

# CHAPTER 1

## INTRODUCTION

This chapter consists of the background of the research, statement of the problem, objective of the research, significance of the research, scope of the research.

### 1.1 Background of the Research

The biggest challenge one of learning English is learning grammar. Thornburry stated in Rahayu and Mira's journal entitled the effectiveness of songs used for teaching conditional sentence, grammar is partly the study of what forms (or structures) are possible in a language. grammar is a set of rules for constructing the words and arranging the words in the sentence in the correct order to express the complete and correct meaning. It is a component of English that helps pupils identify grammatical forms. Learning the tenses is one of the key components of grammar.

Yurko & Vorobel, (2022) stated appropriate grammar is one of the foundations of language proficiency. It is essential for speaking, writing, and comprehension. Knowing grammar rules makes appear like a natural speaker and speeds up and improves writing. Grammar disputes are arguably the most frequent in language teaching than any other topic. We can learn a lot about this topic via research and theory. As well as common sense. For a variety of reasons, languages consistently shape and arrange words in certain ways. It's possible that you won't be able to interpret language well or organize it in a way that will make understood if it is not aware (consciously or unconsciously) of these regularities.

There are four skills in English language; Listening, reading, writing and speaking, by mastering grammar, especially speaking will be more directed in terms of rules and language. This of course will make it easier if you want to speak public in English or speak directly to foreigners. Timothy Shanahan, Distinguished Professor Emeritus of Urban Education at the University of Illinois at Chicago, where he served as Chair of the Department of Curriculum and Instruction and Founding Director of the Centre for Literacy, claims that there is a

ton of evidence demonstrating the significance of grammar in reading comprehension.

Panou, (2013) Learning grammar will aid students in comprehending the nature of language. Mart lists the advantages of teaching grammar as follows: "One of the main advantages of GBT (Grammar-Based Teaching) is that helps students gain an understanding of grammar concepts, such as subordination and coordination; concepts of expressing time relationships through the use of verb forms; concepts of nouns and adjectives, subjects and verbs, clauses and phrases. Even without defining crucial terms like nouns or verb, students can comprehend grammar principles using simplified terminology, minimal metalanguage, and grammatical analysis. The relationship between grammatical concepts becomes evident with solid grammar understanding. Understanding the relationship between these two words helps with language comprehension.

Many things can be done by the teacher to make the class more enjoyable and meaningful for the students, because not all the students like English. Thus, the teachers should be more creative in motivating the students in learning grammar for instance by using digital media because this is one of way to increase motivation, to support the students' doing practices and to stimulate the students feel enjoyable and meaningful to learn grammar in english.

Learning models and teaching media in the digital era, especially in the era of the COVID-19 pandemic, are very important and urgent in the world of education. The online learning model is one of the models chosen because it is an effective future model in accordance with the demands of the development of science and technology. This online learning system also requires teaching media that are relevant to the learning process Sri Surachmi, Karl Jahniel Sison, (2021), Educaplay is presented as an attrrative, interactive, and attractive form of platforms-based teaching media not only for learning English, especially grammar, but for all subjects, Based on the researchers' observations while carrying out the PLP program at SMA N 1 Pecangaan, researchers fond ththat studentsfrequently use technology in their daily activities, especially smartphones, they use smartphones to open their digital media for various purpose such us

communicating with others, entertainment, and also learn English, for this reason, students use digital media to learn English especially to practice their grammar skills.

Páez-Quinde et al., (2022) One of these collaborative 3.0 tools is Educaplay, a free web 3.0 tool that enables users to engage in playful and leisurely activities to foster connection between the teacher and the student. There are three ways to utilize this program: With activities in three languages—Spanish, French, and English—that are engaging and, above all, fun, this tool supports each student's teaching-learning process. The EducaPlay tool is crucial for involvement in the educational process since it offers a variety of activities that will help the student learn significantly and, most importantly, study while having fun.

Páez-Quinde et al., (2022) it is a tool that enables effective work, and it is used at all educational levels, from kindergarten to university, with a variety of uses, including evaluation tools, reinforcement exercises, motivational games, access to a vast collection of other users' games, the detection of prior knowledge, etc. With the help of this platform, teachers may arrange their lessons more efficiently by taking into account the particular group of students they will be teaching. A learning community has been developed by sharing information through creative activities as a result of the huge number of pupils.

The use of digital media in English learning, however, is not without its difficulties. One of the biggest obstacles is how the student views using a learning website as a tool to improve grammar. Perceptions of students may have an impact on their motivation, interest, and learning effectiveness. According to the description given above, the researcher is interested in learning how students view using digital media to practice grammar. The research project is titled "The students' perception on Educaplay Learning media for learning grammar at the tenth-grade students in SMA Negeri 1 Pecangaan," and it interests the researcher.

## **1.2 Statement of research problem**

Based on the background of the study, the research problem of this study will be formulated as follows:

1. How do the students use Educaplay media in learning grammar based on student perceptions?
2. What factors influence students' perception of Educaplay media in learning grammar?

## **1.3 Objective of the Research**

From the background above, this research aims to:

1. Find out the use Educaplay media in learning grammar based on student perceptions.
2. Find out the factors influence students' perceptions of media education in learning grammar media.

## **1.4 Significance of the research**

The result of the study is expected to be useful in some aspects, both theoretically and practically.

It is possible, in theoretically, the researcher hoped that this study would serve as a model for other researchers who might perform a similar study on students' perceptions of using digital media to hone their grammar abilities.

For practically, in order to help English language learners practice their grammar through the use of digital media, the researcher conducted this study.

## **1.5 Scope of the research**

This research will focus on the perception of tenth grade students on using digital media, and the perception of the tenth-grade students on learning grammar using educaplay, The participant of this research are the tenth grade students of SMA N 1 PECANGAAN.