

CHAPTER I

INTRODUCTION

1.1. Background

Vocabulary is one of the most crucial components that students must acquire along side writing, reading, listening, and speaking. According to Cahyono and Widiati, 2018:1 Without vocabulary, students would be unable to couldn't listen, talk, read, or write well if they have no vocabulary in a foreign language since vocabulary fosters the development of specific language skills. One of the language skills that must be acquired when studying English is vocabulary. Vocabulary is the quantity of words required to convey concepts and convey the speaker's intention. It is also the knowledge of words and their interpretation (Gulthon, 2006).

Additionally pupils' communication skills are strengthened when they have a strong vocabulary. It follows that if kids can acquire and comprehend the words and the concept of utilizing them, having a large vocabulary will help them communicate effectively and express more thoughts (Rozakis, 2003). Beside that Rosidah (2017), "Vocabulary is a section of a language that maintains all information about the significance and use of words in language. Strengthen this idea, Stahl (2005:95) stated "Vocabulary knowledge is knowledge; the knowledge of a word not only implies a definition, but also implies how that word fits into the world." In conclusion, vocabulary can be defined as a word or words that have meanings and can be used to delivered information about something.

The Kahoot Games program is a learning platform that includes some components that can support students while they study. This games, according to Harlina & Ahmad (2017), is one of the alternative options among many learning media that help make learning exciting and enjoyable. The Kahoot games, which promotes active relationships between students and their classmates while encouraging competition with the things they have already learned or experienced, is the reason behind this.

Kahoot game is one of the quiz-based games where teachers can create quizzes according to the material taught for learning purposes. According to Coca and Slisko (2013), using the Kahoot game increases students' interest and focus when studying English. Moreover, Nguyen and Yukawa (2019), the Kahoot game can be used to improve English language learning. At last, using the game-based learning platform Kahoot, which incorporates a student response system, offers students a fun way to practice their recently acquired vocabulary. Students that are shy or introverted may be able to participate more freely in class by using Kahoot! as a student response system (Stowell & Nelson, 2007).

The Kahoot Games use in enhancing kids' vocabulary caught the researcher's attention. According to Bicen (2018), the Kahoot Games are effective for gamifying learning, which can have an impact on students by making them more motivated and ambitious to learn. Students in grade VI SDI Lasiana primary schools served as the study's subjects. The researcher made use of action research in the classroom. The research technique intends to determine how the use of Kahoot gaming applications can improve students' vocabulary by collecting data

using quantitative methods. The researcher anticipates that by employing this strategy, the pupils will find it simpler to master terminology. Based on the idea from the experts above, the writer can say that kahoot game is a game that can be used to improve English language skills, one of which can be used to improve vocabulary.

Based on preliminary research, researcher interviewed the six grade English teacher of SDI Lasiana. The teacher said that some students still have many problems in mastering English words. The teacher said that students still have a lot of difficulties in mastering English words. The teacher stated that the students lack vocabulary to improve their speaking and writing skills. Then, some students cannot identify the meaning of words, the teacher stated that students do not understand the meaning of words when the teacher teaches them in class. Some students cannot use and utilise and produce words in speaking and writing tasks. Some students do not have good memorisation skills and students sometimes forget some words that have been given by the teacher. Therefore, it is necessary to make an effort to improve students' English vocabulary by using Kahoot game so that all students are interested in learning English vocabulary.

Based on this, the researcher suggest an alternative to improve students' vocabulary by using Kahoot Game in English learning. The vocabulary that students will learn in this quiz-shaped Kahoot game is vocabulary about Home, School, Animals, Verbs, and others used in daily life so that students become easy to understand and learn English vocabulary, Moreover, they can only use English limited to self-introduction, for that learning English using Kahoot games with

attractive features and images, therefore it can attract students' attention so that they can learn more carefully. Based on the above reasons, the researcher is interested in conducting a study: "THE USE OF KAHOOT GAME TO IMPROVE STUDENTS' VOCABULARY AT SDI LASIANA".

1.2 Research Problem

The research question that the writer's takes in this research is does Kahoot game improve students' vocabulary?

1.3 Aim of Study

The aim of this research based on research question above is to find out the use of Kahoot game to improve student's vocabulary.

1.4 Significance of Study

The significance of this research will be divided into two benefits; implication benefits for future researchers and application benefits for elementary school teachers.

1.4.1 Implication

This research is suppose to support Almanar's (2019) Statement that Kahoot had a significant effect on the students experiences of integrated vocabulary mastery, and Kahoot gave the students experiences of integrated language learning in students' vocabulary mastery. It means using Kahoot application to improve students' vocabulary mastery is an appropriate solution to solve the students' problems.

1.4.2 Application

Benefits for practitioner are benefits that could be taken by the writer's
itself and the readers. This research expects to give a contribution for audience
in the field or readers about how to train, practice, and learn vocabulary
effectively.

1. For the students

The result of this research is expected to improve the student's interest in
learning process, especially in learning vocabulary.

2. For the teacher

An additional reference that may be useful for the teacher that good
learning strategy, and using of media can be interesting in teaching and
learning process. The results of this study can help the institution and the
practice of foreign language teaching especially in teaching vocabulary
skill for students.