

## CHAPTER I

### INTRODUCTION

This chapter contains the background of study, research problems, research objectives, the scope and limitation, the significance of the study, and the definition of key terms.

#### 1.1 Research Background

How individuals interact and communicate in society has changed as a result of social media. The widespread usage of social media has permeated higher education's learning and teaching processes. Social media is a popular platform for educators and learners to connect and share thoughts. The advancement of communication and engagement between students and professors is largely due to social media. It looked into social media choice and usage patterns in EFL instruction and learning (Noori et al., 2022).

Comprehension of written content is crucial for students to grasp the writer's ideas and therefore, it is an essential skill that students must acquire. The ability to read effectively plays a significant role in a student's success in learning English, as highlighted by Cambria and Guthrie (2010). However, these skills cannot be honed if it is not assisted by the use of the right media for learning. The inaccuracy of the media used during learning can affect their abilities to learn Reading comprehension. There are also some challenges associated with using English. Firstly, not all students may be comfortable using English as their language of instruction, particularly those who are non-native English speakers. Secondly, its

role in forming un expectations among students. ‘They always expect the learning to be fun and games (Rajabpour, 2021). One of the media that can be used to help students to improve Reading skills in a fun way is Kahoot. This is due to the reason that researchers have continued the Teaching Campus program, in which researchers are teachers who use Kahoot to teach Reading.

(Cordeur, 2020) noted reading skills the ability to remember important details and draw conclusions. With the help of social media, we can use it to train students in reading skills, especially the use of Kahoot in EFL learning. Kahoot, a game-based learning app or gamification app is an effective tool that promotes learning by engaging through problem learning, critical thinking, and fun activities. At the moment, Kahoot is already used to improve motivation for students to learn but it is not used effectively for learning reading skills especially because it only focuses on gamification. Not only do interesting games need to be used during learning but the content of the media needs to be emphasized to help students improve their reading skills with fun concepts. This is done so that students enjoy learning English with the help of Kahoot media.

(Idowu et al., 2020) has researched the study explores the use of Kahoot, a game-based educational technology, to enhance students' knowledge, engagement, and critical thinking skills through real-life issues, system interactivity, and learning-game conflict. The results revealed that system interactivity has a positive influence on the perceived usefulness of Kahoot, while task-technology fit influences Kahoot usage. Furthermore, the results provide guidance for organizing, creating, and applying Kahoot into practice in order to support the learning process

of college students. Discussion and conclusion were provided on the relationship between the factors of the proposed research model.

(Wang & Tahir, 2020) has researched aims to investigate This research explores the impact of a game-based SRS on classroom environment, learning, students, and teachers using the Goal, Question, Metrics (GQM) approach, focusing on conceptual, operational, and quantitative results.

(Adnyani, 2020) researched Teachers' and Students' Perceptions of Using Kahoot. The purpose of their study was to identify three research problems: the perspectives of the teacher, the perceptions of the students, and the difficulties faced when applying Kahoot for English language acquisition. This study used quantitative descriptive research methods, and its subjects included 32 students from SMA 4 Singaraja's Class X MIPA 1 as well as one English instructor. A closed questionnaire, structured interviews, and non-participatory observation were used to gather the data. The findings showed that both the instructor and students thought that Kahoot was used very well. However, the constraint encountered by the teacher was due to the slow internet connection when accessing Kahoot.

Based on the above research, an interactive gaming-based learning platform called Kahoot has become extremely well-liked in EFL classroom instruction. It offers teachers an enjoyable and interesting way to design and distribute tests, polls, and interactive dialogues to students. All ages can utilize Kahoot, which can be applied to various areas like math, science, history, and languages. (Wang & Tahir, 2020) using Kahoot, educators can design their quizzes or select from a collection

of more than 40 million already-created tests on a range of subjects. The website provides opportunities for student collaboration and group projects, making it a useful tool for encouraging teamwork and analytical skills.

Besides, Kahoot incorporating technology in teaching has become more prevalent to enhance learners' engagement with learning materials and increase their motivation, engagement, and learning process. Moreover, Kahoot also has a good effect on students, especially in the field of reading skills. Digital tools such as YouTube, Blogs, Kahoot, and Quizizz can improve students' vocabulary mastery. When compared to other learning resources and methods, including traditional learning, it can improve learning in a variety of settings and fields. It was discovered that Kahoot improved learning in K-12 and higher learning, as well as in technical and engineering domains, science, math, business, and nursing (Chiang, 2020).

However, besides the positive impact of Kahoot, we need to know the strengths and weaknesses of using Kahoot. One of the strengths of using Kahoot is this online game is provided free of charge in the classroom learning system. The weaknesses of using Kahoot is about the weak of internet. Kahoot strongly influenced by a strong internet. Therefore, a strong internet is needed so that learning is not interrupted and hampers student work. Internet disconnection issues are the most commonly mentioned problem regarding the use of gamification methods (Bicen & Kocakoyun, 2018).

Moreover, the researchers found a shortage of using Kahoot in Reading skills for EFL learning at the high school level. Kahoot is mostly used to conduct quizzes

to test various subjects and especially in the area of reading ability. In this case, previous researchers did not find the advantages and disadvantages of Kahoot as a learning medium comprehensively, especially in learning Reading.

## **1.2 Research Problems**

In this study, the researcher is investigating the problem and formulating a specific question that needs to be answered:

1. What are the strengths of Kahoot as a learning medium in SMP SETIA PROBOLINGGO in learning Reading?
2. What are the weaknesses of Kahoot as a learning medium in SMP SETIA PROBOLINGGO in learning Reading?

## **1.3 Research Objectives**

Based on the research questions above, the aim of this research is to identify the use of Kahoot as a media in EFL reading skill: strength and weakness of student SMP Setia Probolinggo.

## **1.4 Scope and Limitations**

This study concentrates on looking at Kahoot strengths and weaknesses as a medium in reading skill. The current study focuses on examining student at SMP Setia Probolinggo in the 2023–2024 academic year.

## 1.5 Research Significance

Researchers believe that this study will provide useful insights into:

### 1. Readers

The purpose of this study was to maintain the advantages of Kahoot as a medium of reading skills to still motivate students in learning to read English and the benefits that have existed can continue to be developed.

### 2. Next Researcher

Researchers hope that the findings of this study will serve as a reference guideline, and insight to produce better and more interesting research. It is expected that the results of the research will have both theoretical and practical applications.

## 1.6 Definition of Key Term

1. **Kahoot:** Kahoot is web-based software that is both educational and fun that enables course designers and instructors to incorporate instructional content into a gameplay structure equal to a quiz (Bawa, 2019).
2. **Strength:** Strengths are positive characteristics or abilities within a person. These consist of skills, behaviours, talent, and knowledge. Students had a positive attitude toward a enhance ability of reading by using Kahoot (Setiawan, 2020).
3. **Weakness:** Weaknesses are defined as unfavourable or undeveloped abilities or characteristics. Blind spots, reduced abilities, and unfavourable

character traits are examples of weaknesses. Kahoot weaknesses, including technical and access issues (Rajabpour, 2021)

