

CHAPTER I

INTRODUCTION

1.1 Background of the Research

Technology is increasingly permeating education, and new approaches to learning are gaining prominence. One of them is the use of interactive learning platforms such as Kahoot! Kahoot is a game-based learning tool that appeals to students because it presents interactive quizzes that can be accessed via digital devices. Students can utilize their smartphones to join games and answer questions on Kahoot, a free game-based learning platform with various interactive elements (Licorish et al., 2018).

In one of the junior high schools in Kuala Tungkal, Kahoot was first introduced during the COVID-19 pandemic as a response to the sudden shift to online learning. The pandemic necessitated innovative approaches to maintaining student engagement in a remote learning environment. One of the English teachers at the school began implementing Kahoot to make virtual classes more interactive and enjoyable for students.

The English teacher at the school implemented Kahoot by creating custom quizzes related to reading comprehension exercises. These quizzes were integrated into lessons, where students would join a virtual Kahoot session using a game PIN. The teacher would display questions on their shared screen, and students would answer using their devices. This approach allowed for real-time feedback and encouraged active participation.

However, although Kahoot has become a popular tool in educational settings, there is a need to understand the true impact of its use on students' reading motivation and their achievement in reading. There needs to be more student interest in reading activities before using Kahoot to learn to read in school. Based on the preliminary study conducted by interviewing the English teacher at the school, it is understood that students' lack of enthusiasm for reading activities had been a prominent problem before the adoption of Kahoot. Students show a significant lack of motivation and interest in reading activities, which can indirectly affect their academic achievement in the reading aspect. Therefore, there needs to be a solution to overcome this problem. As informed by the English teacher, she used Kahoot to increase students' enthusiasm for reading, indicating that the problem of students' low enthusiasm for reading was identified as the main obstacle that needed to be overcome in the context of reading learning.

Students need more motivation to read to improve their overall academic achievement. Less motivated students tend to have lower reading abilities, which can limit their progress in subjects that require a deep understanding of the text and lower their interest in learning overall. Students are not motivated to learn because they feel bored if the teacher only teaches English with general activities, so they need help understanding the material the teacher presents well (Alsawaier, 2017). Especially in students' reading comprehension, teachers often use traditional teaching methods or media and only use paper-based tests in class.

Exploring students' motivation to read through the use of Kahoot is essential. The researcher's primary focus is an in-depth understanding of student motivation and the influence of Kahoot as an interactive media on student reading achievement at the school. This research can provide in-depth insight into how these interactive platforms influence students' motivation to read and whether their use can affect their academic achievement. Discovering the relationship between Kahoot use, students' reading motivation and reading achievement will provide valuable information for educators to improve teaching methods, particularly in online and traditional classroom settings.

Based on the phenomenon above, the researcher is interested in conducting research entitled "Exploring Students' Reading Motivation and Achievement Through Kahoot!."

1.2 Research Questions

This study attempts to answer the research questions, which are formulated as follows:

1. How do students perceive the effect of using Kahoot! on their reading motivation?
2. How does Kahoot influence students' reading achievement?

1.3 Research Purpose

Relevant to the research question, this study has the following objectives:

1. To explore and analyze students' perceptions of the effect of using Kahoot! on their reading motivation.
2. To investigate the influence of using Kahoot on students' reading achievement.

1.4 Scope of the Research

To simplify this research, the researcher limited the research by only focusing on students' reading motivation and the influence of Kahoot as an interactive media on student reading achievement in one of the junior high schools in Kuala Tungkal. According to Wigfield and Guthrie (1997), based on the literature on motivation and involvement in reading activities, reading motivation needs to be conceptualized from three points of view, namely reading competence and efficacy, values and achievement goals, and social aspects of motivation. The researcher also investigated students' reading achievement by analyzing teacher reports on narrative text quizzes on Kahoot. Although this study has limitations, the study findings offer helpful insight into the efficacy of Kahoot! in influencing students' reading motivation and reading achievement in specific educational environments.

1.5 Significance of the Research

The result of the research is carried out to provide several contributions from the teachers and the students of reading activities. The researcher explains some of the advantages of the research that can be taken. The research findings are expected :

1. The teachers and educational institutions:

This research provides insight into Kahoot! as an innovative tool for learning reading. The research results provide a basis for teachers and educational institutions to consider using interactive technology to develop more exciting learning methods.

2. The students:

After researching the findings, teachers are expected to know how they use Kahoot! as motivation. The results of this research can be used to see whether Kahoot! It helps students become more interested and motivated in learning reading.

1.6 Definition of Key Terms

1. Reading Motivation:

Reading motivation is an individual's personal objectives, principles, and beliefs concerning the subjects, methods, and outcomes of reading (Guthrie & Wigfield, 2000). According to the researcher, reading motivation is an internal force that encourages a person to read and continue learning through the reading process. It includes an individual's interests, goals, and values that influence the choice of reading material, the way of reading, and the expected results of the reading activity.

2. Reading Achievement:

Reading achievement is performance in reading and the ability to utilize reading skills with fluency and comprehension (Matsumura et al., 2013). According to the researcher, achievement in reading involves a person's ability to understand and use reading skills fluently and effectively in various contexts. This includes technical abilities, such as reading text with speed and accuracy, parsing it, understanding its meaning, and relating it to existing knowledge and experience.

3. Gamification:

In order to transform a nongame situation into an activity that resembles a game, gamification refers to "making or fabricating a game," which includes applying game principles and utilizing game features like badges, points, bonuses, and leaderboards (Deterding et al., 2011). According to the researcher, gamification integrates game elements and principles into nongame contexts to improve engagement, motivation, and outcomes. It entails creating more captivating and engaging experiences for players by utilizing game principles like competition, levels, achievements, and prizes.

4. Kahoot:

Kahoot is educational software that can create online surveys, conversations, or exams and encourage student collaboration on research projects (Bisen & Kocakoyun, 2018). In addition, Kahoot Encouraged more extensive and active student participation while still allowing students to stick with the participation style that they find to be most fulfilling (Chen et al., 2017). According to the researcher, Kahoot is an educational platform for formal and casual learning environments. The platform is designed to encourage student participation in an interactive and fun way, using game elements such as scores, leaderboards, and time limits as incentives for active engagement.