CHAPTER I

INTRODUCTION

1.1 Background

English is a universal language used for international communication, trade, and diplomacy. Nowadays, the English language is one of the subjects used in Indonesia. According to Sharma & puri (2020) English language has important skills, such as reading, speaking, writing, and listening. Vocabulary is a fundamental component in mastering the four language skills.

Alqahtani (2015) stated, vocabulary is part of words that are needed to communicate ideas and express meaning. In the educational process, teachers need to enrich students' vocabulary because having a lot of vocabulary will make it easier to express their ideas, opinions, and communicate in English. Most of the students were finding it hard to expand their vocabulary in order to do the activity. The lack of vocabulary will affect students' understanding of English. Learning vocabulary should be done in various ways.

Munir (2016) stated that the teacher must inspire students in the classroom by applying interesting teaching methods, one of which is changing students' learning styles. Aysu (2020) suggested, the use of multimedia technology is one of the most effective ways in the process of learning and teaching English. Multimedia is various forms of media in education to make learning activities more interactive and interesting, which includes text, images, sound, video, and animation. One of the multimedia technologies for teaching is the Kahoot application.

Kahoot is the application based game that can be used in learning activities. Kahoot implementation offers an online game based on questions or quizzes that teachers can create in the form of learning. Kahoot can be an alternative learning application that makes students motivated (Asa'd and Gunn, 2018). Wang and Lieberoth (2016) stated that using Kahoot influences students' motivation, concentration, engagement, and enjoyment because there are audio and points for students during learning. It will establish a different atmosphere for the different implementation of learning vocabulary. There are a lot of features provided on the Kahoot application that teachers could make assessment based games online more unique, thereby it will making students enrich more vocabulary in a new atmosphere because the activity attracts students' attention.

Some of the previous studies have shown Kahoot can be used as a learning platform for English subjects (Puspitaningsih, 2023; Hamzah, 2023; Amiswari, 2022; Ngene, 2021; Darwis & Amal, 2023; Siregar & Angela, 2019). One of the previous studies written by (Puspitaningsih, 2023) entitled "The Use of Kahoot Games Application to Improve Students' Vocabulary Mastery", this research was conducted in SMP N 1 Simo. The research has shown that Kahoot displays attractive visuals that make students' engagement in learning, motivation, and vocabulary comprehension increase, but the research "The Effect of Kahoot Application on Vocabulary Mastery of the second-grade students of SMPN 2 Polewali Mandar" by (Hamzah, 2023) found out that the null hypothesis was rejected, it was shown.

Based on the background above, the researcher is interested in finding out students' perceptions of the use of Kahoot in learning vocabulary. In this research, the researchers chose SMA 18 Tebo as a sample of this study because the school had used the Kahoot application in the learning process. Based on the above, this research conducted, "Students' Perception of the use of Kahoot as Media in Learning Vocabulary at SMA N 18 Tebo"

1.2 Research Question

Based on the background of this study, the researcher formulated the research question in this study "How are students' perceptions of using Kahoot as media in learning vocabulary?"

1.3 Purposes of Research

Based on the research questions, this study aims to investigate students' perceptions of using Kahoot as media in learning vocabulary.

1.4 Limitation of The Research

This scope of research is limited in terms of the focus of the research. This research only focuses on students' perceptions of using Kahoot as media in learning vocabulary. This research was conducted in one of the senior high schools in Tebo. The object of the research was the eleventh-grade students of SMA N 18 Tebo who have used Kahoot in English as media in learning activities in the second semester of 2024, especially in vocabulary. The researcher chose eleventh-grade students as a sample because they have learned activities using Kahoot in English subject, vocabulary. The researcher selected eleventh graders who use Kahoot on a regular

basis allowing for a more in-depth look at the implementation and consequences of this technology in an English subject.

1.5 Significance of The Research

This research is expected to give valuable information to teachers, students, and educators because it shows information about students' perceptions of the use of Kahoot as media in learning English, especially in vocabulary. By investigating students' perceptions of the use of Kahoot, the researcher hopes this study will shed light on how Kahoot as a media learning can enhance student engagement in learning. It can help educators design more engaging and interactive learning experiences. The researcher hopes this research can provide information for future researchers to conduct similar research.

1.6 Definition of Key Terms

1. Students Perception

Perception is an individual's understanding that is interpreted to give meaning to information received or experienced by individuals. Perception can be known as a view or belief in the experience received. Perception is a fundamental aspect of human cognition and plays a crucial role in how we interact with and understand our surroundings. From the explanation above, student perception is the student's view of a learning context experienced individually, regarding meaning, beliefs, and students' attitudes toward the learning activities experienced.

2. Vocabulary

Vocabulary is a collection of words that a person uses in communicating with language in writing, reading, and listening. Vocabulary encompasses words from

various categories, including nouns, verbs, adjectives, adverbs, prepositions, conjunctions, and more.

3. **Kahoot**

Kahoot is an application designed to be game-based and can be used as a new and innovative learning media. Kahoot provides several features such as Quizzes, Survey, and Discussions.