

## **CHAPTER I**

### **INTRODUCTION**

In this chapter, the researcher explains the background of the research, statement of the problem, objective of the research, significance of the research, scope of the research, and operational definition.

#### **1.1 Background of The Research**

Teaching process is the most important things in education. Teaching is an interaction between teacher and students to reach the goal in education. In teaching, especially in English language teaching, teacher has very important role in managing the classroom but most of teacher use conventional method, so the students get bored with conventional method.

Teachers and students have different perceptions of the same learning environment. Bakhruzein in Rohmah (2015) stated that students' perception is what and how they learned and how they were taught, including classroom activities, material, and teacher's presentation. So, from definition above perception is the awareness of something through the senses. In other words it's the ability to see, hear, understand or become aware of something.

Based on the researcher when the researcher was joining in Teaching Practice Program in SMA 2 Bae Kudus, the researcher found some students got difficulties when they started learning English. Most of students think they understand English well if they get a good media, like a playing video games. Video games has various type, there are types of video games is like PC games, mobile games, and many more.

Most of researchers believe that mobile games (EG) can offer many benefits for the students based on the highly motivating nature of the computer games itself as well as because of the behavior of the new generation of learners (Chang & Chou, 2008). Some researchers suggested that games are able to offer as much as 16 learning benefits such as risk-taking, problems solving, interaction, situated meaning, exploration, team working (Gee, 2003). Gee also stated that games are able to teach high order thinking skills such as problem solving, team working, and critical thinking and so on

So the teacher can use mobile games as a learning media. The researcher decided to use mobile games as learning media because nowadays every people in

the SMA 2 Bae Kudus using Smartphone for easier life. And Smartphone is an effective media to teaching high school students, they will be interested when teacher give a lesson from the Smartphone.

Based on the explanation above, the researcher proposes a research entitled “The Student’s Perception on Mobile Games as Learning Media in SMA 2 Bae Kudus in Academic Year 2019/2020.”

### **1.2 Statement of The Problem**

Based on background of the research above, the problem of the research can be formulated as :

1. What are the students’ perception of mobile games as learning media?
2. What are the reasons of students prefer the mobile games as learning media?

### **1.3 Objective of The Research**

Related to the statement of the problem above the writer determined the objective of the research as :

1. To know the students perceptions on mobile games as learning media.
2. To know the reason the students prefer when using mobile games rather than teacher explanation.

### **1.4 Significance of The Research**

The result of this research are expected to be beneficial for the following people :

1. The Researcher

This research hopefully useful for the next researcher who do research kind of this research.

2. The Teacher

The finding of the research hopefully can help the teachers to find a good teaching media so that, it will create positive, effective, and good atmosphere in teaching English.

### 3. The Students

This research hopefully useful for the students so they can easier understand interaction from the mobile games.

## 1.5 Scope of The Research

This research focuses on analyzed the perception of students on mobile games as learning media especially in learning English of SMA 2 Bae Kudus in Academic Year 2019/2020.

## 1.6 Operational Definition

The researcher will review several terms to the study. The terms are :

1. Students perception is the students opinion toward mobile games as learning media.
2. Mobile games is games that can be played in Smartphone mobile.
3. Learning media is a teaching and learning tool to support the learning process in class.
4. Senior High School students of eleventh grade students who are studying in SMA 2 Bae Kudus in academic year 2019/2020.

