

CHAPTER I

INTRODUCTION

This research investigates the effect of gamification learning method on student english learning interest. This chapter presents seven parts: (1) background of study, (2) identification of the problems, (3) research question, (4) research objective, (5) limitation of the problem, (6) Significance of the Study, and (7) definition of key terms.

A. Background

English has achieved a global status as the most widely used language for communication internationally. in other words, it is a necessary language for reaching a wide range of professional and personal objectives (Alimni, 2021). as a result, most countries integrate English learning into their curriculum. they believe that learning english is an essential aspect of its development. English is an important international language that can connect people with the world in various aspects, including aspects of education. This is indicated by government regulations that make English subjects a compulsory subject for students to study from elementary school to high school level. English is one of the foreign languages in Indonesia. In teaching English there are four skills that must be mastered by students, namely speaking, listening, writing, and reading.

The teacher has an important role in achieving learning goals in the classroom. teachers as educators must be someone who has

high professionalism and high ability in helping educate their students. teachers are professional educators with the main task of educating, guiding, teaching, directing, training, assessing and evaluating students in formal education (Denisha Agustina Fadilla, 2022).

As is well known, the method used by the teacher is of course a determining benchmark in the success of delivering material. as for the theory that researcher read about teaching methods, teaching methods are a system or an orderly way of working to facilitate the implementation of teaching and learning in order to achieve teaching goals. which have been set. Slameto (1995), states that there is no best teaching method, because whether the method is good or not depends on the teaching objectives, the material being taught, the number of students, supporting facilities, individual abilities, and so on. in this case Slameto provides guidelines that must be considered by teachers in using teaching methods, that the use of methods must be adapted to the characteristics of teaching objectives, teaching materials, situations during learning activities, time available , and background ability of students.

It is said that an interesting teaching method is very important in delivering material, especially English, we must make class fun and not boring. If we use the wrong method, it will certainly have an impact and result in failure and a lack of understanding in their children. and of course we have to control ourselves and our students. In this study, the researcher want to prove that the Gamification method can affect interest in the teaching and learning process. If you want to develop children's language skills well, of

course as a teacher you must be able to stimulate their language development, one of which is the gamification method.

The method is a method used to implement what has been planned in a real activity with the aim that what has been prepared can be achieved. as revealed by Sanjaya (2009) states that the method is the method used to implement the plans that have been prepared in real activities so that the goals that have been prepared are achieved optimally.

Gamification is a game-based learning concept. According to Firmansyah (2020), gamification is the implementation of components of a game in other fields of science (non-game) such as points, badges, leaderboards, etc. Another opinion expressed by Smith & Schamroth (2018) discuss further about gamification that uses rewards as its basis, relating to interaction, engagement and feedback from a batting gameplay and feedback from a gameplay that is part of gamification itself. Gamification is a learning method that involves and supports students in the learning process using games so that students feel happy and have high motivation in the learning process Douglas, Principles Of Language Learning And Teaching (Addision Wesley Longman, 2000). This gamification makes students feel challenged in playing while at the same time fostering a willingness to learn English continuously. It supports Game-based Learning (GBL).

Gamification is the process of using game elements to be adapted in a particular field that aims to make it more interesting, easy to understand and creative. Gamification uses game design

philosophies, elements, and mechanics in non-game environments to induce certain behaviors in people, as well as to increase motivation and engagement in a specific task. Gamification Basic Elements: (1) Points, are an indication for students to complete gamification. (2) Badges/Medals are awarded to show students have completed a challenge. (3) The gamification reference level that must be carried out by students. (4) Leaderboards/Markers for student devices in gamification. (5) Avatar/visual representation of students in gamification.

The following are the steps for applying gamification in learning that is know the purpose of learning, decide on a big idea, make up the scenario of the game, planning learning activities, form groups, apply the dynamics of the game. (Euis Karwati, 2014), the gamification learning model has several advantages compared to other learning models, including: Learning becomes more fun, encourages students to complete learning activities, helps students focus and understand the material being studied, Provides opportunities for students to compete , exploring and achieving in class.

Nick Pelling first used the term gamification in 2002 in a presentation at a TED (Technology, Entertainment, Design) event. Gamification is a learning approach using elements in games or video games with the aim of motivating students or students in the learning process and maximizing feelings of comfort and interest in the learning process, besides that this media can be used to capture things that interest them. students and inspire them to continue learning. Gamification is a concept of using elements contained in game

applications to be applied to non-game applications that aim to increase motivation, commitment, and to influence user behavior (Faiella, F., & Ricciardi, 2015). The advantages of gamification: Helps in child development, this method can help the development of a child because children are trained to be creative and innovative. And also children are trained in solving an existing problem, and of course this can motivate children to grow the various interests they have and improve the language capabilities of students, by using the gamification method using a musicalization method and also trusted movements. able to improve a language capability for a learner.

Gamification is a learning method that involves and encourages students to use educational video games to learn and answer problems. Gamification can provide excellent practice to improve vocabulary, pronunciation, grammar, and four skills. target language. is to take advantage of the fun and add to the fun experience in order to arouse the motivation/interest in learning of students in order to improve learning outcomes (Fika, 2016).

According to Crow (n.d) that interest can be related to the driving force that drives us to tend or feel attracted to people, objects, activities, or it can be an effective experience stimulated by the activity itself. Interest is “the tendency of the soul to something, because we feel there is an interest in that something, generally accompanied by a feeling of pleasure in that thing.”, the notion of interest in learning is an attitude of obedience to learning activities, both regarding planning study schedules and taking initiatives to do the business seriously (Firta, 2022).

The researcher found out that the gamification method has been implemented at SMAN 01 Pendopo Barat, it is proven that the after observations and interviews conducted in December 2022 the teacher has improved that the gamification method is an appropriate and interesting method for learning in class and can increase interest in learning English. Therefore the researcher wants to prove that the Gamification method in learning can increase interest in learning English in class.

Gamification has been studied by several people. The previous research that became the reference for researcher, namely Gamification in Improving the Quality of Student Learning Yoppy (2015), research findings are the application of the gamification method that can increase student self-confidence. further research conducted by Pristiana (2022) entitled "Implementation of the evaluation of the gamification learning model in Islamic religious education lessons on the affective aspects of students at SMK Negeri 2 Bengkulu" north of the results of the study show that the most important supporting factor is interest in learning using gamification to increase interest in learning can change students for the better.

Thus there must be a strategy or method in managing the learning atmosphere through learning methods with gamification, because it is hoped that students can more easily understand learning material with feelings of pleasure without coercion and foster enthusiasm for learning. Therefore, the researcher is interested in raising the title "THE EFFECT OF GAMIFICATION LEARNING METHOD ON STUDENT ENGLISH LEARNING INTEREST".

B. Identification of Research Problems

Based on the background described by the researcher above, the Gamification method used by teachers at SMAN 01 Pendopo Barat is an appropriate and interesting method in the process of learning English. The researcher wants to prove that interest in learning English can increase after the application of the gamification method.

C. Research Question

Based on the research background above, the research problem is: Is there a significant effect between the interest in learning English for class XI students of SMAN 01 Pendopo Barat, after being taught using the gamification method?

D. Research Objectives

The purpose of this study is to investigate whether interest in learning English achieves a score after using the Gamification Method.

E. Limitation of the Problem

- 1) It only focuses on the effect of being taught by the gamification method on interest in learning English.
- 2) This study is only intended for students of class SMAN 01 Pendopo Barat, Empat Lawang.

F. Significance of the Study

1. Theoretical Benefits

The results of the research on the effect of the gamification method on the interest in learning English in SMAN 01 Pendopo Barat. This will provide references to science about children's learning interests and provide references to science in learning about the gamification method.

2. Practical Use

This research process is expected to provide benefits for all parties, such as teachers, educational institutions, parents, and for further researchers. To be more specific, this research has the following benefits:

a. For Teachers

Can add insight to teachers to know creative and innovative strategies and learning methods to increase children's learning interest

b. For Educational Institutions

The results of the study are expected to be a reference for all educational institutions in general, and in particular for SMAN 01 Pendopo Barat, Empat Lawang in improving the quality of learning, especially the gamification method for interest in learning English.

c. Future Research

Can be used as motivation for further research studies and be an inspiration for development progress in improving student learning abilities.

G. Definition of Key Terms

a. Gamification is a learning method that involves and supports students in the learning process using games so that students feel happy and have high motivation in the learning process (Jose & Vinay, 2017).

b. Interest in Learning

The definition of interest is a preference, a sense of interest (Slameto, 2010), attention (Lin & Huang, 2016), focus, persistence, effort, knowledge, skill (Ainley, Hillman, & Hidi, 2002), motivation (Krapp, Hidi, & Renninger, 1992), behavior regulators (Wang & Adesope, 2016), and the results of a person or individual's interaction with certain content or activities (Schiefele, 2001).

Interest directs actions towards a goal and is an impetus for these actions (Syahputra, 2020). Interest in learning means that if someone is interested in a lesson then he will have a feeling of interest in the lesson. He will study diligently and continue to understand knowledge related to that field, he will follow the learning with pleasure and enthusiasm.