CHAPTER I
INTRODUCTION

In chapter I the researcher would like to discuss the background of the research, the statement of the problem, the objective of the research, the significance of the research, and the scope of the research.

A. Background of the Research

Students' learning motivation is an important aspect that cannot be separated in the classroom teaching-learning process. The classroom atmosphere, the teaching-learning process and students; achievement can all be determined and influence by students' motivation in the classroom and teaching-learning activity. This is a compelling reason why students' learning motivation must be increased. According to Ur.P (1996), motivation is the most important aspect that influences students' achievement in the language teaching learning process. When students' are motivated, they are more likely to attend a lesson, pay greater attention to the subject, and participate in classroom activities. According to Dornyei (1998), the influence of motivation has been considering as the fundamental factor to learning a second language and one of the most significant factors that affect language learners to success in achieving his or her goals. Those learners who choose English subject to study it as a foreign language are concerned toward the motivational factor that play an important role in academics, development of skills, and English language in the context of daily use. Students' who are motivated are more likely to achieve their second language learning goals.

One of the efforts is to know students' motivations by using communication technology and interactive learning media. According to Vaugh & Simon (2004) Internet is a suitable communication medium for teleconferencing purpose that enables people to communicate with one another with both audio and visual in real time. In this era communication, the use of internet in cell phones is well spread over the world. The researcher wants to know students' motivation in learning

English with effective way. To make it happens, the researcher use a good internet website an effective and efficient way to motivate students' in learning English. The site is called Kahoot. Kahoot, which was launched in 2013, is a website that provides a game-based learning platform and is an example of accessible game-based learning employing a classroom response system. According to Plump and LaRosa (2017), Kahoot is a global online educational brand that provides a free students' response platform. It is free and simple to use. Kahoot allows teachers and educators to create game-based test, debates, and survey. Based on foregoing explanations, the researcher concluded that Kahoot is a global online educational brand that provides a free students' response system via a game-based learning tool. It is interesting methods in order to stir the learners' interest, but at the same time it is enjoyable because teachers are given the chance of becoming children again, of seeing the world through a child's eyes, when working with children (Rokhayani, 2012).

Furthermore, the researcher decided to conduct the research as a result of her experience in an internship program using the application of Kahoot in English teaching-learning process. The researcher discovered that motivation was critical in improving students' English learning performance, and she choose to conduct the study at SMP 1 Kaliwungu because there best of observation in teaching-learning activity through the application of Kahoot.

To demonstrate that Kahoot is an excellent medium for students' motivation in learning English such as Plump and LaRosa (2017) did research entitled Using Kahoot in the Classroom to Create Engagement and Active Learning: A Game-Based Technology Solution for e-Learning Novices, that the goal of their study is to find out how Kahoot a game-based technology, affect classroom engagement and active learning. The result shows that the students' gives an excellent response to the use of Kahoot. Medina and Rodriguez (2017) did research entitled Kahoot: A Digital Tool for Learning Vocabulary in a Language Classroom, that the goal of their study using Kahoot in the language classroom increased students' motivation and improved students' acquisition of vocabulary for upcoming exams. The result

shows the students' satisfaction survey, students' enjoyed playing Kahoot and found it simple to use. To teaching-learning process, it is necessary to use new and exciting tools, media, and approaches in language classroom, and gamification in one of the most recent strategies used in language classroom. From those previous studies, the researcher wants to know the factors of motivation and how does the Kahoot application for learning English motivate student.

B. Statement of The Problem

From the background above, the researcher identified the statement of the problem about the students' motivation in learning English through the application of Kahoot at SMP 1 Kaliwungu. The statement of the problem can be formulated as follow:

1. What factors do motivate students' in learning English through the application of Kahoot at SMP 1 Kaliwungu?
2. How does the Kahoot application in English learning motivate students' at SMP 1 Kaliwungu?

C. Objective of The Research

Based of the statement of the problem, the objective of the research are:

1. To describe factors affecting students' motivation in learning English through the application of Kahoot at SMP 1 Kaliwungu.
2. To describe how the Kahoot application for learning English motivate students'.

D. Significant of The Research

From the result of the research, it is expected that there will be benefits for the future researchers, the English teacher and the students'.

1. The Future Researchers

The result of the research can be used as a reference which gives new idea for developing the analysis in future. Researchers are expected to conduct other research related to the use of Kahoot application in learning English.

2.   The English Teacher

The teachers can be use this paper as the guidance to enrich their comprehension about Kahoot application.

3.   The Students'

The student will be able to utilized and maximize the use of Kahoot application in learning English in their class to improve their motivation in teaching-learning process.

E.   Scope of The Research

The scope of this study is to use Kahoot application in learning English to motivate students' at nine-grade of SMP 1 Kaliwungu. When combined with a way to teach that gets students' excited, like playing a fun game, it makes the classroom a fun and interesting place to be.

F.   Operational Definition

The writer describe again in two variables as explained before :

1.   Students' Motivation

Students' motivation is the spirit that arises in students to achieve success in learning English. If we believe that our goals are worthwhile, we will work hard to achieve them, this is known as motivational action.

2.   Media Learning

Learning media is used to support the learning process so that learning objectives can be met. When learning media is used correctly in the learning

process, it becomes a more effective and efficient support tool in achieving learning objectives.

4. Kahoot

Kahoot is a website that lets you learn through games. It is an example of how a classroom response system can make game-based learning accessible.