CHAPTER I

INTRODUCTION

This chapter discusses the introduction of the study which covers researches background, problem identification, limitation, questions, objectives, and research significances.

1.1 Background of the Study

Corona virus disease 2019 or Covid-19 pandemic is a major disaster that has occurred globally. In December 2019 Coronavirus first appeared in the city of Wuhan in China and has rapidly spread to all parts of the world. Therefore, some countries have experienced significant changes in the way of life of the global community. In the last few months, all people have been urged to stay at home and the government's efforts to prevent the spread of Coronavirus are by implementing a lockdown system. Onyema *et.al* (2020) state that Covid-19 outbreak has affected aspects of community activity globally in the fields of research, sports, entertainment, transportation, worldship, social interaction, economy, business, politics, and education. All people have experienced the impact of Covid-19 pandemic especially Indonesia, it cannot be denied that this pandemic paralyzed the country's economy. Therefore, all fields ranging from transportation, economy, business, and education have been greatly affected by this pandemic.

The influence of Covid-19 outbreak on the education sector plays a very important role in the continuity of the teaching and learning process between

teachers and students that happens today. UNESCO (2020) reported that more than 1 billion and 575 million students in 188 countries were reported to be affected by Covid-19, so that many schools and universities were closed to prevent the spread of Covid-19. Thus, the virus does not spread in the school environment so students do not come to school anymore. The government is seeking new ways to support learning activities even in a pandemic situation. Thus, children do not pass the opportunity to learn and no change in the educational calendar has been set before. Besides, the effort in designing learning activities during a pandemic is online learning which is a solution issued by Indonesian Government by Kementerian Pendidikan dan Kebudayaan (Kemendikbud) discuss *"Nomor 15 Tahun 2020 menerbitkan Surat Edaran Pedoman Penyelenggaraan Belajar Dari Rumah Dalam Masa Darurat Penyebaran Covid-19 dan dipertegas kembali melalui Surat Edaran Mendikbud Nomor 4 Tahun 2020 yang membahas tentang Pelaksanaan Pendidikan Dalam Masa Darurat Coronavirus Disease (Covid-19)"*.

In connection with the explanation above, in the situation of Covid-19 pandemic, learning is carried out online, especially in Gianyar Regency. Dhull and Arora (2019) state that online learning is a distance learning system that takes advantage of technologies such as the World Wide Web, email, chat, new text, and group chat. Besides, recently online learning uses audio and video conferences delivered via computer networks to spread education. Online learning is interpreted as technology-based learning and the teaching materials are sent via an electronic platform to students using a computer network (Andrianto, 2019). Bermejo (2005) adds that e-learning is a communication system with the use of

electronics as an environment for communication, information exchange, and interaction between students and instructors. From the explanation above, it can be concluded that online learning is a learning process which uses educational applications that can be done anywhere and anytime without time limits. This learning will be easier to do with the support of a good internet connection. Therefore, despite this pandemic situation, all schools have been looking for new methods to be used in online teaching and learning. Thus, children's learning is not hindered. The teachers and students can still carry out the teaching and learning process from home without having to come to school.

Fortunately, technological advances can help to keep learning even during Covid-19 pandemic by online learning. Actually, before this pandemic emerged in 2019, online learning had been carried out in several schools but it was still balanced with face-to-face meetings or what could be called blended learning. In this pandemic situation, online learning is carried out in full without face-to-face meetings which makes the government, teachers, and students also parents not ready for this situation. Online learning system is currently a polemic in the community because there are obstacles found in the implementation of online learning. The obstacles found in the implementation of online learning are as follows: a) the difficulties experienced by some teachers in implementing new methods in online learning; b) the difficulties found by the teachers in using certain applications which the students cannot also use effectively; c) uneven distribution of internet networks throughout the area, which makes student-teacher communication not run well; d) the difficulties in learning assessment; e) low students' motivation due to boredom of online learning, and many other

obstacles found by the government, teachers, students when implementing online learning fully in this pandemic situation. Therefore, choosing the right and effective platform in online learning is very important to note. The main obstacle is the lack of students' motivation because they are bored with online learning. Because of that, teachers need to know students' perceptions. Perception is an assumption or response which is a result of interpreting an object that is observed selectively (Akbar, 2015). Thus, teachers need to choose a platform that is considered capable of arousing students' learning motivation that is lost while learning from home.

Nowadays technology is increasingly developing. Therefore, many platforms can be used for free to support online learning process. The preliminary observation was done at SMA N 1 Blahbatuh, one of the well-known schools in Gianyar regency. This school has implemented online learning during Covid-19 pandemic. The task platform used by most teachers to support the learning process during Covid-19 pandemic is *Quizizz*. Zhao (2019) categorizes that *Quizizz* as a game-based learning application which can be done in groups or individually. Besides, *Quizizz* can make the classroom atmosphere more enjoyable because in this application there are music, themes, memes, and avatars. Lestari (2019) argues that *Quizizz* is a great, excellent, free website, and a tool that measures students' abilities. Therefore, application users such as teachers or lecturers can create games, surveys, quizzes, discussions, and assessments for students' learning achievement. Thus, using *Quizizz* is expected to have a positive impact on students in taking online learning during Covid-19 pandemic.

Therefore, most of the teachers, especially the English teachers of SMA N 1 Blahbatuh use *Quizizz* to help the learning process at this time. During the preliminary observation, it was found that the third-grade students of SMA N 1 Blahbatuh in academic year 2020/2021 used *Quizizz* to support their learning process during the pandemic. Students' responses about the use of *Quizizz* in teaching and learning process are quite good. However, many students do not take online learning for various reasons. Therefore, it is very important to know students' perceptions about using *Quizizz* as a learning platform to assist students' learning process. Therefore, this research tries to identify students' perceptions and to find out the problems faced by the students about the use of *Quizizz* to assist the learning process during Covid-19 pandemic.

There are two main reasons that should be considered in doing this research. It is of great interest to identify the students' perceptions about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic and to find out whether there are some constraints found by the students about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic. Therefore, it is expected that this research can give a contribution to the field of education especially for students, English teachers, and other researchers. Besides, the subjects of the research were the third-grade students of SMA N 1 Blahbatuh in academic year 2020/2021. The selected subjects were 2 classes from 7 classes because of limited time. Based on the preliminary observation, the students of XII MIPA4 and XII MIPA5 which consist of 70 students use *Quizizz* to assist the learning process during Covid-19 pandemic. Then, the setting of this research is

one of the favorite schools in Blahbatuh, Gianyar regency which implements the 2013 Curriculum.

In connection with the importance of students' perceptions on the use of *Quizizz*, there are two researchers concerned with them. The first previous research was from Mohamad *et.al* (2020). This study investigated the perception of 91 distant post-graduate students towards *Quizizz*. There were two research questions as follows: (1) what are the positive perception of *Quizizz* among distant post-graduate students?; (2) What are the benefits of *Quizizz* among distant post-graduate students?. Therefore, to answer both questions, this study used a quantitative study. The result of this study found that *Quizizz* helps students increase cognitive activity, improve effective levels, and provide positive reinforcement, motivation, and immediate feedback in students learning. The second previous research was from Sarker *et.al* (2019). This study had purposes to identify medical students' perspectives on technology-enhanced learning in undergraduate pharmacology through online Quizzes. This study used a semi-structured questionnaire to collect the data. The results of this study were showed that: 1) 35 students were strongly agreed with the timing for answering the questions in online quizzes; 2) 39 students were agreed that quizzes stimulate interest in pharmacology; 3) 28 students were also agreed that the uses quizzes improve knowledge and skill in pharmacology. Therefore, this study found that most of the second-year MBBS students suggested continuing online quizzes.

The two previous studies show that *Quizizz* is suitable for use in supporting the learning process at school or university. In connection with previous researches, they have similarities and differences from this current research. The

similarities are focused on finding out the students' perceptions about the use of online quizzes. Meanwhile, the differences are in terms of the subjects, objects, setting of the researches and this current study will be conducted during the Covid-19 pandemic. Therefore, the implementation in teaching and learning which should be done face-to-face has turned into full online. The learning process uses various educational platforms, especially in this study uses *Quizizz* web application. Hence, this research entitled "Students' Perceptions and constraints on the Use of *Quizizz* in Teaching and Learning Process during Covid-19 Pandemic"

1.2 Problem Identification

Teachers and students experienced major changes in the teaching and learning process during Covid-19 pandemic. This makes teachers and students unprepared for unexpected changes. Online learning is one of the ways that is considered effective in a pandemic, which is students and teachers carry out the distance teaching-learning process by utilizing online features. *Quizizz* is a task platform that can support students learning activities and make it easier for teachers to assess students' knowledge. One of the favorite schools in Gianyar uses *Quizizz* as an assignment platform for its students. Even before the pandemic, teachers used *Quizizz* for students' assessment but its use was not too intense. Since online learning has been determined that all teachers of SMA N 1 Blahbatuh use *Quizizz* more often to support other learning applications. Students experience significant changes by utilizing *Quizizz* that is used by the teacher in fully online learning. Therefore, it is very important to know students' perceptions and the

constraints that the students have about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic. If students give positive perceptions so that the teacher can continue using *Quizizz*. However, if students' perceptions are negative the teacher can look for other task platforms to support online learning.

1.3 Research Limitation

The limitation of this study is to identify students' perceptions on the use of *Quizizz* in teaching and learning process during Covid-19 pandemic. This research focuses on finding out students' perceptions and the constraints that the students have about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic to the third-grade students of SMA N 1 Blahbatuh. This research only discusses the students' perception, not teachers' perception which focuses on one of the features of *Quizizz* as a task platform during Covid-19 pandemic.

1.4 Research Questions

Based on the background of the research previously mentioned, there are two problems in this research which could be formulated as follows:

1. What are the students' perceptions about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic?

2. What are the constraints that the students have about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic?

1.5 Research Objectives

In accordance with the research questions above, there are two objectives of this research which can be stated as follows:

- To identify students' perceptions about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic.

- To find out whether there are certain constraints that the students have about the use of *Quizizz* in teaching and learning process during Covid-19 pandemic.

1.6 The Significances of the Study

There are two significances which are expected in this research, namely theoretical and practical significances. The research significances can be formulated as follows:

1.6.1 Theoretical Significance

Hopefully, the result of this research can give benefit and also a positive contribution to the English language learning field, especially for students' perception. Moreover, the result of the research is expected to give information about online learning platform on the use of *Quizizz* in teaching and learning process during Covid-19 pandemic. The result of this research can be used to verify the previous theories dealing with the theories in this research and also as a reference for further research.

1.6.2 Practical Significances

a. For the students

This research can give a positive impact and benefit for the students, especially for EFL. Thus, the students have a new experience on the use of technology for the learning process, not only know about writing the answer on a piece of paper but can use technology to support the learning process in this era.

b. For the teachers

This research is very useful for EFL teachers as an alternative technique in teaching online. The teachers have a suitable technique for teaching students by utilizing technology. They can provide innovations in teaching English. Therefore, teachers not only focus on teaching methods in the classroom but can use the *Quizizz* application to support the online learning process. Hopefully, using technology such as *Quizizz* can make it easier for teachers to provide the best knowledge for students in online learning.

c. For the researchers

This research also can be useful as a reference for other researchers who study in the same field. Moreover, it can be used to verify the previous theories dealing with the theories in this research and also as a reference for further research.