CHAPTER I

INTRODUCTION

In this chapter, the topic discussed are; the background of the research, the problem of the research, the objectives of the research, the operational definition of the terms, the significance of the research, and scope of the research.

1.1 Background of the Research

Reading is a skill that an important role for students. Reading has become a part of our daily activities and is one of the skills that students must acquire when learning English as a foreign language. Moreover, through reading activities, students can improve their language ability, experience, reading and thinking skills. They will gain information and ideas from what they read and what they need to know (Erya and Pustika 2021). Reading cannot be separated from comprehension. Reading comprehension is the ability of a person to translate the essence of the sentences using his own words. Even though reading ability is prioritized in English instruction, the goal of instruction is to enable students to not only read but also fully comprehend the text being read. This can be done using interesting techniques. The use of website or application is one of the techniques that can be used. This teaching aid is used to support and direct students' understanding of the instructional materials.

The technique is thought to be able to help the student acquire an understanding of the reading texts, guide their responses, and enrich their experience. The purpose of reading comprehension is to improve students' ability to capture messages from text. Reading can help people learn new things and expand their vocabulary, stimulate creativity to solve problems. In reading a text there is a message found by the reader. To understand the meaning of a text, students can carry out strategies such as summarizing. Summarizing is the process of automatically condensing and rewriting large portions of text to create a small, snappy summary. The summarization system should provide the reader with most of the information contained in the original document while ensuring that no information is lost. The application of summarization systems is very broad, such as helping readers gain a quick understanding of text, articles, saving time for analysts and researchers in the process of gathering information, and reducing the amount of written text that students need to read and understand. Summarization can be done in narrative text. Narrative text is a piece of text that tells a story and the function is to entertain the reader.

Nowadays, the development of education in the world, especially in Indonesia, is very rapid in both science and information technology. (Handoko et al. 2021) The development of information and communication technology has a very significant impact on the world of education, especially the learning and teaching activities of students. By implementing learning methods that are appropriate to developments in information and

communication technology, the objectives of learning can be achieved. Some schools in Indonesia still use traditional methods in the teaching and learning process, namely using books as homework, direct discussion in class, and collecting homework for teachers, which happens every day. This is certainly not in line with the development of technology. Information and Communication Technology (ICT) is expected to bring about significant changes in the acceleration and innovation of education. This is why a new learning method has emerged, which is gamification.

Based on this, gamification can be used as an assessment and evaluation tool. Assessment is one of the activities of an organization, along with planning and implementation. In the world of education, assessment is one of the factors that promote successful teaching and learning. Assessment is used to monitor students' progress in mathematics. Assessment is usually carried out in the form of individual assignments, group assignments, mid-term exams, and final exams. This progress information can be obtained in many ways. One such gamification tool is Quizizz.

Quizizz is a game-based educational application that can be used by many people to solve problems with interactive and fun displays. Students can use Quizizz via PC or mobile as long as they have an internet connection. Quizizz provides statistical data from the test results and is quite flexible as it has a time setting for administering the test. Quizizz also allows students to compete with each other and motivates them to study a

they can see their immediate rankings on the dashboard. Teachers can also track progress and download reports after completing the test to evaluate student learning outcomes.

1.2 Problem of the Research

Based on the explanation above, the researcher problem is: "Is there any significant effect of summarizing strategy using quizizz to promote EFL learners' reading comprehension?"

1.3 Objective of the Research

Based on the problem that are formulated, the objective of this research is: to know the significant effect of summarizing strategy using quizizz to promote EFL learners' reading comprehension.

1.4 Operational Definition of the Term

The operational definition explains about the concept and the variable of the research or as known as the key term that used in the research. The operational definition that needs to be explained here is;

1.4.1   Summarizing Strategy

Summarizing strategy is a process or way to get a conclusion that is made more concisely and sharply.

1.4.2   Reading Comprehension

Reading comprehension is an activity of the students to understand and find out the important information from a written text. Comprehension makes

reading enjoyable, fun, and informative.

1.4.3   Quizizz

Quizizz is an online media development that can be used as a learning tool and providing interesting and interactive quizzes that can be used by teachers and students in the learning process.

1.5   Significance of Study

The significance of the study explain why the research is needed. This part explains theoretical and practical significance.

1.5.1 Theoretical Significance

The result of this study is that the EFL learners who learned by using Quizizz based Summarizing strategy achieved better than those who learnt by conventional strategy.

1.5.2 Practical Significance

For English teachers, the result give new experience in the learning process to apply summarizing strategy using quizizz in teaching reading comprehension to EFL learners on Narrative text. For the researcher, the result of this study is expected to be a way to gain experience that is useful in the future as an English teacher.

1.6   Scope of the Research

This research was conducted in the Jember area, more precisely at SMA Muhammadiyah 02 Wuluhan for eleventh-grade students. The dependent variable used is students' reading comprehension in knowing the meaning by

the context, and the independent variable used is students' using summarizing

strategy in reading comprehension.