

CHAPTER I

INTRODUCTION

In this chapter, the researcher describes the research background, research focus, research questions, research purpose, research significance, limitations of the research, and terminologies of the research.

A. Research Background

English is an international language that is important to learn because it is used in various fields such as education, work, and communication. When learning English, students need to master four key skills: listening, speaking, reading, and writing. To support these skills, vocabulary mastery is also very important because vocabulary forms the foundation for understanding and using the language. Therefore, students need to have a strong command of vocabulary in order to communicate effectively.

Vocabulary mastery is very important for students because vocabulary helps them understand English texts and express their ideas. Without adequate vocabulary, students will experience difficulties in reading, writing, speaking, and listening in English. For junior high school students, especially eighth-grade students, vocabulary mastery is a fundamental aspect of learning English. However, many students consider learning vocabulary to be difficult because they have to memorize many new words. This condition causes students to be less motivated and less interested in learning English. As a result, students often face difficulties in understanding lessons and using English in their daily activities.

Based on the problems and observations in the eighth-grade classroom, it was found that many students still have a limited vocabulary. Students often do not understand the meaning of words used in the learning materials. They also feel shy and afraid to answer questions due to their limited vocabulary. In the teaching-learning process, students tend to be passive and unengaged. When the teacher asks a question, only a few students respond, while the others choose to remain silent. This situation indicates that students need more engaging teaching methods and learning materials to help improve their vocabulary. Given these challenges, using Quizizz as a learning tool offers a solution to make lessons more interactive and motivate students to learn, particularly in building their vocabulary.

In the learning process, the role of the teacher is very important in selecting appropriate learning media. Uninteresting learning media can make students feel bored and lose focus. Therefore, teachers need to use interactive and enjoyable learning media to increase students' learning motivation. One digital learning medium that can be used is Quizizz. Quizizz is an online learning platform that provides quizzes in the form of games. This medium allows students to learn vocabulary through enjoyable activities, images, and immediate feedback. Thus, Quizizz can help students learn vocabulary in a more fun way and reduce students' fear of making mistakes.

In line with technological developments and the implementation of the Merdeka Curriculum, the use of digital media in learning is highly encouraged. The Merdeka Curriculum encourages teachers to create active,

creative, and student-centered learning. By using Quizizz, students can actively participate in learning activities and practice their vocabulary skills. In addition, Quizizz can also help teachers evaluate students' understanding more easily and effectively.

Based on these problems, the researcher is interested in conducting research entitled "The Use of Quizizz Digital to Improve Vocabulary Mastery for Eighth Grade Students at SMP Negeri 3 Sintang." This research is expected to help improve students' vocabulary mastery, increase learning motivation, and create a more interesting and effective English learning process.

B. Research Question

Based on the background of the research explained above, the researcher identifies several problems that need to be addressed in this research, as follows:

1. How can Quizizz improve students' vocabulary mastery of eighth grade students at SMP Negeri 3 Sintang?
2. How is students' response toward learning vocabulary using Quizizz of eighth grade students at SMP Negeri 3 Sintang?

C. Research Purpose

Based on research question above, the researcher formulate some research as follows:

1. To know whether the Quizizz can improve students' vocabulary mastery of eighth-grade students at SMP Negeri 3 Sintang.

2. To know the students' response to toward learning vocabulary using Quizizz of eighth-grade students at SMP Negeri 3 Sintang.

D. Research Significance

The significance of this research is expected to provide valuable contributions and practical benefits for teachers, students, and future researchers in the field of English language teaching:

1. Theoretically

This research describes the use of Quizizz Digital as a learning medium to find new strategies in overcoming problems in the English learning process, especially in improving students' vocabulary mastery. This research is expected to contribute theoretical insights on how digital game-based learning media can create a more active, fun, and effective learning environment. In addition, this research provides theoretical references related to vocabulary learning and the use of digital media in English language teaching at the junior high school level.

2. Practically

- a. For Student

Through the use of Quizizz Digital, students are expected to be more active and motivated in the learning process. This medium can help students improve their vocabulary mastery in a fun and interactive way. By learning through games and quizzes, students can better understand and remember new vocabulary, which can support

their overall English language skills and improve their academic achievement.

b. For Teacher

This research is expected to provide useful information and guidance for English teachers in improving vocabulary teaching strategies. The results of this research can be used as a reference for teachers in selecting appropriate digital learning media to make English lessons more interesting and effective. The use of Quizizz Digital is also expected to help teachers create a positive classroom atmosphere, increase student participation, and support better learning outcomes.

c. For Researcher

This research is expected to broaden the researcher's knowledge and experience in implementing digital learning media, particularly Quizizz, in English language learning. Through this research, the researcher can directly understand the process, challenges, and outcomes of using Quizizz in improving students' vocabulary mastery. In addition, this research is also expected to develop the researcher's ability to design, implement, and evaluate more creative, innovative, and effective learning activities.

d. For STKIP Persada Khatulistiwa Sintang

The researcher hopes that this research can be an additional useful reference for future research. In addition, it is hoped that the

results of this research can be a source of reading that contributes to expanding references for thesis writing or increasing understanding related to the English language learning process.

E. Limitation of the Research

Based on the problems found by the researcher and the objectives of this research, there are several issues related to the students' teaching and learning process. Therefore, this research focuses on how the use of Quizizz media can improve students' vocabulary mastery as well as their participation in the teaching and learning process in the eighth grade of SMP Negeri 3 Sintang.

F. Terminology

Based on the title above, the researcher gives the following definitions to make the meaning of the key terms in this study clearer and easier to understand.

1. Vocabulary

Vocabulary refers to the total number of words in a language that are used to express ideas, thoughts, and feelings. In the context of English learning, vocabulary includes words that students need to understand and use in communication, both in spoken and written forms. Vocabulary becomes the basic component of language because without knowing words, students cannot develop their language skills such as reading, listening, speaking, and writing.

2. Vocabulary Mastery

Vocabulary mastery is the students' ability to understand, remember, and use English words accurately and appropriately in specific contexts. It does not only mean knowing the meaning of words, but also understanding their pronunciation, spelling, grammatical function, and proper usage in sentences. Students who achieve vocabulary mastery are able to use the words effectively in communication.

3. Quizizz

Quizizz is an online game-based learning platform that provides interactive quizzes to support the teaching and learning process. It allows teachers to create and deliver quizzes in live mode or homework mode, complete with features such as leaderboard, instant feedback, and flashcards. In this research, Quizizz Digital is used as a learning medium to help students improve their vocabulary mastery through engaging and interactive activities.

4. Junior High School 3 Sintang

SMP Negeri 3 Sintang is located in Sintang Regency. The subjects of this research were the students of class VIII A of SMP Negeri 3 Sintang, consisting of 33 students. The problem in teaching English to these eighth-grade students is that many students still have a lack of vocabulary in English, especially in mastering simple vocabulary, as well as low student participation in learning activities. Therefore, the

researcher is interested in using Quizizz as a learning medium to improve students' vocabulary mastery and participation in class VIII A in the academic year 2026.