

CHAPTER I

INTRODUCTION

This chapter provides an overview of the study, including the background, issue statement, research objectives, scope, and significance.

1.1 The Background of the Study

Nowadays, education and technology are becoming indispensable, especially in some aspects of human activities. For example, on education aspect is in learning English, there is many online tools that is through game based learning that students can try to improve their skills in English. The incorporation of technology into pedagogical practices is a viable approach to enhance the efficacy of the educational experience for both students and educators. The process will experience a significant influence as a result.

Dhamayanti (2021) stated the integration of technology into the learning process is expected to yield benefits for both students and teachers. The implementation of this approach is expected to enhance the overall efficacy of classroom instruction. The integration of technology into the lecture will likely enhance student engagement, as it offers a more appealing and stimulating learning experience. When considering the behaviors of students in the digital age, it is evident that a significant portion of them exhibit a preference for engaging in video games, occasionally leading to a neglect of academic responsibilities. Consequently, it is not uncommon to encounter students who prioritize the use of mobile devices over engaging with educational materials (Bourgonjon et al., 2010).

Recently, technology has been used by some teachers for teaching activities by online system, this way teachers can finish their tasks more efficiently and effectively. This is related to students' behavior; they use and access the internet wherever they are and most of them easily get bored by a common learning activity. One of the applications that support game-based learning is Kahoot. Currently, there exists a plethora of educational platform applications that effectively facilitate technology-driven learning methodologies, exemplified by prominent platforms like Kahoot and Quizizz (Licorish et al. 2017).

One of the educational applications is kahoot. Kahoot is an educational application in the form like quiz interactive by online. According to Al-hadithy & Ali (2018), Kahoot is an internet-based educational game that has the potential to enhance learners' engagement and motivation towards the learning process. According to the individual's statement, the integration of Kahoot resulted in a notable increase in learner engagement, student participation, self-efficacy, independent learning, and a positive impact on final exam outcomes. In addition, it should be noted that Kahoot offers multiple-choice questions with a maximum of four possible answers. Moreover, the platform allows for the incorporation of diverse media assets, such as photographs and videos, within the questions (Basuki & Hidayati., 2019).

Inspiring learner engagement in large classes characterized by a high degree of prescription poses significant challenges. Kahoot, a widely utilized

educational tool, has exerted a substantial impact on language instruction and academic learning across several disciplines, encompassing fields such as physics and English. Numerous research studies have consistently highlighted the benefits and positive effects of diverse research assessments on the learning process. These advantages include the provision of prompt feedback, heightened classroom engagement, and improved retention of crucial subject matter (Mustangin.,2019) (Amiri & Puteh., 2022). Özer and Bicen (2017) as cited in Aidoune et al. (2022) it has been argued that the Kahoot application facilitates an interplay between intrinsic motivation and external motivation. Specifically, the application capitalizes on the inherent gratification derived from engaging in a game, while also providing an external incentive in the form of rewards such as accolades or commendation from peers.

Students can use Kahoot for learning various lesson subjects one of them is English subject. Through this application, students can be active to participate in the learning process in a fun way. Students can use their mobile phone or gadget for these activities. Kahoot is an educational tool that uses a game-based approach to enhance classroom engagement, employing real-time categorization. Su & Cheng (2015) a study was undertaken to examine the efficacy of employing gamified methodology to impact the acquisition of scientific knowledge. The study's findings indicated that the utilization of gamified technology as an instructional tool for science subjects yielded enhanced academic achievement and increased student motivation. According

to Göksün & Gürsoy (2019) tools to perform interactive quizzes like Kahoot have proven their effectiveness on student motivation”.

This viewpoint is reinforced by Wang & Lieberoth (2016) This study investigated the impact of Kahoot! on various cognitive and affective factors, including concentration, engagement, enjoyment, perceived learning, motivation, and class dynamics. The results of the study revealed favorable responses towards all these aspects, suggesting Kahoot! had beneficial benefits in these areas. Furthermore, it was observed that a significant proportion of the student population, specifically 70%, exhibited increased motivation towards acquiring knowledge in the field of grammar after their engagement with the educational platform known as Kahoot! Ninety percent of participants reported finding the experience enjoyable.

Several studies have demonstrated that the utilization of Kahoot in the classroom can enhance students' willingness to learn and improve their academic performance. One of the articles was authored by Mada, R., D., and Anharudin, A. (2019) and is titled "The Impact of Online Learning Evaluation (Kahoot) on Students' Achievement and Motivation: A Case Study on Informatics Engineering Students." The participants in this study are first-semester students who are enrolled in Internet courses and utilize the Kahoot platform for their learning activities. The findings of the study indicate that the utilization of Kahoot as a game-based learning platform in the classroom resulted in enhanced motivation and academic performance among students. According to the findings of a recent study, it has been demonstrated that

pupils exhibit a preference for utilizing online platforms as opposed to traditional methods. Moreover, the incorporation of Kahoot as an educational tool inside the classroom setting has the potential to significantly enhance the overall learning environment, hence fostering increased student engagement and academic performance.

The observable occurrence of diminished motivation in the context of language acquisition is particularly evident among students who are engaged in the process of learning English as a second language. Many educators recognize the difficulty in maintaining students' interest, involvement, and attentiveness during the duration of a lecture. The absence of motivation can lead to a decrease in educational achievements and the creation of an unfavorable environment within the educational setting (Liu, Bridgeman, & Adler, 2012). In a similar vein, it has been observed that a dearth of active involvement can diminish the efficacy of the educational journey (Donovan & Cullen, 2014). In addressing this issue, numerous educators and instructors have employed Kahoot as a digital instructional tool inside the educational setting, with the aim of enhancing the overall learning atmosphere, as well as fostering students' enthusiasm and active participation during instructional sessions.

Based on prior research, Kahoot is perceived as a beneficial learning tool that has the potential to enhance the learning environment. The learning platform in question possesses many functionalities, serving both as a gaming platform and an assessment tool. Given its simplicity and effectiveness, this

approach can be implemented across all educational levels, ranging from elementary school to secondary school and even at the university level. According to the findings of Budiati (2017), the use of Kahoot has demonstrated its potential in enhancing students' academic achievement in the domain of English language learning. This study aims to examine the perceptions of college students on the utilization of Kahoot as a learning tool, irrespective of the subject in which they have encountered it. The participants selected for this study are students in the field of English Language Education. English Language Education is a department of Universitas Muhammadiyah Kalimantan Timur that focuses on the instruction and training of students in the English language, with the goal of preparing them for careers as English teachers. Kahoot has gained significant popularity among students because of its widespread utilization within educational settings. It serves several purposes, such as functioning as a pedagogical tool, a recreational activity, and an evaluative instrument for tracking individual performance.

Based on the explanation, the researcher aims to investigate the attitude of English Education students regarding the utilization of Kahoot as a tool to enhance their motivation in the process of learning English as a foreign language. Therefore, the researcher proposed a study entitled “STUDENTS’ PERCEPTIONS TOWARDS THE USE OF KAHOOT ON LEARNING MOTIVATION IN ENGLISH LANGUAGE LEARNING.”

1.2 Problem Statement

Based on the reasoning stated in the preceding context, the researcher desires to know:

1. What are the students' perceptions towards the use of Kahoot on their motivation in English language learning?
2. What are the students' challenges towards the use of Kahoot on their motivation?

1.3 Objective of the Study

The research aims to investigate the students' opinions regarding the use of Kahoot in their English language learning motivation during class. Additionally, it seeks to identify the problems that students face when utilizing Kahoot as a tool for learning English.

1.4 Scope of the Study

This study centers on the English Department students at Universitas Muhammadiyah Kalimantan Timur, with a specific focus on their perspectives regarding the use of Kahoot as a tool for enhancing learning motivation in English language acquisition.

1.5 Significance of the Study

The researcher hopes this research can be helpful both theoretically and practically. Through theoretical means, the researcher hopes this kind of method can provide useful information for the future and the researcher also hopes that this research paper can be guidance for other researchers.

For practically:

1) Teacher

The results of this study can be a reference and evaluation regarding the impact of the online game Kahoot as a tool for increasing students' motivation, and it is expected after knowing the students' perceptions. Teacher will know the impact of using Kahoot as media learning tool in learning activity.

2) Future Research

This study would also be beneficial for future researchers who plan to conduct similar studies. They could learn the methodology that is utilized in this study and adopt it in their future research. They also conduct further research under this topic to investigate other effects of using Kahoot in learning activity.