CHAPTER I

INTRODUCTION

A. The Background of the Study

Reading is decoding and understanding written texts. Decoding requires translating the symbols of writing system (including Braille) into the spoken words which they present. Understanding is determined by the purposes for reading, the context, the nature of the text, and readers' strategies and knowledge Cline et.al (2006:2). Reading skill is needed to achieve the ability to understand English text. It is also believed as an important part of the four language skills to acquire knowledge and gather information for learning English as a Second Language or as a Foreign Language (ESL/EFL) for academic success and professional development (Wei 2005). It can be concluded that reading as one of the basic language skills has an important role in widening one's knowledge to access information and make meaning.

Students of senior high school are expected to be able to understand the social function of the text and transferring the information of the text well. According to the syllabus of Curriculum 2013, recount text is one of the genres that students learn in Senior High School especially for tenth-grade students. According to Knapp (2005:224), Recount text is written out to make a report about an experience of a series of related events it is written to inform an event or to entertain people. It means that students need their memory and knowledge related to the characteristics of recount text in reporting something. Moreover in curriculum K13 basic competence point 4.13 " Understanding the meaning

1

text oral and written, simple, about experience, activities, incident, and event-based on context" demands the students to be able to read recount text.

To create a good teaching and learning process, media is needed as a tool to facilitate teachers in teaching. Akhtar (2013) states that media plays an important role in teaching and learning process. In modern society when smartphone devices become popular, the internet breaks through the restrictions on time and space and becomes a ubiquitous learning tool. Students' addictive behavior in using smartphones can be used to engage and motivate them in the teaching and learning process. Related to this technological development era, teachers are required to be more creative and innovative in developing media. There are lots of tools that can be used to make interesting media. For instance interactive media with gaming. Combining games and learning may be preferred bt students. Because this can build enthusiasm, focus and motivation in learning. The effectiveness of ICT or digital media in teaching has been proven by a study conducted by Lin (2011) the investigation reveals that students agree with the assistance of digital media in the subject learning.

Based on preliminary observation of grade ten of SMA Swasta Muhammadiyah 7 Serbelawan it was found that the students had difficulties to learn and read about recount text. It was because they have low motivation in reading the text and felt bored then could not focus on the materials given to them. The students result of reading recount text can be seen in the Table 1.1.

Table 1.1 Students Score of reading recount text

No	Students	Score
1.	A AR	56
2.	A	60
3.	AR	52
4.	DRN	52
5.	DA	64
6.	DML	60
7.	EM	60
8.	FA	56
9.	GW	52
10.	HMS	52
11.	IAM	56
12.	JL	52
13.	KPW	52
14.	MAA	56
15.	MWN	56
16.	NP	72
17.	NHS	57
18.	NRS	72
19.	NV	72
20	R	56
21.	RA	56
22.	RAS	56
23.	RD	56
24.	SD	54
25.	SLB	54
26.	SM	56
27.	SFR	54
28.	SU	56
29.	YRP	60
30.	YF	60
Total	Mean	57,60

From the table above we can see that the average value of students is not satisfied (57.60). The students' result is still far below the Minimum Learning Completion (KKM) set by the school which is equal to 75.00. It means that students in the tenth-grade class X MIA 1 of SMA Swasta Muhammadiyah 7 Serbelawan have a low ability in reading recount text.

The difficulty that students often find in the process of learning might be the reason why students lose their interest in reading. Besides, the existing media used in the teaching and learning process was only a textbook and worksheet. The teacher rarely used digital media or software to fix the difficulties, event there are some facilities such as computer lab, wifi, Lcd, and projektor in school. According to Tileston (2005) media is important in facilitating English Learning. One of the ways to make students more interested in learning English is by using a variety of media. Nowadays software and mobile application developed with the integration of teacher and student interaction that can be used as a media in the teaching and learning process.

Kahoot! is an interactive online application that can be used as game-based learning in school, displayed in the form of an online game of a quiz that can be used as ice breaker. Kahoot! is a hypermedia based learning media, which can contain text, photos, audio, video, computer graphics. The effectiveness of Kahoot! has been proven by a study conducted by Wibisono (2019) in his research the online learning media called "Kahoot!" is effective to improve the reading comprehension scores compared to Jigsaw teaching technique. Kahoot! is expected to make the good connections between teachers and students in SMA Swasta Muhammdiyah 7 Serbelawan and improve the students' motivation in reading to get the purpose of learning.

Based on the problem, the researcher concludes that the difficulty in reading recount text is because of the lack media to motivate students to read and

understanding text. Thus, this research is intended to develop digital media by using Kahoot! in teaching reading Recount text.

B. The Problem of the Study

Based on the background, the problem of the study is formulated as the following "How should digital media by using Kahoot! be developed for teaching reading recount text to the tenth grade students?

C. The Objective of the Study

As mentioned in the problem of the study, the objective of this study is to develop digital media for reading recount text by using Kahoot! for the tenth-grade students.

D. The Scope of the Study

Based on the background of the study, this research is focused on the development of reading media by using Kahoot! for senior high school. This media is developed based on the need analysis of the tenth grade students in SMA Swasta Muhammadiyah 7 Serbelawan which will motivate them to read. The media also will be limited only for recount text.

E.   The Significances of the study

The findings of the study are expected to give theoretical and practical contributions, as follows:

1. Theoretically, the finding of this research can provide information as well as references and theories for the reader which related to the areas on how to develop digital media in teaching reading in Senior High School.

2. Practically, the final product of the study that is Kahoot! can be recommended media in teaching reading for the students of SMA Swasta Muhammadiyah 7 Serbelawan, as it motivates their enthusiasm and willingness to read and understand a text. Besides, it will make easier for the teacher to achieve the goal of teaching and learning process.