

CHAPTER I

1.1. Background of the Problem

Learning is fundamentally about how students engage with their surroundings, leading to positive changes in their behavior. This process is shaped by various internal and external factors. Teachers play a crucial role in ensuring students achieve strong learning outcomes. According to Munawir et al. (2022), the role of a teacher towards students is to educate, guide, teach, and train. In today's world, teachers have numerous tools and methods at their disposal to create an effective and engaging learning environment.

However, at SMK N.1 Ulumoro'o, a significant challenge is the lack of student motivation, particularly in English class, where many struggle to complete assignments. A major reason for this is the repetitive and uninspiring teaching methods, which leave students disinterested. When lessons rely too heavily on lectures and written tasks without incorporating interactive media or engaging activities, students lose enthusiasm. As a result, they find learning dull and struggle to grasp the material fully, impacting their academic performance. For instance, in Class X, many students show little motivation in their work because the teaching approach lacks creativity. Without stimulating methods such as digital tools or hands-on tasks students become disengaged, making the classroom experience feel tedious rather than enjoyable. To improve outcomes, teachers need to adopt more dynamic and interactive strategies that capture students' attention and make learning more enjoyable.

Additionally, when learning becomes monotonous, students tend to disengage and participate less in class. Instead of actively contributing, they become passive listeners, merely absorbing information without much interaction. Many also feel that the assignments given to them are unimportant or disconnected from real-life applications. This is especially evident in English classes, where students often struggle to comprehend texts simply because they lack the motivation to put in the effort.

Motivation plays a crucial role in education it drives students' willingness to learn, their enthusiasm, and the effort they put into achieving their academic goals. With the rapid advancement of technology, innovative learning tools can make a big difference in boosting student engagement. Interactive media, such as quiz applications, can transform traditional lessons into dynamic, hands-on experiences that make learning more enjoyable. Research by Rahman (2021) it is explained that motivation is one of the factors that influence student success. Similarly, Palittin et al. (2019) in his research states that motivation in the world of education is an important thing that has a major influence on the learning outcomes that students will achieve. From these findings, it's clear that motivation is essential for students to thrive in their studies.

Indonesia's education system has seen frequent curriculum updates to keep up with technological and societal changes. The Merdeka Curriculum, for example, is designed to provide a more flexible and holistic approach to learning. Unlike traditional models, it doesn't just focus on academic content but also aims to develop students' character, critical thinking, and sense of responsibility. Khoirurrijal (2022) the Merdeka curriculum is a curriculum with diverse extracurricular learning, the content will be more optimal so that students have enough time to explore concepts and strengthen competencies. Research by Rahmadhani et al. (2022) explained that the Merdeka curriculum has an influence on student learning motivation. Similarly, Sari et al. (2022) it is proven that there is a strong relationship between the implementation of an Merdeka curriculum and the level of learning motivation experienced by students.

Based on the expert opinions discussed earlier, there is a clear connection between student motivation and the Merdeka Curriculum, which emphasizes flexibility and independent learning. The curriculum's design—with its focus on real-world relevance, engaging materials, and creative freedom—has the potential to boost student enthusiasm. However, despite SMK Negeri 1 Ulumoro'o adopting this curriculum, researchers observed during their internship that many students still lacked motivation in their studies, particularly in English class.

The issue stems from the repetitive and uninspiring teaching methods used in the classroom. Many 10th-grade students at SMK Negeri 1 Ulumoro'o find lessons dull, leading to disengagement and a reluctance to explore the material. This lack of interest negatively impacts their academic performance and willingness to complete assignments. A major contributing factor is the underuse of digital learning tools. During the internship, researchers noticed that teachers relied heavily on traditional lecture-based methods without incorporating educational apps or interactive technology, which could make learning more dynamic and engaging.

To address this problem, the researcher was inspired to explore how quiz-based applications could help increase student motivation. Platforms like Quizziz turn assessments into interactive games, making learning more enjoyable while reinforcing knowledge. As Solikah (2020) explains, these tools allow students to participate in exercises or end-of-lesson reviews in a fun, competitive format. Degirmenci (2021) adds that Quizizz fosters engagement by letting students compete for high scores, transforming passive learning into an active experience.

While technology in education presents both opportunities and challenges (Sinaga, 2023), tools like Quizizz encourage students to take an active role in their learning. They can test their understanding, recognize areas for improvement, and develop problem-solving skills in a more engaging way. By integrating such applications, teachers could create a more stimulating learning environment that motivates students to participate and excel.

Given these challenges, the researcher was motivated to explore how quiz-based applications could boost student engagement in learning. Platforms like Quizizz transform traditional assessments into game-like experiences that serve as both interactive exercises and final evaluations. Degirmenci (2021) Quizizz is an online quiz platform in which learners compete against one another so as to get the highest point. So this technology, provides opportunities to enhance and enrich students' learning experiences, in addition to having positive and negative impacts, technology also provides challenges, especially in the field of education (Sinaga, 2023).

When comparing learning tools, applications like Duolingo specialize in language acquisition through gamification, focusing specifically on vocabulary, grammar and pronunciation drills. In contrast, quiz platforms offer broader functionality, enabling teachers to create interactive tests that assess understanding across subjects while increasing student motivation. The researcher specifically chose to focus on quiz applications because they provide versatile, engaging assessment tools that can make learning English - the subject of this study - more enjoyable and motivating for students. Their interactive nature allows educators to evaluate comprehension in various subjects while maintaining an element of fun that encourages student participation.

Based on the problems and realities found by the researcher, the researcher plans to apply Classroom Action Research (CAR) methodology with the title “Increasing the Students” Learning Motivation Through Quiziz Application in Learning English Text at Tenth Grade of SMK Negeri 1 Ulumoro'o”.

1.2 Identification of the Problem

Lack of student motivation in learning, because the evaluation methods used are monotonous, and most students are not interested in participating in English learning, this makes learning not going well.

1.3 Limitation of the Problem

- a. Lack of student motivation in learning.
- b. Students' lack of learning motivation in doing assignments is due to the monotonous evaluation methods used by teachers, and not utilizing learning technology applications in teaching.

1.4 Formulation of the Problem

The researcher formulated the problem with the focus of conducting research How does the quiz application increase student learning motivation in class X SMK Negeri 1 Ulumoro'o?

1.5 Objectives of the Research

To find out how the quiz application increasing students' learning motivation in class X SMK Negeri 1 Ulumoro'o.

1.6 Significance of the research

The meaning in this research divided into two parts, namely:

- a. Theoretical meaning

Researchers, teachers and learners can gain knowledge about how to utilize quiz application learning media.

- b. The meaning of practice

- 1) For researchers, it is an experience to be able to use the quiz application as a learning media.
- 2) For students, they can use quiz app learning media to further increase learning motivation.
- 3) For English teachers, they can use this quiz app learning media to help students be more active in learning.