CHAPTER I

INTRODUCTION

1.1 Background of the Study

Currently, some teachers perceive that teaching English in junior high schools is a difficult job. The main reason for this is not only because the teachers have to teach various genres but also because of the newly revised syllabus, the 2013 curriculum. The characteristics of the 2013 curriculum are to develop a balance between students' attitudes, knowledge, and skills and apply them in various situations at school and in society. However, as is known, in February 2022, the Ministry of Education and Culture launched a new curriculum, namely the Independent Curriculum.

The Independent Curriculum is designed as a more flexible curriculum framework. Learning oriented to the needs, abilities, and characteristics of each student is one of the expectations of the Independent curriculum in creating meaningful and high-quality learning. In addition, varied learning methods can be used by teachers to make learning meaningful and involve students actively while fostering students' interest in Learning. One of the learning methods that can be used is game-based Learning.

The learning strategy known as "game-based Learning" makes use of and involves using specially created games to facilitate learning. Game-Based learning is a learning method that utilises technological media specifically designed to assist the learning process. It is also said by [1], [2], that Game-Based learning focuses on the utilizing of games, interaction, and fun designs that aims to motivate students to be more involved with the context of the game in classroom activities. As has been showed by [3], fun, challenges, goals, competition, adaptation, and interactively contained in digital games are a strong attractions. Moreover, optimizing the use of technology is very influential in Game-Based Learning. Through utilizing innovative technologies, Game-Based Learning can facilitate engagement and cooperation with peers. Not only with peers, but also encourages learning

motivation, innovation, and fun, and supports students in acquiring the material needed to meet academic goals [4].

In this regard, the learning process is certainly inseparable from the existence of learning media. Moreover, learning media can also support the achievement of the learning process. Learning media by utilizing technology is known as digital media. Digital media is defined as learning media that presents contextual, audio, and visual learning materials in an interestingly and interactively way. According to [5], digital media is defined as all learning tools or media through computers, laptops, and cell phones that are internet-based, which includes the use of social media, websites, online quizzes, blogs, PowerPoint, and LCD.

One of the digital media that can be implemented in learning English is the word wall. According to [6] word wall is an online English learning platform that has an attractive user interface, various and complete features, and an affordable price. This platform provides several game options that are playable interactively. In addition, the teachers can create activities such as quizzes, matching, word games, and others. In word wall activities, printing or PDF downloading of the text are two of its advantages [7]. Teachers can create questions that are equipped with a final score evaluation is an advantage of the Word wall application [8].

Word wall is a quiz specifically used for English learners and teachers. The word wall has the advantages of creating questions that are accompanied by a form of final score assessment [8]. In addition, in practice students' vocabulary, which is very suitable by using the word wall platform [9]. The word wall provides eighteen templates for free, including Match-up, missing word, unjumble, open the box, anagram, maze chase, quiz, group sort, matching pairs, labelled diagram, quiz gameshow, true or false, random wheel, find the match, word search, random cards, flip tiles, and image quiz [10]. The features that used by teacher is quiz gameshow. Teacher can create quiz activities with several steps including, 1) register an account on the word wall website, then click sign up and fill in the name, email address, password and location, 2) Choose create activity then select one of the activity

templates provided, 3) Write the title and description of the game, 4) Type the content according to the type of game, 5) Click done when finished, click share and click publish then copy the link and can be shared with friends. The way the quiz gameshow game works is a multiples choice quiz game activity with time pressure, time limits, and bonuses. The reason for creating a quiz gameshow game include that it can make it easier for students to learn English, the pictures on the questions can make it easier for students and understand during English lessons, and the bonus points can make students more enthusiastic in learning. In addition, in this game, students can also complete through chance and skills.

In using any media, it is necessary to know the perceptions of students and teachers. Perception is important to know including; to find out the differences in perceptions of one student with another and to reflect on the media used. Perception is a cognitive process everyone uses to determine, organize, investigate, and listen to the news [11]. According to [12], perception is the experience gained by inferring information and interpreting messages related to objects, events, and relationships. Perception is paying attention to something while using your senses to understand what it means [13]. According to [14], individuals organize and interpret their sensory perception through the process of perception to give their surroundings meanings.

Based on this, in the process of learning English, of course, teachers can also combine appropriate learning strategies and learning media that are fun for students. This shows that game-based Learning can be used as an appropriate learning method in learning English. One of the media that can be used in game-based Learning is by using the Word wall. In this study, the writer would like to know the students' perception of using word wall digital media in learning English.

1.2 Formulation of the Problems

1. How is the students' perception of using word wall in learning English?
2. What are the challenges that students encounter in using word wall in learning English?

1.3   The Purposes of the Study

1. To describe students' perception of using word wall in learning English.
2. To know the challenges encountered by students in the use of word wall in learning English.

1.4   The Significances of the Study

This research is intended to contribute to learning English. This research has main significances, namely theoretical significance and practical significance:

1.4.1   Theoretical Significance

The research on students' perceptions of using word wall digital media in learning English is expected to be used as a source of information and reference for readers or anyone interested in game-based Learning, especially in learning English.

1.4.2   Practical Significance
1.4.2.1   Students

The findings of this research can be applied as a reference for English language learning by utilizing game-based Learning through word wall media.

1.4.2.2   Researcher

In the future, the results of this study can be used by other researchers as a reference and additional information in conducting research on student's perceptions of using word wall digital media in learning English.

1.5   Limitation of the Study

Based on the problem identification above, the researcher can solve problems related to Junior High School students. This study focuses on students' perception of using word wall digital media in learning English. In this case, digital media is also needed to support game-based Learning. The utilization of digital media used in this research is word wall by involving students' perceptions. It is expected that students can provide perceptions

related to digital media word wall in accordance with their respective views on using word wall.

1.6 A Systematic Overview of the Study

1. Perception is a cognitive process everyone uses to determine, organize, investigate, and listen to the news [11]. Perception is the experience gained by inferring information and interpreting messages related to objects, events, and relationships [12].

2. Game-Based Learning focuses on the utilization of games, interaction, and fun design that aims to encourage students to participate in class activities [1].

3. Digital Media is defined as all learning tools or media through computers, laptops, and cells phones that are interned-based which includes the use of social media, websites, online quizzes, blogs, PowerPoint, and LCD [5].

4. Word wall is an application that can be used by anyone, especially teachers and students, in the learning process [15]. This platform can be utilized to produce games with fun quizzes [16]. Word wall is a quality platform that has an attractive user interface, various and complete features, and an affordable price [6].