt et al. defined language as a tool humans employ to communicate messages through speech or writing. Language serves as a means for humans to communicate messages and convey meaning, with vocabulary being a necessary tool for its utilization. Undoubtedly, English has been the predominant global language up to this point. English is extensively taught in multiple nations worldwide.

In studying Indonesian and foreign languages, several aspects support the success of learning the language, including vocabulary. Vocabulary is crucial in English instruction as it forms the foundation of language proficiency. As a part or component of a language, vocabulary plays an important role, and it cannot be separated from other elements, such as phonology, structure, or grammar.

Vocabulary is a compilation of many phrases mixed to convey knowledge or importance. The four linguistic abilities to be able to reading, write, listen, and speak all depend on vocabulary (Horby: 1984: 959). Moreover, according to Charles D. Fries (1945: 959), vocabulary is crucial to acquiring proficiency in a foreign language. Students must diligently learn and memorize words to expand their vocabulary. Therefore, it can be asserted that students' thorough command of vocabulary will undeniably facilitate their fluency in the language, particularly in English. Understanding vocabulary can help students understand English text more easily, enrich their vocabulary, and improve their speaking and writing abilities.

However, in practice, students often experience obstacles in improving their vocabulary comprehension. In their study titled "Factors Cause of Students' Low English Language Learning; A Case Study at the National University of Laos," (Souriyavongsa et al., 2013) Analyze the factors contributing to students' deficient mastery of the English language. Most students asserted that the English teacher had inadequate training due to their use of the Lao language during instruction, which hindered student engagement. Furthermore, the students' rudimentary understanding of English poses a challenge when attempting to involve them actively in the learning process. Moreover, the students possess a deficient knowledge of the fundamental principles of the English language. Third, due to their shyness and fear of making mistakes, students lack the confidence to use English. Fourth, the curriculum is not designed to help students become more fluent in English. Last but not least, students lacking learning strategies, encouragement, and motivation find it challenging to acquire English.

The researcher's observation at a junior high school in Medan led the researcher to conclude that many students still struggle to pick up new vocabulary because of the dull teaching methods. Additionally, it was discovered that the majority of the activities in the classroom used a teacher-centered approach, in which the teacher provided the students with explanations of the material using traditional methods rather than using media to help them

learn English. However, suppose the approach to teaching vocabulary is not structured appropriately and engagingly. In that case, the outcome often compels students to commit the words to memory, which puts them under pressure and stress. It implies that educators ought to be imaginative and creative. A teacher's professionalism is critical in science and technology education in this fast-paced era. Student's learning abilities are perceived to be incomplete, so teachers must be able to control the surrounding environment and information to encourage students' activities. Technology influences the learning process, aided by many learning media sources such as the internet, films, slides, and others. The teacher must be professional while using different media sources to improve learning. In this matter, educators must introduce new vocabulary to students through specific techniques.

Learning through media is an important aspect of the learning process. It is hoped that good media can help different learning styles. Instructional media is a technology used to deliver messages from teachers to students (Kandia et al., 2023). The utilization of the Kahoot application is a technological innovation that enhances the learning environment by promoting interactivity and interest. Additionally, it enables teachers to assess students' progress and performance effectively. The Kahoot application can help teachers evaluate more efficiently. Kahoot is a preferred option among a range of interactive educational tools that enhance the learning experience and prevent it from becoming monotonous for both students and teachers. This game software promotes an interactive learning strategy that encourages involvement and competition among students. (Kurniawan, 2020).

Kahoot is an affordable and user-friendly game-based interactive learning platform. (Sabandar et al., 2018). Kahoot is an online learning platform that features games and quizzes. Kahoot is an interactive educational tool that facilitates various teaching and learning activities, including pre-tests, post-tests, questions for practice, material encouragement remedial exercises, enrichment activities, and more. Games and quizzes can be played individually or together with groups. The Kahoot app aims to enhance learning by increasing participation and creating an engaging and enjoyable experience. A study (Permana, 2021) states that this application is ideal for the digital generation, who value attractive appearances and features.

Utilizing games in a foreign language classroom also has the benefit of reducing stress. An environment conducive to relaxation should be provided in a language-learning setting (Gozcu & Canaga, 2016, p. 127). The initial study was conducted by Muhammad Rizky in 2022. The research, identified "The Use of Kahoot Game on Student's Vocabulary Knowledge; A Quasi-Experimental Study" aims to examine the influence of employing Kahoot games on the vocabulary knowledge of eighth-grade students. The study utilized a pre-test to evaluate the student's initial comprehension, as per the writer's methodology. The Kahoot game has a significant influence on students' vocabulary proficiency, as evidenced by the administration and subsequent assessment results. The results suggest that students in the experimental group attained greater scores on the post-test compared to those in the control group.

Second, (Awaludin, 2023) Conducted a study on the Kahoot application's impact on student's vocabulary mastery. The study employed a quasi-experimental methodology, exclusively utilizing a post-test design. The data collected from the post-test were evaluated using the t-test formula. Through the data calculations, the researcher discovered that the control class had a greater average score than the experimental class, as indicated by the

statistical results of the t-test. The significance value was determined to be 0.056, higher than the 0,05 significance level. The Kahoot application does not affect students' vocabulary mastery.

Besides the problem discussed, the existence of the previous research gaps encourages the research. According to (Muhammad Rizky, 2022) Using Kahoot games has an impact on improving students' vocabulary comprehension; however, according to research conducted by (Awaludin, 2023) Using Kahoot does not have any effect on improving students' vocabulary knowledge. The researcher is intrigued by the problem and previous research gaps. This study took a quantitative approach to determine the effect of using Kahoot games on vocabulary development. The research approach is pre-experimental, with a one-group pre-test and post-test design.

Based on the previous explanation, the researcher is interested in doing a research study titled **“The Use of Kahoot Game to Improve Students’ Vocabulary Comprehension at SMP Gajah Mada Medan.”**

## **1.2 Problem of Study**

1. How to enhance student's vocabulary comprehension through the Kahoot game?
2. Is the Kahoot game helpful for enhancing students' vocabulary comprehension?

## **1.3 Objectives of Study**

1. To determine or ascertain if the Kahoot games improve students’ vocabulary comprehension.
2. To know if the Kahoot games are effective in improving students’ vocabulary comprehension.

## **1.4 Scope of Study**

This research was limited to SMP Gajah Mada Medan’s eighth-grade students. The Kahoot games are a creative method for helping students expand their vocabulary. The researcher aims to increase students’ vocabulary comprehension of words related to things around us, such as at home, school, and public spaces.

## **1.5 Significance of Study**

The purpose of the findings of this research is to make a valuable contribution to the advancement of English language learning using educational games. The concrete benefits are:

1. Students can improve their understanding of English vocabulary more effectively and efficiently.
2. Teachers can obtain alternative learning methods that are more interactive and interesting for students.
3. The next researcher can Offer an enhanced comprehension of using Kahoot games in learning English.