

CHAPTER I

INTRODUCTION

A. Background Of The Problem

Language is a very significant communication tool in everyday life. One of the roles of language is to facilitate everyone's interaction, both in speaking and writing. Spoken and written language constantly impact all aspects of human life (Mailani, et al., 2022). Before someone learns about language skills, he must learn vocabulary as the first step. Vocabulary is crucial in conveying concepts to other people in linguistic activities. A strong and diverse vocabulary is necessary to speak correctly and courteously (Hilaliyah, 2018). The more vocabulary people have, the more capable they are of communicating, reading, writing, and understanding more diverse and complex texts (Kurniawan, et al., 2023). Therefore, it cannot be denied that language plays an essential role in this life. English language learning is a form of language learning that develops English language skills contextually in the context, conditions, and situations of students' daily lives (Afidah & Hartiningsari, 2025).

To interact with people from different countries, we must master English as a means of communication

around the world. However, many students at various levels of education face difficulties in mastering English vocabulary. One reason for this is the use of ineffective, rigid, and monotonous learning methods. Many students find it difficult to expand their vocabulary due to limited effective learning strategies, and traditional methods such as rote memorization are not enough to encourage engagement and word retention (Permatasari et al., 2025).

In reality, the most common obstacle in vocabulary acquisition is the limited number of terms studied. Students also have difficulty understanding the meanings of these words. Words with multiple meanings often cause confusion among English language learners, because words with the same form but different meanings can cause difficulties in understanding and proper usage by students (Hussein, 2024). Teaching vocabulary is an important task that must be completed by a teacher to help students acquire English vocabulary. Teachers must consider ways to improve students' ability to master English vocabulary for their own purposes. At the same time, teaching English as a foreign language presents various challenges for Indonesian students. There are several major problems when a student learns English, one of which is the difficulty students experience when expanding their vocabulary, thus requiring more attention

from teachers to make the vocabulary transfer process easier to understand and more enjoyable to learn.

In this study, researchers focused primarily on two issues: the lack of diverse learning methods and monotonous learning, as well as students' low command of English vocabulary. This was observed by researchers

when observing students at MTSn 2 Kota Bengkulu. This study found that students had limited knowledge of English vocabulary and a lack of interactive learning methods.

Based on observations conducted at MTsN 2 Kota Bengkulu on March 30, 2026, the researcher identified various challenges faced by students in English language learning, particularly regarding vocabulary mastery. This problem is believed to be caused by teaching methods that are unengaging and lack variety, thus failing to encourage students' active participation in the learning process. Results from interviews with teachers indicate that students' learning outcomes remain relatively low. Of the total 275 students, approximately 50% or roughly 135 students received English scores minimum Mastery Criteria(kkm) score < 76 , This indicates that students' English vocabulary mastery remains limited.

One of the innovative learning media that teachers can utilize to enhance students' English vocabulary mastery is Quizalize, a game-based learning platform. This platform provides various interactive quiz features that enable teachers to design questions easily while monitoring students' progress and learning outcomes in real time. Compared to conventional evaluation methods, which often tend to be monotonous and less engaging, Quizalize offers a more interactive, adaptive, and motivating learning experience through the integration of gamification elements.

The incorporation of gamification in platforms such as Quizalize has been shown to enhance student engagement without compromising academic integrity, as it captures students' attention and increases their enthusiasm through interactive tests and quizzes (Sumiharsono & Hasanah, 2017). Furthermore, Quizalize supports adaptive learning by allowing teachers to customize quizzes with multimedia elements and by providing real-time feedback and data analysis to optimize learning outcomes (Elmahdi et al., 2018; Ayuningtyas & Artikel, 2025). Additionally, the platform is accessible via computers and smartphones, offering flexibility for both teachers and students to conduct learning activities inside and outside the classroom. An

innovative learning platform called Quizalize allows students to use devices such as mobile phones or computers as interactive response systems in the learning process. This platform supports quiz- and game-based learning that can facilitate both online and face-to-face learning, so that the relationship between teachers and students is maintained even though learning does not take place directly in the classroom. The integration of gamification elements through interactive quiz features, instant feedback, and real-time data analysis provides a more enjoyable and meaningful learning experience for students (Tran et al., 2025). As a result, it might be a solution for English teachers.

Based on several previous studies collected by the author, researchers have shown that Quizalize can improve English language learning abilities. Researchers reviewed a number of previous studies on the use of Quizalize. First, a study conducted by Ayuningtyas, Suwartono, and Rinjani (2025) found that the use of the Quizalize application significantly improved students' vocabulary recognition. The statistical test results showed a significance value of 0.001 ($p < 0.05$), confirming that Quizalize is more effective than conventional learning methods in improving students' vocabulary mastery. Another study by Tran et al. (2025) found that the use of

Quizalize significantly increased student engagement and learning outcomes compared to traditional methods. Furthermore, research by Maharani and Amri (2025) found that the use of the Quizalize application effectively improved Mandarin vocabulary mastery. The Paired Samples Test results showed a significance value of $p < 0.05$ with a “large” effect size category, confirming that Quizalize has a significant and strong influence on improving students' vocabulary mastery.

Research shows that game-based learning is effective in increasing student engagement and participation in the learning process because it creates a more enjoyable learning atmosphere and motivates students to actively learn (Raharjo et al, 2024). Furthermore, another literature review found that the use of digital games can increase learning motivation and 21st-century skills such as critical and collaborative thinking, because this approach offers an interactive and challenging learning experience (Putri et al, 2023). Additionally, learning innovations through educational games also contribute to increasing students' interest in learning by creating a more engaging learning experience compared to conventional methods.

Finally, from the above phenomenon, the researcher is interested in using the Quizalize application

as a learning medium to see its effectiveness on the vocabulary mastery of grade Eighth students at MTSn 2 Kota Bengkulu . Therefore, the researcher is interested in conducting a study entitled " The Effect of Quizalize Learning Media on the English Vocabulary Mastery of Grade Eighth Students at MTSn 2 Kota Bengkulu "

B. Identification Of The Problem

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

1. Lack of use of diverse and monotonous learning methods at MTsN2 Kota Bengkulu .
2. English vocabulary mastery of grade Eighth students at MTsN 2 Kota Bengkulu is still low

C. Limitation Of The Research

Based on the identification of the above problem, this study is limited to the application of the Quizalize application to the vocabulary mastery of Eighth grade students of MTsN 2 Kota Bengkulu .

D. Research Questions

Based on the identification of the problem and the research background above, the research question is

formulated: Is there any significant effect of quizalize application on Student English vocabulary mastery of grade 8th at MTsN 2 Kota Bengkulu?

E. Research Objective

Based on the formulation of the problem above, the researcher aims to find out whether there is a significant effect on who are taught using the Quizalize application and students who are not taught using the Quizalize application on the vocabulary mastery of grade Eighth students of MTsN 2 Kota Bengkulu .

F. Significant Of The Research

1. Theoretical Significance

- a. This research is expected to enrich the study of the use of educational games in learning, especially technology-based games such as Quizalize.
- b. This research also supports the theory of game-based learning as an effective and enjoyable method to improve students' vocabulary.

2. Practical Significance

- a. Teachers : As an alternative to innovative learning media to increase students' motivation and involvement in learning language vocabulary.

Teachers can integrate the use of the Quizalize app in their daily learning.

b. Students : Provide a more interesting and enjoyable learning experience, so as to effectively improve students' vocabulary skills. Students will be more motivated to learn through the use of technology they are familiar with.

c. Schools : Encourage schools to be more open to the use of technology as a learning medium, and can be an example of the application of technology in supporting the educational process.

G. Definition Of Key Terms

The following definitions are provided so that readers have the same understanding or perception for some of the terms used in this study. It also aims to avoid misunderstandings between readers and researchers. These terms are explained below:

1. Quizalize Application : An online tool called Quizalize was created for quizzes and assignments in the classroom, accessible across various devices such as computers, tablets, or mobile phones (Hutagaol, 2020)

2. Vocabulary Mastery : Vocabulary is one of language component to speak,write, read and listen (Yudha & Mandasari, 2021)

