

CHAPTER I

INTRODUCTION

A. Background of the Study

English has become the universal language of communication across the world. To communicate effectively in English, one must master four essential skills. Mastery of the English language requires ability in all four language skills: listening, reading, speaking, and writing. Writing is classified as a productive skill in the English subject, as it involves creating and developing ideas. Out of all four skills, writing is one of the most challenging activities, as it demands a high level of language ability. Writing is a complex and time-consuming process, as students need to transform their ideas into well-structured sentences, with proper cohesion and coherence. It is also considered a difficult skill, as it requires planning, designing, reviewing, and assessing the language form, so that readers can understand the intended meaning of the text.

Teaching writing is considered difficult, particularly if English is their foreign language, the students may be struggling to comprehend the language leading them to feel less motivated to learn the subject. Teaching writing is the process of explaining to students how to communicate and express their thoughts, feelings, and ideas in writing. Harmer (2004) stated teaching writing is utilized as a practical instrument to help students practice and work with the language they have studied. Hence, teachers play a crucial role in the teaching and learning process. They are responsible for planning, designing, and developing the set of

learning activities that will be used in the class. Teachers must find multiple ways to engage students in the class and make them interested in the subject matter.

The design of learning should prioritize student needs and encourage active participation for effective learning. Seels and Richey (1994) stated learning design is the process of setting the learning conditions, which means that the teacher designs learning activities to determine the proper learning conditions for students, including both learning sources, learning systems, learning environments, and learning activities that shape the learning process itself. Effective learning design relies on proper planning by teachers, as well as the skillful execution of those plans during instruction. Developing involves transforming design specifications into various physical forms, including printouts, audio, audiovisuals, videos, multimedia, and computer-based technologies that integrate interactive technologies like the Internet. The use of technology tools in language teaching known as Mobile-Assisted Language Learning (MALL). MALL is a language learning method that involves the use of handheld mobile devices such as laptops, cell phones, and tablets to assist language learning activities. MALL is a part of Technology-Assisted Language Learning (Hou & Aryadoust, 2021). The process of designing a learning plan creates a guideline for developing a learning media.

There has been significant growth in digital media during the last few decades. The expansion of the internet and the development of streaming video technology have expanded the ability of teachers to use educational methods that suit a wide range of student learning styles. The number of games, simulations,

and multi-user virtual environments designed to promote learning, engage with subject matter, or contextualize learning has been steadily increasing over the last decade (Warren, et al., 2009). The educators might adapt some ways that engaging to do the chosen media.

One of the ways to boost students' willingness to participate in the class is by using a game in the teaching-learning activity. The fourth industrial revolution demands that educators utilize advancements in information technology to enhance the quality of the teaching and learning process and prepare highly skilled human resources. As technology advances, there is a lot of digital media-based learning in this era. Thus, information and communication technology utilized effectively to support learning is known as e-learning. Modern interactive learning environments can be designed that actively engage students in problem-solving. One of digital use integrating learning with computer games is already attracting the attention of professionals for another reason: some empirical research suggests that they can be useful tools for boosting learning and comprehension of complex concepts (Cordova & Lepper, 1996). The development of educational games has been done by several experts. Pratama and Haryanto (2017) resulted in Android educational game learning media products about the educational technology domain. The results of the research state that educational games are suitable as learning media and are proven to be effective for improving understanding of the material related.

In recent years, games have been implemented in education as a method known as Gamification. Since the start of the COVID-19 pandemic and the new

normal era, these methods have been increasingly utilized in Creative English Language Teaching. The use of games in the classroom is intended to aid students in achieving language learning objectives, particularly in using English as a universal language. Gamification involves the use of games to teach reading, listening, speaking, and writing and is a common practice in education today. Essentially, gamification refers to the use of games to support learning.

QuizWhizzer is one of the interactive learning media to supports teachers in presenting lessons to be more interesting and not boring, as Knap et al. (2023) stated QuizWhizzer has interactive characteristics, prioritizes communication, and is capable of creating a positive learning atmosphere among students through a game in the learning process. There are many features provided in this application to make questions that are packaged into a game. In this application, users can give questions to students in the form of a competition by following a certain path that has been prepared. Users can also set and customize the question type, the score for each question, the rules for players' movement and their position on the game board, and the quiz maker can run more than one game at a time.

In the latest Indonesian curriculum, Kurikulum Merdeka, seventh-grade junior high school students are required to learn various types of writing, including Descriptive and Procedural. Based on the teaching module of Procedure Text, the competence that students should master is students can write their Procedure Text as the activity of Creating (C6). Procedure text tells someone the process of making or doing something. The purpose of procedural instruction

such as Recipes and Directions is to tell people how to do something (Knapp & Watkins, 2005). A procedure text is a type of writing that is used to explain how to do something through a sequence of actions or steps. The main objective of a procedure text is to provide a clear explanation of the topic. When writing the content, it is important to go into the details of the ingredients or materials required. The procedure should be explained step by step in a clear and concise manner.

Based on learning achievement on Merdeka Curriculum for seventh-grade junior high school. In the writing and presenting element, by the end of phase D, students communicate their ideas and experience through simple, organized paragraphs, demonstrating a developing use of specific vocabulary and simple sentence structures. Using models, they plan, create, and present informative, imaginative, and persuasive texts in simple and compound sentences to structure arguments and to explain or justify a position. They include basic information and detail and also vary their sentence construction in their writing. Students express ideas in the present, future, and past tenses. They use time markers, adverbs of frequency, and common conjunctions to link ideas. From the discussion, it is concluded that students must be able to write the procedure text and identify the rhetoric steps in the text including social function, generic structure, and language features used in the text. Therefore, it is necessary to design the teaching tools, including worksheet for students.

Student worksheet as one of the teaching tools is essential for students to deepen their understanding of the teacher's lecture. In addition to media and

materials, worksheets should also be engaging. Worksheets are a great tool for the teaching and learning process and are beneficial for both teachers and students. A worksheet is a carefully created page of exercises intended to help students gain a better understanding of a certain subject. An educational tool called a worksheet seeks to get students to respond to what they have learned. A worksheet should be interactive, there are several ways to design a worksheet using the game. The use of various media in the classroom increased students motivation to learn and retention of knowledge, thereby enhancing their performance of the skills they are expected to develop (Brown, 2000).

Several activities can be done in teaching writing such as defining a topic to write, developing a topic into a main idea, elaborating a main idea into paragraphs, writing a paragraph, arranging words into sentences, arranging sentences into texts, and completing paragraphs. Furthermore, studying procedure text is one of the subjects in writing skills. Students in the subject matter must write texts based on general structures and linguistic elements.

Based on the observation by interviewing the seventh-grade English teacher and direct observation during PLP II at SMP N 3 Percut Sei Tuan, there was a significant difference between students' interest in learning English subject. One of the problems is student's understanding levels of English. Some students are in charge of studying will focus on learning, also there some of them find English as a difficult subject, turns out they took the course with less interest. According to the teacher, students have limited vocabulary and struggle with sentence construction, which affects their interest in learning writing skills. The learning

media used by the teacher, particularly the worksheet is limited, and there is only one source of worksheet as presented in students' printed textbook. Teachers also never used digital tools to promote the teaching and learning process. Based on last semester's test, most of the students didn't reach the standard score (KKM =75). As writing is considered to be a highly mental process, and the issues were connected to students' interest in learning writing, developing a digital worksheet that is packaged into a game as a tool in teaching procedure text at junior high school attracted the researcher to conduct the research by using Web-based applications 'QuizWhizzer'.

From the background above, this study aimed to develop a suitable digital worksheet using the QuizWhizzer for seventh-grade students at SMP N 3 Percut Sei Tuan to encourage them to write Procedure Text with a digital worksheet integrated educational game to boost their interest in learning English subject. The educational game was conducted as a worksheet, students were guided to go through certain path positions in the game board and question, a score of each question, and rules of players' movement can be customized by the teacher to drive students to understand and write the procedure text.

B. The Problem of the Study

How is QuizWhizzer developed as a Digital Worksheet of writing Procedure Text for seventh-grade students of SMP N 3 Percut Sei Tuan?

C. The Objective of the Study

Based on the problem of the study stated above, the objective of this study is, to develop a suitable digital worksheet using QuizWhizzer to teaching writing procedure text for seventh-grade students of SMP N 3 Percut Sei Tuan.

D. Scope of the Study

Based on the background of the study, the scope of this research developed a digital worksheet in writing procedure text using QuizWhizzer Web-based game for seventh-grade students of SMP N 3 Percut Sei Tuan using six stages of Media Development by Borg and Gall Models until the expert validation. The researcher limited the study to focus on the Procedure Text. The writing skill worksheet included activities such are: defining a topic to write, developing a topic into a main idea, elaborating a main idea into paragraphs, writing a procedure, analyzing the generic structure, arranging words into sentences, arranging sentences into texts, and completing paragraphs.

E. The Significance of the Study

1. Theoretically

The significance of this study can theoretically contribute to making a product that is useful to support learning in accordance with the quality of English language learning. Furthermore, this study is expected to provide further information and theories for other development of procedure text worksheets for writing skills.

2. Practically

- a. For teachers, this study will give the appropriate references and additional creative worksheets for students to gain their knowledge in fun ways by applying digital worksheets.
- b. For students, the worksheet is expected to stimulate their motivation and help them to deepen their understanding regarding the Procedure Text by practicing writing the procedure text using a digital worksheet that are packaged to game.

