

# CHAPTER I

## INTRODUCTION

### A. Background

Vocabulary memorization is challenging for students who have several weaknesses (Morgan & Rinvolutri 2004). As technology evolves, the integration of digital platforms into education has become increasingly important. One promising innovation is game-based learning, which leverages students' familiarity with gadgets to increase engagement. Among many educational tools, Blooket stands out as a game-based learning platform that allows teachers to create interactive quizzes and games. With its varied game modes and real-time feedback, Blooket can enhance vocabulary retention and boost student motivation (Sartika et al., 2023). Since English is used as a foreign language and as a second language in the majority of industrialized and developing nations, it is not a new language. English is a universal language that facilitates communication across nations worldwide. Every industry, including politics, economics, culture, and education, uses English. English language proficiency has to be improved, particularly in the educational sector. However, Many Indonesian students continue to view learning English as a foreign language as a challenging and burdensome task.

Vocabulary mastery is one of the essential components in learning English as a foreign language. It refers to students' ability to recognize, understand, and use English words appropriately in context. However, vocabulary learning is often considered difficult by students due to a lack of motivation, limited exposure, and monotonous teaching methods. Many Indonesian students find English challenging, especially in recalling and applying vocabulary in daily communication (Barokah et al., 2024).

Learning an additional language requires mastering all of the necessary abilities, including speaking, writing, listening, and reading. Additionally, using mobile applications to teach vocabulary is thought to foster these areas. The authors of this study feel that teaching vocabulary is the most important stage in assisting students in becoming more proficient in the language they want to learn (Huyen, 2022). Recent studies indicate that Blooket is an effective and easy to use online game based platform accessible to all users. (Thu & Dan, 2023). Blooket is a game-based learning platform that enables teachers to create question sets and host interactive games, which students can access via their own devices, such as smartphones or computers. It is recognized as a user-friendly and effective tool that can be utilized by a wide range of users. With its diverse game

modes, Blooket enhances student engagement and promotes active participation in language learning. Among various vocabulary learning tools like Quizizz, Quizlet, Socrative, Kahoot!, and Plickers, this study specifically employed Blooket as a technique to enhance students' vocabulary mastery. As a review and trivia application, Blooket helps teachers boost classroom interaction and student motivation (Sartika et al., 2023).

Based on preliminary observations conducted in May 2024 through interviews with English teachers at SMP Islam Al-Azhar 52 Bengkulu City, several issues were identified. Grade VIII students struggle with limited vocabulary knowledge, low learning motivation, and a lack of engaging learning tools. Traditional, teacher-centered methods dominate classroom practices, contributing to passive learning environments. In addition, limited teaching resources and infrastructure further hinder effective English learning. Learners' perspectives during the teaching and learning process such as their interest, enthusiasm, sense of responsibility, enjoyment in completing tasks, and reactions to the teacher's guidance can reflect varying levels of learning motivation, both high and low. Students' learning systems may be impacted by the absence of facilities, infrastructure, and a conducive learning environment at school. In addition,

students may not be able to use their own internal and external sources of motivation. Depending on the goals to be met, each student's motivation for learning varies during school activities. The achievement of learning objectives at school is hampered by variations in students' levels of learning motivation. Learning cannot proceed efficiently if students lack a high degree of motivation for learning; therefore, in order to accomplish learning objectives, student motivation for learning must be taken into considerations.

The use of conventional teaching methods, Lack of teacher comprehension of learning models is one of the issues facing national education today. This leads to misunderstandings between teachers and students as teachers enforce learning methods that may not be compatible with the learning styles of their students. The learning process during this lecture strategy, which aims to make students latent and only focus and pay attention to clarification while the teacher processes data in the classroom, or classroom learning that is Teacher Centered or learning that occurs in one direction, are some of the causes that lead to these issues. Additionally, students are not diligent in their work, which leads to them not responding to the teacher's questions and causing them to lack knowledge about learning. Additionally, some

students still hardly ever assist friends with their assignments because they feel uncomfortable or uneasy studying with friends.

And the limited educational resources available have posed real obstacles to achieving the desired educational goals. In this study, limited learning and teaching resources refers to the absence of standardized learning materials for teaching and studying English. To put it another way, a lack of access to sufficient learning materials, contemporary learning technologies, and other teaching aids constitutes restricted learning and teaching resources. This research is supported by previous studies, which show that students face similar difficulties when honing their vocabulary skills.

For Example, first “The effect of blooket game towards students’ vocabulary mastery at theseventh-grade students of SMP-IT Mathla’ul Anwar Malingping in Academic Year 2023/2024” research by Barokah, Gumelar, and Munawaroh (2024), Because it may inspire students to learn English, Blooket Game is one of the most engaging methods to teach and acquire vocabulary. This study demonstrates how using Blooket Game can enhance students' vocabulary knowledge. Based on the results of data analysis and interpretation of research data, it can be concluded that there is a significant influence of



Blooket game on vocabulary mastery of seventh grade students at SMP IT Mathla'ul Anwar Malingping Lebak Banten. This indicates that teaching vocabulary using Blooket Game can significantly improve vocabulary mastery of seventh grade students during the 2017/2018 academic year.

Second “Improving Students’ Vocabulary Mastery Through English Fun Learning With Blooket Games at Smp Santo Antonius, Jakarta Timur” research by Isyamirahim, Rusmiati, and Chairiyani (2024), based on the study's conclusion, the researcher may say that Santo Antonius Junior High School students in East Jakarta perform well after learning English vocabulary through the application Blooket. Blooket games have a favorable effect on vocabulary learning since they allow students to play games when they're bored during English classes in addition to learning the language. Because they may play games while learning and remembering English vocabulary, pupils are more enthusiastic when learning the language using Blooket games.

Third, “The use of Blooket: A Study of Student’s Perception Enhancing English Vocabulary Mastery” research by Sartika, Heriyawati, and Elfianto (2023), based on the study's conclusion Blooket games work well for helping people learn and comprehend new words.

With strategies like guessing from context, making vocabulary lists, employing synonyms, and using graphics, they are entertaining, competitive, and easy to understand. Students show their commitment to vocabulary growth by actively using new words in phrases and by developing study strategies. Because Blooket offers instant feedback, students may track their development and pinpoint areas in which they need to improve. This feedback loop promotes tenacity and progress by reaffirming that learning is an ongoing process. Respondents also make learning goals and incorporate new words into sentences. The discover feature makes it simple for teachers to make vocabulary-teaching resources or tests.

Fourth, “The Impact Of Blooket On Vocabulary Achievement Of Grade XI MIPA 2 Students At SMA Sutojayan” research by Alen Isha Kinanti and Hesty Puspita Sari (2024), This research aims to examine the effect of implementing Blooket, a web-based educational game, on the vocabulary achievement of class XI MIPA 2 students at SMAN 1 Sutojayan in learning hortatory exposition texts. The results indicated a significant improvement in students’ vocabulary performance after the use of Blooket. These findings highlight not only the effectiveness of Blooket in enhancing English vocabulary

skills, but also the potential of game-based learning platforms to foster a more engaging and interactive classroom environment. Therefore, this study supports the integration of web-based educational games like Blooket as an effective and innovative strategy to enhance students' learning outcomes, particularly in comprehending and mastering hortatory exposition texts.

And the last one is a research from “The Effects of Blooket on Motivation in Learning English among First-Year Non-English Majors at A University in Ho Chi Minh City” research by Phuc Luong Huynh (2024), The findings emphasize that using Blooket as an educational tool at the collegiate level can boost students' intrinsic motivation. Blooket outperformed conventional approaches by establishing a positive learning environment and encouraging self-assurance. Blooket's capacity to boost students self-awareness and independence in language acquisition is one of its key benefits. Furthermore, students overall motivation was greatly influenced by extrinsic motivation. Features like Blooket's point or badge system encourage students to actively engage in learning activities by making them feel appreciated for their accomplishments. Throughout the learning process, the interactive features of this technology foster a motivating, encouraging, and



supporting learning environment. Some of these studies appear to have there is a gap in the discussion, namely the game booklet using vocabulary mastery learning. Blooket also facilitates students in recognizing their own strengths and weaknesses, thereby enabling them to take greater ownership of their learning process. Overall, the findings indicate that the use of Blooket positively influences students' motivation particularly in terms of extrinsic motivation, self-awareness, and independent learning by providing an engaging and supportive educational atmosphere

Blooket is one way to encourage kids to actively participate in their vocabulary learning. As technology advances in the field of education, it is time for earlier studies on the same variable to be conducted. However, there is hardly ever any information regarding prior studies conducted in the Blooket application.

## **B. Identification of the Problems**

Based on the background of the problem as described above, the problem identification is as follows:

1. Many students have difficulty mastering english vocabulary, which affects their ability to understand and communicate in english.

2. The use of conventional teaching methods reduces student interest and participation in vocabulary learning.
3. The lack of engaging and interactive media, such as game-based applications, contributes to students' low motivation in learning vocabulary.
4. There is limited research focused specifically on the impact of Blooket on vocabulary mastery among junior high school students.

#### **C. Limitation of the Research**

This study is limited to investigating the effect of Blooket interactive learning on the vocabulary mastery of Grade VIII students at SMP Islam Al-Azhar 52 Bengkulu City in the academic year 2024/2025.

#### **D. Research Question**

Based on the background above then the study question can be formulated as : Is there any significant effect of using Blooket interactive learning on students' vocabulary mastery at Grade VIII of SMP Islam Al-Azhar 52 Bengkulu City in the academic year 2024/2025?

#### **E. The Objective of the Research**

Based on the Background above then the objective of the study is aimed to see The effect of Blooket aplication learning media toward student vocabulary Mastery grade

at VIII students at SMP Islam Al-Azhar 52 Bengkulu City Academic Year 2024/2025.

#### **F. Research Benefit**

From this study we can find out how much influence peers have on vocabulary learning skills, and with the technique of using a game application called Blooket can make students better and to find out whether there is a significant difference between the effect of the learning media application blooket on student vocabulary mastery in class grade VIII students at SMP Islam Al-Azhar 52 Bengkulu City Academic Year 2024/2025.

#### **G. Significances of the Study**

The significance that can be obtained from this study are:

##### **1. Student**

This study will be able to expand vocabulary in English in an enjoyable and simple technique. It can inspire learners to keep learning at any time and from any place they choose.

##### **2. Teacher**

It is believed that by using Blooket, learning would not be dull or repetitive and that teachers will be able to find references to entertaining and engaging educational materials.

##### **3. Next Researcher.**

This study is taken into consideration as a reference for future researchers who will conduct and develop research in the same topic. Additionally, they will finish similar study with greater understanding than this one.

#### **H. Definition of Key Terms**

To promote a shared understanding and minimize potential confusion, the definitions below clarify specific terms used throughout this study. These explanations aim to align the interpretation of both the readers and the researcher:

1. English Vocabulary is the definition of word is improving the process of making something better in terms of quality or productivity. However, the term student refers to an individual who is enrolled in a schoolsand follows a course of study.
2. Vocabulary Mastery Is the process of learning new words. A broad vocabulary is essential not only for students' academic achievement but also plays a vital role in their language and literacy development..
3. Blooket Application is a gamified learning platform where teachers host games through question sets and students answer on their own devices. This is an assessment-centered tool, specifically formative assessment. When students get correct answers, they

receive points, which allow them to buy and sell 'Blooks'.

