

CHAPTER I

INTRODUCTION

1.1 Background of The Problem

Listening was regarded as an important skill as to be mastered. The quality of a person relationships with others was greatly influenced by how effectively they listened. Listening was equally crucial to master in order to create strong communication. Individuals must comprehend the significance of the signals communicated by their partners throughout a discussion in order to create successful communication with others. Listening capacity is required to absorb the message delivered by others. Without listening skill, communication would be hard because communication would not be conveyed if each other does not understand the message or meaning. Listening activities refer to exercises or tasks designed to improve and develop one's ability to effectively listen and comprehend spoken language. These activities are commonly used in language learning and teaching contexts, but they can also be applicable in various other settings where strong listening skills were essential.

Gamification was a game, that usually not used in a game context, but can took the form of an application, website, or conventional form that was directed by someone. Gamification are used to increase engagement overall, assignment, subject comprehension, and problem-solving abilities. Gamification was an intentional attempt to improve activities, assistance, groups, and systems by imitating the experienced of playing a game in order to engage and encourage users. Using course grades, lecturer evaluations, lecture attendance, and a questionnaire,

the success of this intervention was assessed, and all metrics showed extremely good results. From primary through university education, gamification has been successfully implemented in educational settings.

Gamification more than just integrating technology with antiquated engagement strategies. Gamification targets new populations and inspires people to reach goals they might not even be aware they have by developing completely new engagement models. Gamification was the integration of game elements into educational activities. It can make learning more engaging and interactive. By incorporating game elements like points, levels, challenge and leaderboard students are motivated to participate.

Basically, from the researcher observation of students in listening comprehension classes was that students more interested of the audio they heard if it is accompanied by a video or image displayed. For them, listening is not difficult if the audio provided can be heard clearly. According to DeVito (2019) the stages or process of listening include receiving, understanding, remembering, evaluating, and giving feedback. The researcher want to analyse what are students mostly used of gamification elements in listening. With this gamification, researchers think it can make students more active and enthusiastic to learn in listening.

Then, the researcher conducted a study entitled **“An Analysis of Gamification for Students’ in Listening”**.

1.2 Identification of The Problem

In relation background of the problem above, the researcher problems can be identified several problems as follow :

1. The lack of students' attention to the material or assignments given.
2. The students did not pay attention on their lecturer during the class started.
3. The lack of students' confidence to response actively.
4. The students get difficulties to listened the audio clearly.

1.3 Research Question

Based on the limitation of the problems that has been described, the problem formulated was “What are the gamification elements mostly used for students' in listening activities?”

1.4 Purposes of The Problem

Based on the research question, the purpose of the problem can be found out to know the gamification elements that used for students' in listening.

1.5 Significances of The Problem

Based on the research objective above, the signifances of the problem had two benefits which are Theoretical and Practical benefits :

1.5.1 Theoretical Benefits

1. Expand the knowledge about the importance gamification elements in listening.
2. Became a proponent the development of theory for further research.

1.5.2 Practically Benefits

- a) For Students

The results of this research provide benefits and information to students so they can be more understanding about gamification and the elements of gamification in listening. They were be able to support themselves to learn english.

b) For Teachers

The findings can be beneficial for English teachers to provide and many interesting ways to make students be more interest in learning.

c) For Researcher

The researchers gained more knowledge in analyzing what are students interest in learning and what their shortcomings are in learning English, especially in listening with Gamification elements.

1.6 Definition of Key Terms

1. Listening

Definition of listening is how people hearing the voices. It will make it easier for us to communicate quickly and clearly with other people. This also applies to communicating with people who speak foreign languages.

2. Gamification

Gamification is a game that is usually not used in a game context, but can take the form of an application, website, or conventional form that is created directly by someone. Gamification as a tool that can make education be more interesting.

3. Element

The precise meaning of "element" can vary based on the field or discipline in which it is used. It generally implies a basic, foundational, or constituent part of a system or structure.