CHAPTER I

INTRODUCTION

This chapter presents about: (1) Background of the Study; (2) Statement of the Problem; (3) Objective of the Problem; (4) Significance of the Problem; (5) Keyterms.

1.1   Background of the Study

In learning English, there are four basic skills which have to be known and mastered by students, they are speaking, listening, writing and reading skill. Among four key term, reading skill is one of the important basic skills which students have to master in order to understand all of the informations they have read or learned (Amin, 2019). The ability to read is needed, especially in education, because by reading students can understand and understand the information contained in the reading text.

In junior high schools, reading is one skill that is essential to the learning process. Reading comprehension is the basis for understanding many fields of study. Likewise in English, to understand it requires good reading skills, one cannot understand what other people mean in their writing. The skill of reading comprehension is an interactive process that involves the reader, the reading and the context. This skill involves the ability to derive meaning from written text as stated by Silliman and (Wilkinson, 2007) Reading comprehension is generally defined as the ability to derive meaning from written text. Through the process of reading comprehension, the reader gains an understanding of the text he is reading in relation to information.

Even though they have known reading texts since elementary school, a large number of students at SMPN schools have difficulty understanding the material

presented in the text. The fact that can be seen so far is the low ability of students to read because there are still many students who are lazy to read or have low interest in reading students (Hahnel, Goldhammer, Naumann, & Kröhne, 2016). This can be proven from previous research conducted by (Widjaja, 2019), with the title "Challenges of Reading Comprehension among Middle School Students in Indonesia". With reading comprehension. When tasked with identifying specific information or main ideas from a text, these students are often forced to read the entire text, resulting in confusion and difficulty finding relevant information. As a result, answering questions based on the text becomes a challenge for them.

Based on observations made by researcher on May 15 2023, SMPN 40 Surabaya students experience difficulties in reading comprehension such as understanding texts with English words. In accordance with the proposed curriculum, namely the 2013 curriculum, researcher tried to use Quizizz such as explained using the picture media on Quizizz and doing questions on Quizizz based on games to easer the difficulties experienced by students at SMPN 40 Surabaya. They had difficulty understanding reading texts and finding the main idea of the text. They wer confused to identify information from text. It was difficult for them to answer questions from the text. Their reading scores tend to be low and below the Minimum Criteria (KKM). This was caused by several factors such as: less conducive study space, monotonous learning methods, working on problems using paper which makes students tend to feel bored and lazy when reading. In addition, teachers still used traditional teaching methods, namely from books and let students read on their own. In addition, the students' limited understanding of English subjects was also a factor in this case.

(Chen W, 2017) state that technology is increasingly integrated as part of teaching in order to increase student engagement and motivation. With learning

English using technology students will have an interest in reading. It cannot be denied that today's teenagers spend more time learning to use mobile phones and no longer use books because according to them learning to use books makes them bored quickly.

Media is one of the ways or tools used to facilitate the teaching and learning process. The use of media in the learning process at school is associated with the level of psychological development and the level of students' ability to participate in the learning process and is adapted to the interests and talents of students which can arouse student learning motivation. Learning media is projected to assist teachers in presenting lessons more clearly and interestingly for students to follow (Reiser, 1996:68). (Gunning, 2000) suggests creating an engaging learning environment can have a major impact on student development. Therefore, researchers try to overcome the problems students are currently facing by applying "Quizizz" as a media to improving students' reading comprehension skill.

Learning media is defined as hardware or software used to support the learning process so that learning objectives can be achieved (Puspitarini & Hanif, 2019). Teachers should use media in the learning process because it can facilitate and involve students in increasing learning by stimulating student motivation, because using media can help students not get bored in learning English. This is due to the fact that learning media contains many characteristics that may involve students in the learning process. As a result, teachers must be imaginative and original in teaching reading. One method to develop students' writing skills and overcome students' reading problems is to use appropriate learning media to learn to read. Teachers can create learning materials using technology that exists in today's world.

One of the technological means as a learning media to improve students' reading comprehension skills is Quizizz. According to Basuki and Hidayat (2019), the Quizizz application is one of the many interesting learning media for classroom quiz games that allows teachers to see students' progress in reading skills. Quizizz encourages learning in order to increase students' feeling of ownership in what they are learning. This media learning process could motivate students to be more confident, especially before fully understanding their course the subject. It can also encourage them to be more active in speaking up, offering directions, asking questions, and sharing knowledge. This is confirmed by Rahayu and Purnawarman (2019) who explain that Quizizz is a learning tool that can help students check their knowledge and progress in learning. The learning process using Quizizz leads to student centeredness, so that students are more involved and active in learning in class.

The researcher focused on their research on improving students' reading skills with interactive media using Quizizz. A tool that can make it easier for students to learn English like students are playing. This tool is designed and presented in a visual form such as games or games because it is to improve student learning outcomes. Then the researcher would conducted a study entitled "Using Quizizz in Improving Students' Reading Comprehension Skill".

Using Quizizz was chosen because class VIII D students tend to be active and interested in using media in class so that the use of Quizizz media is appropriate and is expected to created a new atmosphere and way of learning for the class. There are many benefits that can be taken by using Quizizz media in the form of illustrated and sound PPT, more varied presentation of PPT than Microsoft Word PPT, can display images that can make it easier for students to learn to understand the contents of the

information contained in the description text about the person. In conducted research, the researcher collected data first through student scores in the previous class, then after getting the data, we can observe and start for the next test by means and methods used descriptive text by describing a person. In this research, the researcher aims to find out whether the used of Quizizz could improve students' understanding of reading skills at SMPN 40 Surabaya.

1.2 Research Question

Based on the background of the problems that have been stated above, the problem in this research as follows; Can the use of Quizizz improve the reading comprehension skills of class VIII students of SMP Negeri 40 Surabaya?

1.3 Objective of the Research

The aim of this research can be determined from the problem's focus is to find out whether students' reading comprehension can be improved by using the Quizizz at class VIII students of SMP Negeri 40 Surabaya.

1.4 Significance of the Research

The aim of this study will be expected to make a meaningful contribution to teacher, students, and researcher..

a. Teacher

The results of this study will be expected to help teachers in modifying how they instruct reading to students. Teachers can use the Quizizz application to improve their students' reading skills and make it easier for them to comprehend the text. It is hoped that by using this Quizizz application for learning to read, students will be able to comprehend reading well and be aware of the web application's benefits.

b. Student

It is also hoped that students will explore more engaging reading activities. Then, students can enhance their reading abilities through the use of web applications. Therefore, it can facilitate the improvement of their reading skills.

c. Related to Further Reasearch

It is anticipated that the study's findings will give the researcher knowledge and experience about the teaching and learning process, specifically regarding the use of the quizizz application to teach reading. Additionally, it can be used as a new reference for media in the teaching and learning process, particularly in reading instruction.

1.5   Key Terms

The determination of these key terms is to prevent misunderstanding for the reader. To clarify there are several key terms such as reading comprehension and Quizizz as a medium in an effort to improve students' reading comprehension.

1. Reading comprehension

According to Harmer (2008:8) Reading comprehension is the ability to process text, understand its meaning, and integrate it with what the reader already knows. The basic skills needed in efficient reading comprehension are knowing the meaning of words, the ability to understand the meaning of words from the context of

the discourse, the ability to draw conclusions from reading about its contents, the ability to identify the main points of the reading.

2. Quizizz

Quizizz is a wab toll game that is used for learning activities. The features in Quizizz are able to provide a learning experience for students. Quizizz media has creative, innovative, adventurous, and fun elements, which can then foster positive motivation to learn from each student. (Ju, 2018).