CHAPTER I

NTRODUCTION

1.1 Background

English has a very important role in the world of education as the first foreign language that must be mastered by students from early childhood education to university. In learning English there are four language skills learned, namely listening, speaking, reading and writing, one of the most important language elements for students to learn and master from the start. In my opinion is that English language proficiency plays an important role in the global educational landscape, from early childhood education to higher education.

As educators, emphasizing the importance of mastering English from the start can inspire students to realize the importance of mastering English in their academic and professional activities. Being an educator also requires being able to follow and utilize technology in the current digital era. Educators can use innovative teaching methods and interactive learning tools to make the learning process interesting and accessible to students of all levels. Therefore, mastery of a foreign language is very important to facilitate communication. In my opinion, current developments in science and technology have an impact on the field of education, one of which is learning media. There are many benefits of technology that can be utilized in the world of education to learn foreign languages, one of which is English. The use of technology

in education will improve the learning experience, especially in mastering foreign languages such as English. Integrating digital resources and language learning applications can make language acquisition more interactive and enjoyable, thereby meeting students' diverse learning needs and preferences.

Some students in Indonesia do not realize that English is a very important subject that has been taught since elementary school. According to them, English is difficult to learn. That's what makes them not interested in learning English. Low mastery of English vocabulary is one factor, learning vocabulary mastery is an important basic aspect in learning English. In my opinion, despite the challenges some students face in learning English, such as perceived difficulties and low vocabulary mastery, educators can implement adapted strategies to support their linguistic development. Providing ample opportunities for practice, exposure to native language materials, and fostering a supportive learning environment can increase a student's confidence and proficiency over time.

Technology can be utilized as an instrument to assist students in learning suggests that applications, games, and similar tools can provide significant learning experiences and facilitate teachers' tasks in stimulating and motivating students to master foreign languages in enjoyable and effective ways, De Castro (2016).

Based on the statement above, researchers attempt to provide a

solution that motivates students to be more active in expressing their ideas using digital media, with the expectation that it can enhance students' vocabulary improvement through the use of the Duolingo platform. Duolingo is a free online language platform that provides translation tasks to learn vocabulary and grammar (in the form of studying and practicing specific topics), as well as tasks to train pronunciation and listening skills (Bende, 2017). The use of the Duolingo app platform as a medium is expected to help facilitate students' learning of English anywhere in an effective, efficient and fun way.

Added that Duolingo is also a free online language learning site, with a mission to help users learn languages while using their learning exercises through the Web and applications. Garcia (2013) Duolingo has various and up to date techniques in learning languages. This can make students easier to understand, interested in, and enjoy learning because it gives the impression of learning while in the learning process. Duolingo has many languages where language learners can choose which language to learn, such as English, Arabic, Spanish, French, Dutch and other languages. Duolingo also provides data such as points earned, course overview tree, streaks and time spent. Duolingo is easy to use because the procedure for using it is simple, so Duolingo can be used for all ages. This means that Duolingo is easy to use and more attractive, so it will be comfortable as a medium that we use in teaching online classes.

Writing is productive skill for writing and indirect communication and the nature of the character is very different from that expressed by

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speaking directly, therefore writing is included an ability Tarigan (1985). Also claims that writing is a thinking process. Thinking prosess because when someone write they are not only considering interesting idea, but also developing the idea. Furthermore, he states that writing can be planned and given with an unlimited number of revisions berofe its release. Basically the writing skill requires awell sructured way of the presentation of thoughts in an organized and planned way. Brown (2001)

The researcher chose to use the duolingo game as a learning medium for students' writing performance at SMP Angkasa, Kota Kupang. The duolingo game is a learning medium that can help students improve their writing skills. Considering this explanation, researchers are interested in researching the use of the duolingo game as a medium for students' writing performance at SMP Angkasa, Kota Kupang.

1.2 Research Problem

Does the use of the Duolingo game increase students' writing performance at SMP Angkasa Kota Kupang?

1.3 Aim of Study

The goal to be achieved in this research is to find out the use of duolingo games as a media in learning for students' writing performance at SMP Angkasa k o t a Kupang.

1.4 Significance of Study

This research is expected to provide a significant contribution both in terms of implications and implementation.

1.4.1 Implication

This research is a critical study of the use of duolingo games as a media in learning for students' writing performance which is expected to be research capable of optimizing teacher competence in utilizing good learning media to produce good quality student learning.

1.4.2 Application

1. For students

   The result of this research is expected to improve students' interest in the learning process, especially in learning writng performance

2. For English Teachers

   It can be an additional reference that may be useful for the teacher to improve learning strategy.

3. For next researchers

   For future researchers, this research can be a reference in research using the duolingo as a media for student' writing performance