#### **CHAPTER I**

#### **INTRODUCTION**

# A. Background of the research

Among the most crucial routes of communication in the field education between communities and individuals is language. All of us want to use it to convey messages and emotions both verbally and nonverbal. As is well known, in this era, English is considered the most widely spoken international language. Especially in today's technology and knowledge-filled modern age, English has become the primary language facilitating the expansion of numerous professions. As a result, pupils need to be ready to compete with global communities.

Writing means a fundamental skill for academic success, and it is considered one of the most challenging skills that learners need to acquire. According to Nunan (2003:88), writing is the mental work of inventing ideas, thinking about how to express them, and organizing them into statements and paragraphs. As a result, educators must use a variety of methods and approaches to help

pupils develop their writing abilities. Writing skills are essential in both academic and professional settings. Therefore, it's critical that educators identify practical strategies for enhancing their pupils' writing abilities. The traditional methods of teaching writing skills have been through lectures, discussions, and written assignments.

Since writing is crucial to both academic success and future employment, it is one of the most important talents that students should acquire. For Muslims Writing is important, according to Allah's commands in Surah Al Alaq verse 4, Quraish Syihab explained in Tafsir Al-Mishbah that Allah mentions the word Al-Qalam in Surah Al-'Alaq verse 4 as a form of glorification and shows the importance of aspects of writing in human life, especially in matters of religion and education (Rahimi, 2022). Good writing skills enable students to express their ideas, thoughts, and opinions effectively, making communication clearer and more convincing. Writing is a critical aspect of language learning that requires students

to demonstrate their understanding and proficiency in expressing ideas, thoughts, and opinions.

Finding effective ways to enhance students' writing skills is crucial to academic success. Based on Pre Observation with students of the Second Semester of Sharia economics program in STIESNU Bengkulu found that students infrequently use technology to support the study process and many students struggle with writing, students find writing challenging and particularly when it comes to grammar, sentence structure, and organization, resulting in poor quality writing, According to Jia and Zhang (2018), technology integration into language teaching has been demonstrated to improve pupils' language skills. Studies carried out by Putri (2019) investigated the effect of Kahoot (one of the technology learning tools) on students' English Vocabulary comprehension. Comparing Kahoot to conventional teaching techniques, the study discovered that the former greatly enhanced pupils' vocabulary knowledge.

However, with The advent of technology, educators can now use various tools and applications to facilitate and improve students' writing skills. Technology has become an integral part of education, and it has revolutionized the way we learn and teach. However, with the advancement of technology, teachers have been incorporating technology-based tools to improve their teaching methods. The Kahoot application is one of the resources used to teach writing skills.

Kahoot is an educational online platform that offers interactive tools designed to engage students and increase their learning outcomes. This platform has been used in various educational settings, including classroom instruction, distance learning, and blended learning environments.

One of the platforms for game-based learning is Kahoot, that can be used to enhance students' skills. Kahoot is a participatory, online resource that enables students to participate in quizzes, discussions, and surveys in a game-like environment. One popular gamebased tool for teaching languages is Kahoot, and it has been shown to enhance students' engagement, motivation, and learning outcomes (Rodriguez, 2020). Additionally, Students may learn in an entertaining and engaging atmosphere using Kahoot, a game-based learning platform, and it can be used in various educational contexts, including writing skills.

With entertaining interactive and activities, Kahoot, a game-based learning platform, encourages students to learn. The Kahoot application has been used in different aspects of education, including improving students' writing skills. The application enables teachers to create and share quizzes and surveys that are related to writing skills. The Kahoot quizzes are created to facilitate learning for students and practice different aspects of writing skills, including grammar, punctuation, and spelling. Kahoot is a tool that can help with and improve students' writing skills through different activities, such as quizzes, surveys, and discussions. Students can learn new words and sentence structures through interactive quizzes

on Kahoot, which can be used to teach grammar and vocabulary.

Kahoot can be used to teach writing skills, such as paragraph structure, where students can learn to organize their ideas and thoughts coherently. Kahoot in language teaching has been widely researched, and it has been shown to improve the learning outcomes of the pupils. As an example, a study conducted by Cheng, Lin, and Wang (2018) examined how Kahoot affected students' listening comprehension in English. When compared to more conventional teaching techniques, the study discovered that Kahoot greatly enhanced students' listening comprehension.

Therefore, based on the background of the research and the issue that was explained, the researcher interested to find out and intends to conduct research be entitled: "The Effect of Kahoot Application To The Quality of Students' Writing Skills (Quasi-experimental design in the Second Semester of Sharia economics program in STIESNU Bengkulu).

#### **B.** Identification of the Problem

Several issues pertaining to this research topic have been found by the researcher based on the research background:

- 1. Students believe that writing is challenging ability
- 2. The pupils have had difficulty writing and lack language.
- 3. Students are challenged in sentence structure, and organization.
- 4. The students have difficulty understanding grammar
- 5. Study Process infrequently using technology

# C. Research Questions

1. Is there a significant effect of using the Kahoot Application on students' Writing Skills?

#### **D.** Purposes of the Research

The purpose of this research is to determine whether the Kahoot application has an impact on the writing abilities of students in the Sharia Economics program at STIESNU Bengkulu.

#### E. Limitation of the Problem

The researcher should focus on the impact of using the Kahoot application on descriptive writing skills and limit the study's scope based on the problem's identification. It takes STIESNU (Sekolah Tinggi Ilmu Ekonomi Syari'ah Nahdlatul Ulama) Bengkulu Second Semester.

# F. The Significances of The Research

The researcher thinks that the findings of this study will be helpful to students, the lecturer, and future researchers in addition to herself:

#### 1. For Lecturers

The researcher expects that by supplying information on using the Kahoot application during the study process, this research will aid English education professors even more.

# 2. For Students

It is anticipated that this research will assist students in developing their writing abilities and that they will become more conscious of their issues and seek methods to handle them in order to aid in their learning.

#### 3. For Further Researchers

The researcher's objective is that this study will serve as a guide for future researchers studying related subjects and aid in their preparation.

# G. Definition of the Key Terms

# 1. Writing

MINERSIA

Writing is the process of creating written content by utilizing language symbols or systems, such as letters, characters, or other symbols. It is a form of communication that involves the creation of written content that can be read and understood by others. Writing is a process of exploring one's thoughts and learning from the act of composing itself in other words, it is a way of communicating with people (Kate and Guy in Nacira 2010:17). Writing can take many different forms, such as prose, poetry, fiction, non-fiction, academic writing, technical writing, and creative writing. It can be used to express thoughts,

feelings, ideas, opinions, and information, as well as to entertain, persuade, or inform readers. Writing is an essential tool for communication, education, documentation, and self-expression.

# 2. Technology

THIVERSITA

The tools, methods, and procedures used to design, develop, and enhance goods, services, and systems are collectively referred to as technology. It entails using scientific concepts and expertise to address issues, boost productivity, and satisfy human needs. Technology is constantly evolving and advancing, leading to new inventions, innovations, and possibilities for human progress. Ewa Zaryckca-Piskorz (2016) states that pupils are intended to benefit from the use of technology through web-based electronic or digital websites.

# 3. Kahoot Application

Because of its game-based platform, Kahoot is a student response system that keeps kids interested and motivated to participate. Learning becomes more

engaging and fun with Kahoot. Kahoot encourages students to participate actively in their education. According to some academics, Kahoot is a hybrid of game-based learning platforms and student response (Wang, 2014; Sharma & Unger, 2016). systems. Kahoot's platform enables teachers and students to create and participate in interactive quizzes, surveys, and games that reinforce learning and improve retention. The platform is popular among educators students alike and is used in classrooms worldwide. Students can use cellphones or other compatible devices to access the platform. You can record points, activate sound effects, and inspire music with the Kahoot feature (Wang & Lieberoth, 2016).

THIVERSITA