

CHAPTER I

INTRODUCTION

The aim of the Research is to analyze students' perceptions of the efficacy of employing the Quizizz application in English classroom on synchronous learning. This chapter discusses some aspects of employing the Quizizz in synchronous English learning activities. They are: the background of the research, the research problem, the research purpose, the operational definition, the significance of the research, scope of the research.

1.1 Background

As the COVID-19 pandemic ended, the world of education underwent many changes, including educators. Educators have various learning strategies, ranging from learning methods, assessment techniques, learning media, and others. In this case, a very clear change is the increasingly diverse use of learning media. Learning media is everything regarding software and hardware that can be used to convey the contents of teaching materials from learning resources to students, either individually or in groups, which can stimulate the thoughts, feelings, concerns, and interests of students in such a way that the learning process is carried out in or outside the classroom (Jalinus, 2016). Media function as a carrier of information for students which aims to make it easier for students to understand learning material (Arifin, 2018), can be concluded if learning media is very important. During the Covid-19 pandemic, educators were forced to carry out distance learning. In this situation, the methods or media used by educators also switch to online learning mode based on circular number four of 2020 issued by the Ministry

of Education which states that the learning process from home is carried out via online or distance learning.

Fulsawange et al. (2020), online learning or e-learning is applied during the distance learning process on digital platforms. E-learning uses network technology, or it can be said that online systems facilitate learning (Fitria, 2021). One of the interesting learning media for online learning is to utilize an educational application called Quizizz.com. Purba (2019), Quizizz is an instructional game that combines several game modes and makes interactive exercises fun. Quizizz.com educational games can be used on a variety of devices, such as laptops, tablets, and smartphones. The additional features provided by Quizizz.com are not the same as other educational applications, users can choose theme characters, avatars and music that entertain students during the learning process such as practicing questions or taking quizzes independently. Pahamzah et al (2020) claim that Quizizz.com is an educational game-based application for education that can be used to create dynamic and fun classrooms and can be played by some participants as e-learning.

There are three ways of online learning, asynchronous, synchronous and hybrid online learning. Asynchronous online learning is an unsynchronized method of learning, granted that the attendance of the teacher and the students can be distinct. The synchronous method is the opposite, the attendance of a teacher and students should be simultaneous, they should meet online on whichever platform is decided to work on, and cooperate just as they do in a classroom. On the other hand, hybrid method is a combination of both synchronous and asynchronous ways of learning online (Amiti, 2020). The researcher was interested in researching the synchronous method because SMP Muhammadiyah Bondowoso used the

synchronous method in every subject, especially English classes in Covid-19 pandemic.

The researcher reviewed the previous research entitled "Quizizz Platform as Realization of Asynchronous Learning to Improve Students' Vocabulary Mastery" by Pusparani (2021). The purpose of that study was to find out the significant differences in the use of Quizizz asynchronous learning for students in learning vocabulary mastery in junior high school. The learning outcomes of the experimental class average post-test score of 88.44 while the average of the control class is 78.9. Therefore, it can be concluded that the use of the Quizizz platform as asynchronous learning can improve students' vocabulary mastery. Quizizz helps students expand their vocabulary while playing games.

Before conducting the research, an interview with the English teacher of SMP Muhammadiyah was conducted. The results showed that he used the Quizizz application in synchronous methods. The effectiveness of using Quizizz in this method greatly impacted both the English teacher and the students. Quizizz helped the English teacher to deliver practice questions or carry out daily assessments. Quizizz also increased students interested in learning because the appearance and features provided by the quizizz application are many and attractive.

Based on the previous discussion, the Researcher wanted to know students' perceptions about the efficacy of using Quizizz for English classroom on synchronous learning at SMP Muhammadiyah Bondowoso. The researcher also wanted to know the level of efficacy of using the Quizizz application in English classroom on synchronous learning. Besides, the researcher was interested in

conducting this research because of the lack of research on the use of the Quizizz application in English lessons in synchronous activities.

1.2 The Problem of the Research

Based on the background described above, the researcher formulated the research problem as follows:

1. What are students' perceptions of the efficacy of employing the Quizizz application in English classrooms on synchronous learning at SMP Muhammadiyah Bondowoso?

1.3 Focus of the Research

The focus of this research is to determine students' perceptions of the efficacy of using the Quizizz application synchronously at SMP Muhammadiyah Bondowoso.

1.4 The Purpose of the Research

Based on the formulation of the problem described above, the objective is

1. To know students' perceptions of the efficacy of employing the Quizizz application in English classroom on synchronous learning

1.5 The significant of the Research

The results of this study are expected to provide benefits for various components, namely:

1.5.1 Theoretical Significance

This research provided good information regarding the efficacy of using the Quizizz application in synchronous English classes. Additionally, this research can be used for other researchers who conducted the same research related to student perceptions using the Quizizz application.

1.5.2 Practical Significance

1. For teachers, this research provide references for teaching and can help choose the Quizizz application properly in teaching and learning activities.
2. For students, Quizizz makes easier to learn the material provided and increases enthusiasm for learning.
3. For other researchers, this research can be used as study material to develop relevant research on the same topic.

1.6 The Scope of the Research

Based on the formulation of the research problem described above, the researcher had determined by the English teacher the scope or limitations of this research, namely: this research focuses on synchronous teaching and learning activities using the Quizizz application implemented by educators. Researcher also limited the response of the students of SMP Muhammadiyah Bondowoso

1.7 Operational Definitions

The following are the terms used in this study that need to be clarified so as not to cause misinterpretation.

1. Student perception is the process of preferential treatment of student toward information they get from an object
2. E-learning is a learning activities in an education or training system that are carried out using electronic means
3. Quizizz is a one of the various platforms that provides game services in the form of quizzes that are packaged in an interactive and interesting way.
4. Synchronous learning is a learning interactions between lecturers and students are carried out at the same time, using video conference or chat technology.



