

CHAPTER I

INTRODUCTION

1.1. Background of the Study

The previous time, many people have used technology to communicate and build an interaction. However, the past time technology is not as modern as it is today. Technology nowadays has developed quickly. People can access internet easier and furthermore can impart with others without any problem. In 21st century learning, educational process and activities has been changed by the development of Information and Communications Technology (Harendita, 2013). It is concluded that technology is the thing that isolates us from the middle ages, without a doubt it is the thing that isolates us from the manner in which we lived many years back. More than anything else technology create our world. It develops our knowledge, and what's more, our very method for being. With all its development and innovation in technology, many people rapidly use it today. Not only as a communication tool, but now technology has developed in education field.

Nowadays, teacher and students can also do teaching and learning activities online. Based on the International Journal, *Mobile Devices: Toys or Learning Tools for the 21 Century Teenagers* concludes that the use of ICT in educational activities can help teachers and students to explore the information and material related to their education (Kee & Samsudin, 2014). It enables them to access educational contents from many resources through connecting to internet. However, teacher and students need tool to be used to access learning material through internet. Students can search through internet where right now learning materials are broadly accessible on the internet as well as the teacher is expected to look for showing materials in class. Not simply looking for materials and learning on the internet, but in this digital era the strategy of teaching and learning should be possible via online. By using the application, it can facilitate the teacher carrying out learning

activities outside the classroom as well as the students can receive the lessons, do the assessments, and submit it like in class like learning activities at class.

One of the techniques that can be applied to support educational process in this digital era is to change the strategies using technology such as Mobile Assisted Language Learning (MALL). As stated by Fu (2013), the use of technology in the teaching-learning process can be done by using several devices such as computers and mobile devices. Mobile Assisted Language Learning or can be said as (MALL) is one of e-platforms that provides an online learning or e-learning. According to Dehkordi (2018), MALL as one technology that takes on a greater prominence in teaching-learning process especially in language learning. It shows that e-learning is a learning strategy that can be implemented by using application or website and done anywhere and anytime. Related to language learning, e-learning is further developed into the term Mobile Assisted Language Learning (MALL) which can be used as a tool to conduct learning outside the classroom. Using the MALL can help a teacher to give homework, tests, and others. Moreover, MALL can also do the learning process if the teachers are not able to attend in the classroom. In this way, teachers can make the process of teaching and learning to students outside the class by using MALL features that have been available. As supported by Azli, Shah, and Mohamad (2018), MALL can be as formal and informal which can support traditional learning. It can be said as formal and informal learning because it can be done in the classroom or outside of the classroom with any media.

Mobile Assisted Language Learning or in simply we called by E-learning recently used among lecturers by the university. There are many features that are available on MALL, Dabbagh & Bannan-Ritland states that the most common features by categorizing them as pedagogical tools for content creation, communication, assessment, and administration. One example of the MALL is Quizizz, Kahoot, Quizlet, Duolingo, and many more. One example of the application of the E-learning to be studied in this research is Quizizz where the

application is most often used by lecturers in English classes at University of Muhammadiyah Gresik.

Quizizz itself is one of example of the application of Mobile Assisted Language Learning which is recently used by the lecturers in universities. Moreover, this application in addition to widely used is also fun and easy to use for beginners and not too complicated, According to Ramadhan (2019) presented that using Quizizz application as a learning media is considered suitable to be applied in learning activities at the university environment because the adequate facilities and infrastructure which supports the learning process. Therefore, the concept of providing materials can be maximally distributed by the students. Also, the effectiveness in communication, learning media can be developed on mobile devices that are easy to carry anywhere technology such as smartphone and tablets. As supporting based on researcher observation, many lecturers in university who choose Quizizz as media in learning activities because this application has many features available to create test by themselves and give it to their students with simple way and interesting features because many type of tests that they can create such as multiple choice, true or false, fill in the blank, etc. In addition, in Quizizz application, the lecturers can also attach some images related to the questions and topics to make it looks more interest and easy to understand. Therefore, it has many benefits in teaching learning activities because not only do the classes online but Quizizz also provides features to assign a value to the tasks of students, teachers can also give quizzes or create online test. It can also help create a paperless classroom.

In modern era with innovation in technology especially in the world of education not only provides online teaching learning but also can be used as a tool that can established the process and efficiency of tests. By using sophisticated technology, nowadays the lecturers can utilize the computer or mobile phone through application as a tool to assess a test in a course. One practical application that is becoming more common is the computer-assisted assessment. The term

computer-assisted assessment can cover any type of computer use in a process of assessing the knowledge, acquirement, and capability of individuals. (Yazar Ozden & Ismail Erturk, 2004: 78). With the presence of this technology can make the lecturers simply to do quiz or different things related to assess the tests via online. With certain highlights accessible in Quizizz, an element that will be utilized in this study is quiz which generally has many benefits both teacher and students to implement e-learning activity.

The implementation of e-learning by using Quizizz is usually done and students always have internet connection because the implementation of e-learning by using Quizizz will be limited with time in answering some of the questions and its passage. Therefore, the researcher wants to know more deeply about students' perception towards that implementation whether about obstacles or challenges which they usually face. According to Kreitner and Kinicky (1992: 126) in their books entitled *Organizational Behavior*, perception is a mental cognitive process that makes people interpret and understand their surroundings. Simply, perception is also defined as the process of selecting, organizing, and translating sensory data that is considered as specific process in encouraging people to define their environment. In this study, the perception refers to how English D1 students perceive the implementation of e-learning by using Quizizz.

The researcher is very interested in examining the use of Quizizz as test tool and online learning media. Specifically in this study, researcher will discuss students' perceptions towards the implementation of e-learning by using Quizizz. Because as usual in previous time, the implementation of the test is done in the formal classroom by using paper or it can be called as "paper-based assessment". Mostly, students do the paper-based assessment will be outdated if never try something new way to develop learning strategy.

Based on researcher's observation, Quizizz is the most widely used by lecturers during online lessons. The researcher focused on the study at University of Muhammadiyah Gresik in the D1 English class because this application will

intend to be applied for foreign language class. English D1 class itself has been applied in several departments at this university such as PGSD, Math, Psychology, Industrial Engineering, Management, Accounting, Electric Engineering, and many more. In this case, the researcher limits the study only in PGSD department because according to the interview, the lecturers prefer to use that application in ESP classroom specifically English D1 class at PGSD Department, because the feature in Quizizz are dominantly using English and many materials which very supportive to be applied in PGSD Department such as art, math, science, social, ITE, etc. which wrapped in English questions. In addition, there are fun features which will make students trained and have references about how to teach in elementary school with fun learning. Regardless there are many obstacles or not, therefore, researcher decided to know more detail about students' perception towards the implementation of e-learning by using Quizizz in ESP classroom, with the results of this study after knowing the students' perception can give a reference to their main lecturer at University of Muhammadiyah Gresik in PGSD Department of English D1 Course for future whether Quizizz as a test tool and learning media can make students do the quiz easily or even more comfortable with the previous way, paper-based assessment. Based on the explanation above, in this study, the researcher will conduct the study under the title "Students' Perception towards the Implementation of E-learning Using Quizizz Mobile Application in ESP Classroom"

In the previous study, there are some researchers who had taken research related with this study. The first researcher who had taken related to this study is Chikmah entitled "*Students' Perception on Proprofs Online Computer-Based Assessment Software as An Assessment Tool at English Education Departement, UIN Sunan Ampel Surabaya*". This paper conducted the research to explore "students' responses and the resulting score towards the use of ProProfs online CBA Software as an assessment tool". The second researcher is Özden, Ertürk, and Sanli in their journal "*Students' Perceptions of Online Assessment: A Case Study*".

The target of the study was to investigate the scholarly person's responses toward the use of CAA and to examine the electric readiness to use pupil feedback in the ratification of the assessment. The other studies that have been conducted to investigate the use of E-learning platform for teaching and learning process entitled "*Classroom Interaction in Teaching English using Quipper School at the Vocational High School 2 Buduran Sidoarjo*" by Siti Munawaroh. In this research, the researcher focused on the implementation of Quipper application t=an to know more about the interaction during learning activity.

1.2. Research Questions

Based on the background above, the researcher needs to know the problem of:

1. What are students' perceptions of the implementation of e-learning by using Quizizz in ESP Classroom of PGSD Department at University of Muhammadiyah Gresik?
2. What are the students' obstacles towards the implementation of e-learning by using Quizizz in ESP Classroom of PGSD Department at University of Muhammadiyah Gresik?

1.3. Objective of the Study

Based on the research questions above, these are the objectives of the study:

1. To identify the students' perceptions of the implementation of e-learning by using Quizizz in ESP Classroom of PGSD Department at University of Muhammadiyah Gresik
2. To investigate the students' obstacles towards the implementation of e-learning by using Quizizz in ESP Classroom of PGSD Department at University of Muhammadiyah Gresik

1.4. Significance of the Study

The findings of this research, the researcher expected to give some contributions to:

1. The ESP students

This study is expected to make students understand the new innovation in process of learning by using technology. With the use of Quizizz as e-learning can make students explore the new way of doing quizzes or tests via online.

2. The lecturers

This study is expected to give information about students' feedback especially obstacles and perception in doing the online learning by using Quizizz in ESP classroom. Based on the students' perception, the lecturers can maintain the way of learning that doesn't have an effect on their students.

3. The researcher

This study is expected to be a useful input and experience to fulfill my thesis requirements and at this case, the researcher can deeply understand the concept of a theory used in this study.

1.5. Scope and Limits of the Study

1. Scope of the Study

The scope of this research is only involved 2nd semester students of PGSD Department at University of Muhammadiyah Gresik who had done English D1 class through e-Learning by using Quizizz.

2. Limitation of the Study

The limit of this research is only focus on students' perceptions without teacher's perception. It also focused only one features of Quizizz to test students' reading ability in ESP classroom so that it will be specifically used for reading assessment tools.

1.6. Definition of Key Terms

Reader's perspective is rapidly different. Therefore, the researcher trying to list some of key terms in this study are: **Perception, E-learning, Quizizz**. The researcher also provided some meaning to have some interpretation below:

1. Perception is the process by individuals organize and interpret their sensory impression of what they feel in order to give meaning to their activity. According to Joseph Reitz, “Perception includes all those processes by which an individual receives feeling and it becomes a reaction about his environment—seeing, hearing, feeling, tasting and smelling. In simply, perception is the act of seeing what is there to be seen, heard, and felt, but what is seen is influenced by the perceivers, the object and its activity. In this case, the researcher specifically wants to know about the students’ perception based on their experience during the implementation of e-learning by using Quizizz in ESP classroom.
2. E-learning is essentially a virtual form of education that may, in certain circumstances, be either fully or partially combined with the classical forms of education E-learning is essentially a virtual form of education (Clark & Mayer, 2016). Basically, E-learning is where the technology plays a specific role in supporting learning, these can be described both of the level of pedagogical principles and the level of detailed practice in implementing those principles. Meanwhile, in this study, lecturer and students use internet technology that is utilized by using digital devices or communication devices to overcome shortcomings in the classroom by using the application. E-learning is the delivery of learning and training process through digital resources. Although E-learning is based on formalized learning, it is set through electronic devices or technology media that are connected to the internet.
3. Quizizz is an online assessment tool that allows to the teachers to create and apply quizzes or tests by themselves related to their material. The teacher will make a test via website and will share the unique code to the students. After providing students with a unique access code, a quiz can be recorded live as a limited times competition or used it as a homework with a specific deadline which controlled by the lecturer or teacher. After quizzes have been completed, students can check and review their answers. Furthermore, the result or the

score ia compiled into a spreadsheet to give instructor a clear visual of the students' performance in order to analyze trends in which areas might needed the most focus in the future. The feedback can be used by teachers to revise future learning activities.

