CHAPTER 1
INTRODUCTION

In this chapter, the researcher presents Background of the study, the reasons for choosing the topic, the research question, the objectives of the study, the limitation of the study, the significance of the study, the definition of key terms, and the organization of the study.

1.1 Background of the Study

In today's digital era, with the advancement of Information and Communication Technology (ICT), traditional learning has been mostly replaced by digital learning media. It is an undeniable fact that technology plays an important role in English Language Teaching (ELT). Provided technology is integrated into the learning environment, it can be useful for students (Chang & Lehman, 2002). For the first observation in English Club, the students of English language skills had not shown satisfactory results even though the students had studied Grammar for quite a long period of time. If given time to speak English, students will lack grammar. This does not correspond to the amount of time spent learning about Grammar . Moreover, in the initial observations researcher can see the output of the majority of students who are still unable to understand English Grammar. So this research aims to explore Quizizz as digital media in English Club.

Quizizz Learning applications are programs that function as digital media, materials or techniques used in teaching and learning activities with the aim of ensuring that the process of educational communication interaction between lecturers and students can take place in an effective and efficient manner as well as using supportive Teaching media. (Savira et al., 2018)

One of the interesting Teaching media, has an interactive nature that prioritizes cooperation, communication, and can lead to interaction student is a game in the form of a quiz which has characteristics to create motivation in learning, namely: fantasy, challenges and curiosity (Ulhusna et al., 2021). Games in the form of quizzes themselves are any context that creates interactions between players with each other by following existing and predetermined rules to achieve a goal. Interactive quizzes are a combination of lecture methods, question and answer and assignments packaged in a game. This gives the performers and all participants and even the audience an opportunity for creative endeavors. Giving quizzes is a strategy lecturers give to students by providing questions in the learning process related to the material that has been taught with the aim of measuring the level of student . (Ulhusna et al., 2021)

As is known, lecturers are not only learning centers but also mentors, facilitators and motivators for their students (Khusnul, 20121). Lecturers can use the Quizizz application as an interesting Teaching media that supports the teaching and learning process and is also a medium digital (multimedia) based learning from the book Higher Education Curriculum in the Industrial Era 4.0 to Support Independent Learning or Independent Campuses. It can even increase interest and

enthusiasm for learning, Quizizz is a game-based application that creates class activities and makes learning more fun and more interactive. (Savira et al., 2018) One of the mandatory courses for English Club students is Grammar.

Researcher chose the Quizizz application as a learning medium that can be recommended to students because this application is very effective, in the form of an attractive appearance and a quiz game which includes questions, which can be in the form of multiple choice, check boxes, fill in the blanks, elections or surveys and essays. . When the problem has been completed, the Learning and ranking will appear then the Application Quizizz has the advantage that apart from being able to take the form of the questions from the application, it can also be created separately by the researcher. Then, by using applications that are interesting and can support grammar learning, students will get the desired learning results.

Learning is an activity to gain knowledge. Learning is also something that is done to master certain things. A good learning process is felt as something enjoyable, therefore lecturers can look for the best way to make students feel comfortable and friendly when carrying out teaching and learning activities.

The topic that researcher used is students' perceptions of Quizizz for learning grammar which was applied to English Club. Several reasons were taken for choosing this topic as follows: It is important to know whether Quizizz is an impactful and appropriate application In Learning Grammar for English Club UNIM MOJOKERTO.

Quizizz is a medium that English Tutor has often used in UKM at English Club UNIM Mojokerto for Learning Grammar, but research on the perception of students at English Club UNIM Mojokerto on Quizizz has never been studied. Student learning outcomes are a measuring tool to see how far students have mastered the subject matter presented by the lecturer. The definition of learning outcomes is the success achieved by students, namely student learning achievements at university which are expressed in the form of numbers. The definition of learning outcomes is the abilities that students have after receiving their learning experience. (Cholimatus, 2020)

The learning outcomes achieved by students can be influenced by two factors, namely factors within the student who is studying, including health, intelligence, interest/motivation, and way of learning. Meanwhile, external factors for students studying include family, campus, community and surrounding environment. In many cases, the factors above are often interrelated and influence each other, so that students with high achievements and low achievers or failures emerge from them. (Prihatin, 2016)

So, in this case, the researcher is interested in researching with the title "STUDENTS' PERCEPTIONS OF THE QUIZIZZ APPLICATION IN LEARNING THE GRAMMAR STUDENT.

1.2 Research Question

How are the students perception the use of quizizz application in learning grammar

1.3 Objective of the study

To explore the students perceptions toward the Quizizz application in learning grammar.

1.4 Limitation of the study

Research is limited to keeping the focus of the research itself. The limitation of this study only focuses on students' perceptions without investigating Tutor in UKM perceptions. The scope of this research is to focus on students of English Club UNIM Mojokerto as research subjects, and this study only focuses on the use of Quizizz which is used as an English Teaching media.

1.5 Significance of the study

The result of this research is expected to give contributions as follows:

a. Pedagogical significance

This research can contribute theoretically to the field of education, especially when the Learning is carried out using application media, namely the Quizizz media. The results in this study can show students' perceptions of the English Learning process by the Tutor in UKM using Quizizz as the medium. After knowing student perceptions, it is hoped that other Tutor in UKM who have not used Quizizz media can consider starting to use the media as a teaching and learning process in the classroom, especially in student Learnings in English subjects.

b. Practical significance

1. For the students

The researcher hopes that through this research the results can be used by students for self-reflection and seeing other people's perceptions of the use of Quizizz in English Learning, so that students can increase their learning motivation in new ways through the Quizizz.

2. For the next researcher

This research can be useful as a reference for future researchers who will carry out research on the same topic, because with this research,

future researchers can understand the concepts and theories that have been used. Another hope is that this research can increase motivation for other researchers to find new things about English Teaching media using Quizizz.

1.6 Definition of key terms

The definitions of the key terms in this study are:

1.   Students' Perceptions

Students' perception is a situation in which a students will provide views and organize their sensory opinions on one thing in order to interpret something that is around them [8].

2.   Teaching media

Teaching media is an instrument used by Tutor in UKM in teaching and learning activities to conduct Learnings and also as a means of interaction between Tutor in UKM and students in the classroom [9].

3.   Quizizz

Quizizz is a Teaching media in the form of game-based applications that can be used and downloaded for free, which serves to increase student motivation in learning in a fun way [10].

4.   Organization of the study

This study comprises five chapters. Every chapter has different sub chapters.

Chapter I is the introduction that consists of the background of the study, the reasons for choosing the topic, the research questions, the objective of the study, the limitation of the study, the significance of the study, the definition of key terms, and the organization of the study.

Chapter II is the review of related literature. It explains about the definition of students' perceptions, the factor of students' perceptions, the definition of Teaching media, the criteria of selecting Teaching media, the definition of Quizizz, the procedures of using Quizizz, and the Advantages and the limitations of Quizizz.

Chapter III is the research method that consists of the design of the study, the subject of the study, the instrument of the study, the technique of collecting data, the data collecting procedure, and the data analysis.

Chapter IV is the result and discussion that consist of the school profile, the research findings, and discussion.

Chapter V is the conclusion dan suggestion.