CHAPTER I

INTRODUCTION

This chapter includes the study's background, research difficulties, research aims, scope and limitations, significance of the study, and definitions of key terms. This chapter contains detailed information and an explanation of the study's significance.

1.1 Background of the study

The use of online educational platforms has become increasingly popular as more people become aware of their potential to improve education for students' at all levels. In recent years studies have shown that e-learning is more attractive to students because it stimulates students' motivation to learn by providing an interactive learning environment and providing students with collaborative and meaningful learning opportunities. In addition to facilitating learning for anxious students, e-learning also encourages immediate feedback in context. The use of innovative and creative approaches is expected to make students more interested in the language learning process (Gusti Yanti & Amalia, 2018). It is imperative that students' learning English master vocabulary. They will not be able to speak and write clearly if they do not master vocabulary. Vocabulary is an in-depth comprehension and application of a language's vocabulary and meanings, which varies depending on the individual's class or occupation (Gardner 2010). Quizizz is a fun way for students to review vocabulary during class. It has the potential to capture students' attention and encourage participation in vocabulary learning.

However, a lot of people believe that learning vocabulary, particularly for those who learn English, is one of the more difficult things to do. By memorizing words by words, the students will find it difficult and may even feel lazy because this method is less interesting and too monotonous. As a result, students will find

it difficult to learn English to the next level because they feel that English is a difficult subject to learn. Furthermore, the monotonous classroom environment and student behavior rendered the teaching and learning process tedious. Based on preliminary research, the researchers concluded that students' vocabulary mastery should be enhanced by implementing a teaching learning process using media that allows students to feel at ease and easily absorb the materials (Maria et al., 2021).

Degirmenci (2021) has conducted research to investigate the current literature on the effectiveness and role of Quizizz in order to define teachers' and students' attitudes toward Quizizz. This study was a systematic review of specific research published between 2018 and 2021. The findings of this study indicated that quizzes are effective and play an important role in learning English. The result also has beneficial impacts on English learning and teaching, and teachers' and students' perspectives of Quizizz are positive. This research was a literary study by reviewing some literature as the sources of data collection pertaining to Quizizz as an online assessment.

Amalia (2020) was designed to investigate students' attitudes toward Quizizz as an online assessment. The study used a descriptive qualitative design, with 20 Dynamic English Course students as participants. A purposive sampling method was chosen to select the subjects because the researcher wanted to examine the perspectives of students with aboveaverage scores and their scores were below-average. During the data collection process, students were asked to complete a 10 question questionnaire. The study's findings revealed that students had a positive attitude toward the use of Quizizz as an online assessment, and they believed it was superior to traditional tests.

Wibawa et al., (2019) has conducted a study to determine the contribution of quizzes to the application and learning process. The research design was descriptive qualitative, and a case study approach was used. This research involved 42 students of Accounting and Economic Education. Participants were

observed through questionnaires and the teachers conducted by interview. The result shows that quizzes make learners actively participate in learning.

Extracting from the above research results, therefore the use of Quizizz is one of beneficial platforms for the students to make their learning process easier. According to Zhao (2019), Quizziz had a significant influence on the classroom learning process, resulting in higher scores and increased collaboration among students in teamwork. This is very encouraging, and it is seen as an alternative to using technology in the classroom. Data analysis revealed that there are significant differences in the vocabulary mastery of students who were taught without using Quizizz and those who were taught using the Quizizz platform, with students' scores taught with Quizizz being higher than students' scores taught without using Quizizz. Hence, Quizizz is really a useful and fun app for students to manage their studies at their own pace.

Moreover, Quizizz may assist students' improve their vocabulary skills by teaching them language. Quizizz can be an interactive and fun medium for motivating students' to study and enhance their English vocabulary. They were not merely adhering to the textbook, which made them tired of reading each sentence in the book; instead, they became more interested in learning English and were able to expand their English vocabulary by frequently practicing new English words in Quizizz. By incorporating approaches and material that might help students learn, it will be able to improve students' abilities (Pavita & Nirmala, 2021).

Previous research on the usage of Quizziz in EFL classes have mostly found that Quizizz has a favorable effect on student achievement. However, not all social media use for learning has a beneficial effect. Furthermore, the negative attitude is related to the challenges and difficulties in using Quizizz. The majority of students agree that they have issues with their internet connection, which causes them to fall behind when taking a test. The final reason they had a negative attitude toward Quizizz was that the students were unfamiliar with the feature on

it, which caused the confusion while taking the test. Furthermore, students must think quickly when taking tests because time is limited (Zulfa & Ratri, 2022).

1.2 Research Question

Nevertheless, the researchers found a scarcity of Quizizz to improve vocabulary in EFL and focused on the advantages and disadvantages of Quizizz as a learning medium. So, it is urgent to investigate the strengths and weaknesses of Quizizz in learning vocabulary since vocabulary is critical for foreign language learners. To answer this issue, this research question is proposed :

1. What are the strengths of Quizizz as a media for learning Vocabulary?
2. What are the weaknesses of Quizizz as a media for learning Vocabulary?

1.3 Research Objectives

Based on the research objectives mentioned above, this study intends to assess the strengths and weaknesses of Quizizz as a media for learning Vocabulary in EFL classrooms of students from the English Language Education Department (ELED) at the University of Muhammadiyah Malang.

1.4 Scope and Limitations

This research examines Quizizz's strengths and weaknesses as an educational instrument for learning Vocabulary. The current study looks at English Language Education Department (ELED) students at the University of Muhammadiyah Malang for the 2020-2022 academic year.

1.5 Significance of the study

The researcher expects that this study will provide important information about:

1. Students

Students should use this opportunity to improve their vocabulary. They should be able to practice more using the Quizizz app because it is simple to use. Students are expected to learn how to maintain the benefits of Quizizz as a medium for learning vocabulary in order to keep students motivated to learn and improve their vocabulary and ability to memorize words.

2. Future Researcher

This study can serve as a resource for future researchers looking for comparable or related studies. Furthermore, since this study focuses on the strengths and weaknesses of Quizizz as a learning medium, future researchers can identify additional perspectives from related topics, such as different subjects or different research objectives.

1.6 Definition of Key Term

a. **Quizizz :** Quizizz is a game-based app that provides engaging and user-friendly features for the classroom (Zhao, 2019).
b. **Strengths :** Strengths is the ability to use force to achieve positive outcomes in both quality and quantity (Lavy, 2020).
c. **Weaknesses :** Weaknesses are specific aspects of an individual or object that lack strength or effectiveness (Syahrizal et al., 2020).