CHAPTER I

INTRODUCTION

This chapter discusses some topics related to introduction of study. Those are background of the study, problem identification, limitation of the problem, statement of problem, objective of the study, and significance of the study.

1.1. Background of The Study

Nowdays is known as the era of disruption in which many innovations arise in various sectors of human life. One of the positive impacts felt in this era is the ease of communication with many people who have different language and cultural backgrounds. Idul (2020) states that in modern science and techonology, everyone should have the proficiency to speak with international language, especially in English language. To be able to follow of developments that occur in this era, the ability to speak good English should be owned by everyone today, including the people of Indonesia. Thefore they have to learn English as well.

According to Idul (2020) In Indonesian, English is not considered as a second language but English is a foreign language. English is also called as the target language that has to be thought by the teacher in school in today's Indonesian curriculum. English Learning is what people do when they want to use the English language. When English learning, there are four language skill are supposed to master in studying English namely Listening, Writing, Speaking and Reading. The four skills are supported by the learning of vocabulary. By having vocabulary students can be listening, writing, speaking and reading.

In English learning activity in the classroom, there are three activities carried out by a teacher namely preparation for teaching English, implementation of teaching and learning English and assessment/evaluation of learning. The researcher would like to research one of the parts that is Assessment. Assessment is the process of collecting data/information that is used to measure the achievement of a goal. The assessment part is very important part in a

learning for evaluating the development of student learning carried out by the teacher in class so that the teacher can improve the learning strategies used. When the researcher do a teaching in one of junior high school, he get dan feel that not all assessment instruments worked optimally to get the best assessment results. Therefore the researcher thinks that a teacher needs proper assessment in which it makes students feel interesting and fun.

Referring to Anisah (2022), there are three approaches that allow teachers to gather evidence and make assessment about student competency namely as an assessment of learning (assessing learning abilities), assessment for learning (to improve learning), and assessment as learning (as a means learning). And in this study, researcher will use the assessment for learning as assessment. Assessment for learning (AFL) is an approach to teaching and learning that creates feedback which is then used to improve students' performance. Based on my observation, Assessment for learning is important for learning because it's more effective if it collects specific information about the learning so that learners can receive specific feedback.

Today There are several application tools that can be utilized as Assessment for Learning to support the effectiveness of learning among others are Edmodo, Socrative, Kahoot, Schoology, and Quizizz. The use of technology can assist the teachers in completing their tasks more efficiently and effectively. It is common for today's students to use and access the internet wherever they are. And one of application that is competent to be used as a tool of assessment for is Quizizz. Quizizz is online quiz application that can be used to make the learning atrractive and joyful.

Quizizz provides multi-player activities creating more interactive and fun exercises in the classroom, such as answering questions. According to Zhao (2019) Quizizz is a game-like educational application. It has several features, such as memes, themes, avatars, and entertaining music, making it different from other educational applications. Basuki & Hidayati

(2019) state that Quizizz is a fun game to conduct quick assessments in the classroom. In short, it can be inferred that Quizizz is a web tool to create interactive quiz games used as an assessment instrument in the classroom.

The interactive quiz is carried out by choosing the correct answer. There are four choices displayed in four different colors consisting of red, blue, yellow, and green. The assessors can also add an image to the background of the questions. The colors, avatars, and music in the quiz provide a gaming-like learning experience for students. At the end of each question, students will find the results displayed in their devices in a meme form. "After students answer each question, Quizizz will show pictures with memes to tell whether the answer is right or wrong and this is a treat for students".

Moreover, Yan mei et al. (2019) assert that Quizizz provides the data and statistics about students' performance. Therefore The assessors can analyze the number of students answering the questions and even download the statistics results in the Excel form. "The instructors can monitor the process and download the report when the quiz is finished to evaluate students' performance". Students can work on the Quizizz at the same time, and they can see the ratings result directly through the leaderboard. Thus, utilizing this application as an assessment tool will help the students to stimulate their interest and improve their engagement.

As previously mentioned, the researcher will discuss Assessment for Learning as the type of Assessment used by researcher using Quizizz Application as media technology. Departing from researcher's concerns about a previous study by Lim and Yunus in 2018 with the tittle Teachers' Perception towards the Use of Quizizz in the Teaching and Learning of English: A Systematic Review show that Quizizz is accepted positively among teachers due to its effectiveness, feasibility, ease of use, and motivating nature for learners. That previous

research only provides an overview of Teachers' Perception towards the Use of Quizizz in the Teaching and Learning of English in which it's still a general topic.

Therefore, to fill this gap, the researcher had in mind to do the research under the tittle "The Implementation of Quizizz as Assessment for Learning in English as a Foreign Language: The teacher's Perspective". The researcher chose this topic because the researcher wanted to explore more deeply the Implementation of Assessment for Learning using Quizizz especially about the characteristic of Assessment for Learning in seventh grade teacher perspective at SMP N 1 Nusa Penida. Thus, this study carried out at SMP N 1 Nusa Penida, where media learning such as Quizizz has been performed for two year. This study aims to explore junior high school EFL Teacher's perspective in implementing Quizizz as Assessment for Learning in conventional learning. Researcher expact that the proposal research of analysis implementation of Quizizz as assessment for learning will become a broad source of input for readers and government on offline learning.

1.2. The Identification of The Problem

Based on the background above, the problem identification of the research can be stated as follows:

1. Teacher needs a new knowledge about the implementation of Quizizz as Assessment for Learning in English learning process.

2. Teacher needs to know the Implementation of Quizizz as Assessment for Learning to make students feel the English learning process especially Assessment for Learning section is fun, interactive and in accordance with the characteristic of Assessment for Learning.

1.3. Limitation of Study

Since research will be conducted on SMP Negeri 1 Nusa Penida, the research is limited for English subject conducted through offline learning. It also restricts to offline English learning processes in 7th grade on SMP Negeri 1 Nusa Penida in the 2023/2024.

1.4. Research Question

Concerning the background of study above, the researcher formulated the statement of problems such as:

1. How is the implementation of Quizizz as Assessment for Learning English by teacher at SMP 1 Nusa Penida?

2. What problems are faced when implementing Quizizz as Assessment for learning in teaching English at SMP 1 Nusa Penida?

3. How does teacher deal with the problem in implementing Quizizz in teaching English at SMP 1 Nusa Penida?

1.5. Research Objective

According to the research questions above, the researcher had in mind to conduct this research in purpose to:

1. describe the implementation of Quizizz as Assessment for Learning English for Teacher at SMP 1 Nusa Penida.

2. identify the Teacher problem in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida.

3. investigate what EFL Teacher at SMP 1 Nusa Penida overcome the problems that they faced in implementing Quizizz as Assessment for Learning English at SMP 1 Nusa Penida.

1.6. Research Significance

This research is supposed to benefit the readers through theoretical and practical significance. The theoretical and practical importance are as follows:

1.6.1. Theoretical significance

The result of this study is expected to contribute substantially to teacher in study of strategies using ICT especially Quizizz Application as Assessment for Learning in the English offline teaching-learning process, as well as the examination of problems that may arise in offline English learning and how to solve them.

1.6.2. Practical significance

The result of study is expected to provide benefits for:

a. The Teacher

The teacher utilized a new media learning to teach English in Assessment for Learning: Quizizz Application. Other than that, the teacher can make this Media as an exciting Assessment for Learning for the students assessment to understand and improve the material in further learning.

b. The Students

The students become easier to understand the material that they are learning about before. It works improves the students' achievement in Assessment for learning section in English learning. The students also become more interested and fun in Assessment for Learning section in the English language.

c. Other Researcher

The result of this study can be utilized as a reference or a source for new research in the similar field. It is hoped to give more information, data and contribute knowledge about Quizizz as Assessment for Learning to teaching and learning English.