

## CHAPTER I

### INTRODUCTION

#### 1.1 Background of the Study

Reading was difficult “cognitive process” that involves decoding symbols to create or deduce meaning. It can be used to learn a language, communicate, and share thoughts and information ideas.

According to Shanahan (2005), someone’s reading process results in their understanding because of the filter they employ and the information they acquire from their base of knowledge and belief. In addition the well structured.

Reading plays a significant part in acquiring information and knowledge as one of the language skills discussed in teaching and learning activities. The knowledge and accomplishments of the pupils can grow and expand because most communication is done in reading.

According to Dechant (1997), developing reading proficiency can aid pupils in making progress in both their academic and general life endeavors. A reader in order to comprehend individual sentences as well as to interpretation of the text as a whole in order to be competent reader.

The use of the Kahoot game were made concentration more enjoyable and will know how effect kahoot as media for understudy knowledge. In view of the reasons over, the reasearcher attempts to make aresearch entitle: " The Effect Of Interactive Media Quiz Using Kahoot On Students Reading Comprehension at 10<sup>th</sup> Grade of SMAN 1 Lingga”. Because the researcher conducted less than expected exploration in exercise research over the course of fourteen days.

According to the expert, the kahoot game application was appropriated for those understudies.

## **1.2 Identification of the Problem**

Based on the background above, the identification of the problem as follow:

1. Students experience difficulties in reading.
2. Students are uninterested in learning to read and are concerned about reading.
3. Student vocabulary was very limited.
4. Students have difficulty to absorb the most recent information.
5. Students find bit difficult to understand material that is just now understood

## **1.3 Limitation of the Problem**

When it was came to reading, students face a variety of difficulties. It has be explained previously. However it was too large to investigate all cases. As a result, the researcher decided to concentrate on a single case.

This study focuses on the effect of interactive media quiz using kahoot on students reading comprehension. As a result, at the conclusion of this study, the researcher presents the findings how effect quiz interactive kahoot as media in reading comprehension.

## **1.4 Research Question**

The question of the research "does the interactive media quiz using kahoot affect students reading comprehension?"

## **1.5 The Objective of the Research**

Based on the research question above, the objective of this research is to figure out whether interactive media quiz using kahoot affect students reading skill or not?

## **1.6 Significance of the Study**

### **1.6.1 Theoretically**

Theoretically, the result of this research were expected to enrich the existing theories about the students' how effect the interactive quiz on kahoot as media in reading comprehension.

### **1.6.2 Practically**

This research contributes any benefits for students, teachers, and the other researcher. The benefits of the each group are giving below:

1. Students. The students can use the result of this study to know the benefit of kahoot media in their learning reading process. So, they will be interested in learning reading.
2. Teachers. This research expects that the teachers can see whether kahoot media have effective or ineffective to be used for teachers to teaching and learning processes. It was because the researcher describes the students' reading skill.
3. Other Researcher. This research was expected to be the references for the next research and the similar research.

## **1.7 Definition of Keywords**

To avoid misunderstanding, the researcher was offered understanding of the keyword bellow:

1. Reading Comprehension, reading were a spell and understanding that' implied.
2. Media, websites can provide a fun and supportive quizzing environment in the classroom.
3. Kahoot, media to learn about english with game education and fun

