CHAPTER 1

INTRODUCTION

1.1 Background of the Research

Technological advancements have significantly benefited humans, bringing about substantial changes to various aspects of human life. Technology makes work easier in industry, government, and education. Education and the use of technology are two important topics in recent decades (Saripudin & Robbani, 2020). Technology in education can make learning more interesting and effective (Sofyan & Hidayat, 2023). Technology development in education is so fast that it affects the behavior, habits, and ultimately the students' learning style. A learning style that can actively involve students is needed in order students can understand the concepts of material and build a deep understanding of the material being taught. One application that can effectively involve students in the learning process, increase interest, creativity, and increase student curiosity is quizzes (Dewi et al., 2020).

The existence of gamification technology, such as Quizizz, makes learning methods more varied in the modern world of education (Limin & Fitrisiswanty, 2024). Quizizz functions as a common platform that enable teachers to build interactive presentations with Quizizz on the material presented, and students can access them in real-time or asynchronously. According to data released by Quizizz, Quizizz has been used by more than 20 million students in schools, homes, and offices worldwide. Through the features available, enhance student participation and engagement in the teaching process. Quizizz can also help teachers by providing

instant analysis, thus allowing them to accurately assess student competence. In the context of English language learning, particularly grammar, Quizizz offers immediate feedback that effectively identifies and corrects errors in multiple-choice exercises. Several features make Quizizz suitable for reinforcement, as it provides positive reinforcement through features such as feedback, leaderboards, and instant scores. Immediate feedback in Quizizz makes students better understand grammar concepts (Kristi, 2025). Choosing Quizizz as a learning medium for students is the right decision, as it motivates and encourages them to be more actively involved in their learning (Sidik, 2023).

Grammar is the one of the expertises in studying English that students should master (Pratiwi, 2023). For effective communication, students need to understand and apply proper grammatical structures. Learning language patterns and structures is important so we can communicate well (Dewi et al., 2020). Learning English grammar is not just a collection of patterns and rules, but also about the basis for improving the ability to communicate effectively. Mastery of grammar allows students to compose sentences that are easy to understand and do not make sentences ambiguous. It makes communication clear and has a good impact on listening, speaking, reading, and writing skills. Seventh graders usually learn the basics of grammar, which serve as the foundation for improving their ability to understand more complex sentence structures. Proper grammar can improve students' fluency in English, both orally in daily conversation and writing (Pratiwi, 2023). Learning

grammar in the future is essential to compete in the global era, its mastery is crucial in various aspects (Murti et al., 2024).

Several studies have the same topic about the effect of Quizizz on students. Research by Priyanti et al. (2019) shows the positive impact that game-based learning, like Quizizz, can improve students' understanding and engagement in reading comprehension. The same thing was also found in the research of Ratnasari et al. (2019), this study identified that the potential of Quizizz as a gamification platform can contribute positively as an interactive learning method. Research from Rompegading et al., (2022), found that students' literacy skills in various subjects can be improved by using Quizizz. Previous studies have shown that the application of technology such as the Quizizz can grow students' interest in fun and interactive learning. However, this study has a different focus, specifically the use of Quizizz to assess the grammar competence of seventh graders using interactive PowerPoint features as reinforcement.

The purpose of this research is to find out the significant effect of using Quizizz on seventh graders' grammar competence, specifically in using *there is / there are*, *positive imperative*, and *prepositions of place*. Quizizz as an interactive learning medium is expected to give a positive impact on students' grammar skills, because its features support motivation and engagement in learning grammar. This study is significant as no prior research has focused on the effect of Quizizz's interactive PowerPoint feature on students. By providing immediate feedback as students take quizzes and engaging learning activities, Quizizz can help students

understand grammar rules more effectively. The outcomes of this study are intended to offer perspectives on the efficiency of implementing digital tools and blended learning models in education.

SMP 17 Muaro Jambi was chosen as the research location to explore the effect of using Quizizz on students' grammar competence (*there is / there are, positive imperative, and prepositions of place*) in seventh graders. This research location was chosen based on the support of the school, which was willing to provide permission and facilities to make the school the object of research. The research population included all seventh graders at SMP 17 Muaro Jambi, and the number of students was representative to get a comprehensive description of the effect of using Quizizz.

1.2 Research Question

A research question is formulated to guide the research: Is there any significant effect of using Quizizz on the grammar competence of seventh graders at SMPN 17 Muaro Jambi?

1.3 Research Purpose

The purpose of this research is to find out whether Quizizz has a significant effect on grammar competence among seventh graders at SMPN 17 Muaro Jambi.

1.4 Limitations of the Research

This research has some limitations that should be considered. The research involved seventh-graders at SMP 17 Muaro Jambi, with the sample limited to two

classes: one experimental class and one control class. In addition, the focus of the study was limited to certain aspects of grammar, specifically, *there is/there are, positive imperatives*, and *prepositions of place*. These topics do not reflect the overall grammatical competence that students should master.

1.5 Significance of the Research

This research can provide further knowledge on learning methods that can be used to teach grammar. The outcome of this research provide an overview of how integrating technology-based game into teaching, particularly interactive applications such as Quizizz, can positively affect students' grammar competence, especially in the areas of there is / there are, positive imperative, and prepositions of place. It is hoped that this research will benefit several parties. This research could be utilized by English educators who want to teach grammar in a fun way using Quizizz. For future researchers, this research can serve as a foundation or reference for investigating the same topic in future studies.

1.6 Key Term

1. Quizizz

Quizizz is an application that provides interactive learning, where teachers can create PowerPoint presentations and various questions online. Students can also access Quizizz and search for the questions they want to practice, and then practice on their own. Quizizz has interesting features, such as awards, points, and

leaderboards. These gamification elements are designed to make learning interesting and fun (Ratnasari et al., 2019)

2. Grammar Competence

Grammar competence is understood as understanding about the grammatical components of a language and the capability to use them in communication (Shobikah, 2020). A strong understanding of grammar is crucial to help students to construct correct and effective sentences in the target language. Without a solid grasp of grammatical structure, students may face difficulties communicating effectively, hindering their overall learning process (Imran et al., 2022).

3. Reinforcement

Reinforcement in the concept of education refers to implementing specific techniques to enhance or improve students' understanding and skills in particular courses. This method requires giving actions that are appropriate to the situation, that is, positive reinforcement in the form of appreciation for what students do, and then negative reinforcement works by removing something unpleasant when the desired behavior occurs.

4. Quasi-Experimental

A quasi-experiment is a study used to determine cause-and-effect relationships, where the participants are naturally existing groups or classes, making it impossible to select each individual within the group (Isnawan, 2020).