

# CHAPTER I

## INTRODUCTION

This chapter is an introduction of research paper. It covers background of the study, research questions, research objectives, research significances, research scope, conceptual framework and previous research.

### **A. Background**

Learning English is one of the most critical subjects in Indonesian schools. With the increasingly rapid development of technology, interactive and exciting learning environments have become very important to increase student interest and participation in learning. According to Crystal (2003), English is dominant in international communication, and mastering this language is essential for participating in the global community. Therefore, the education system needs to provide effective methods for learning English.

English language skills are essential in the current era of globalization and the development of information technology. As an international language, English is important in various areas of life, including education, career, and international communication (Arofian et al., 2022). Therefore, a good command of English is vital for the younger generation, especially high school students. As Richards and Rodgers (2014) state, an unpleasant learning style can reduce language learning effectiveness. A more interactive and fun approach is needed to overcome this, which can stimulate student interest and encourage more effective learning.

Technological developments open up new opportunities in education, including developing educational game applications. Educational games provide interactive, exciting and challenging learning experiences that can increase students' motivation and help them understand the material more happily. According to Prensky (2001), educational games can stimulate students' intrinsic motivation and increase their participation in the learning process. The use of games in language learning has proven to be effective in improving students' vocabulary, grammar and text comprehension skills.

Considering that most of the younger generation are now familiar with the Android operating system and even use it daily, it is relatively easy for a teacher or lecturer to direct their students to use an Android-based smartphone for learning. The use of Android smart devices in education can be used to send information both synchronously and asynchronously increase student participation in learning (Foti and Mendez, 2014), act as a source of information, where teachers can download materials and ask participants to access learning materials on their devices (Geist, 2011). Android can also be used as the primary tool in an e-learning ecosystem, where the developing e-learning ecosystem has many advantages (Zahid, 2018).

The problem with learning English is the need for more student motivation and participation in the learning process. Students often feel bored and are not interested in learning English. Therefore, learning media that can attract students' interest and participation in the learning process is needed. This research aims to develop an Android game application to help students understand English through riddles and proverbs. Learning English in schools often faces significant challenges, especially in student motivation. Traditional, theoretical, and monotonous approaches are often less effective in engaging students. As technology develops, various innovative methods have emerged in language learning, one of which is through educational game applications (Zahid, 2018).

The use of games in learning English has been proven to increase students' motivation and interest. Educational games provide an interactive and fun learning experience that helps students better understand the material. One interesting way to learn English is through riddles and proverbs. Riddles and proverbs are not only fun but also contain deep meanings that can enrich students' vocabulary and cultural understanding.

A proverb is a saying or phrase that expresses a perceived truth and often gives practical advice based on shared human experience . According to Kustina (2014), the meaning expressed in proverbs reflects the value of character. A riddle is a statement, question, or phrase with a double or hidden meaning, posed as a puzzle to solve. According to A. Noss (2006) states that riddles are a reflection of the culture of a society maintained by word of mouth in the form of questions. They

contain metaphors, contradictions, and ambiguities, while the question implies the answers.

Riddles and proverbs are language expressions rich in meaning and local wisdom. Riddles can encourage students' critical and creative thinking, while proverbs provide insight into cultural and moral values. By using riddles and proverbs to learn English, students can learn in a more contextual and fun way while enriching their vocabulary and cultural understanding. According to McCarthy and Carter (2004), using proverbs in language learning can help students understand cultural nuances and improve their communication skills.

The mobile learning environment, in the form of a game application, utilizes learning material that can be accessed at any time and visualizes exciting material that can be accessed anytime, anywhere. It will be more challenging for students to learn because it is in the form of a game. Additionally, according to the Cambridge Global Census of Education, more than two-thirds of Indonesian students (67%) use smartphones to teach in class and even more often to do schoolwork (81%).

Researchers can find out the reasons why some students do not enjoy learning English through interviews with several grade 10 teachers as well as grade 10 students from various schools on a small scale. The reasons are varied and include the monotonous teaching techniques teachers use, which make the students feel bored. Additionally, the materials used for studying could be more laborious. Furthermore, some teachers use pressure in the classroom, which can be counterproductive. More variety between teachers and students is also an issue that needs addressing. In addition to these factors, external and internal factors can influence student motivation. Environmental factors such as the classroom setting and internal factors like anxiety or fear of making mistakes in front of peers can also play a significant role in student motivation.

The researcher focused on improving English language learning in the classroom, particularly emphasizing proverbs and riddles. The study found that incorporating diverse and interactive learning methods helped students feel more comfortable and understand the material better during classroom activities, which

may be due to increased student motivation to learn, and the effectiveness of the teaching methods used by the teachers.

To help students tackle the issues that researchers are focusing on, it is essential to create a fun learning environment by using a gamified approach throughout the learning process. Paulo Freire believed education is all about freedom and enjoyable learning experiences and does not put physical or psychological pressure on the individual (Rustan et al., 2019). However, this freedom should encourage the creation of a conducive learning climate. One of the most widely accepted ways to achieve this is by incorporating games into English classes.

Incorporating games in English language classes can be an effective way to make students feel at ease and enjoy the process of learning. Students require activities that help them learn English in a relaxed and calm manner without feeling overwhelmed or uninterested. An educator must create an environment where students feel comfortable and open to receiving new information. The primary objective of incorporating games in the classroom is to achieve this goal.

Researchers have found a solution to improve English language learning through an Android game about proverbs and riddles. Based on data gathered from observations, the game aims to provide a non-monotonous atmosphere for students to learn about proverbs and riddles that are easier to understand. The game includes brain training activities that enhance critical thinking skills, increase teacher creativity in teaching, and improve classroom situations. The researchers are interested in conducting a study titled "**Developing An Android Game Application For English Language Learning Through Riddles And Proverbs Understanding.**"

## **B. Research Questions**

- a. How is the design of an Android game application for English language learning through riddles and proverbs understanding?
- b. How is the expert judgment forward Android game application for English language learning through riddles and proverbs understanding?

- c. How operational is the Android game application for English language learning through riddles and proverbs by teachers and students?

### **C. Research Purpose**

- a. This research aims to assess how the design of an Android game application for English language learning through riddles and proverbs is understood.
- b. This research aims to judgment the expert judgment on the Android game application for English language learning through riddles and proverbs.
- c. This research aims to determine how operational the Android game application for English language learning through riddles and proverbs is for teachers and students.

### **D. Research Significances**

#### **1. Theoretical Significances**

This research contributes to developing theory using Android-based mobile learning as a learning medium, especially in improving students' understanding of English language material such as riddles and proverbs. In addition, this research enriches the literature on digital educational innovation. It provides a theoretical model for developing educational applications, which can be used as a reference for further study or adaptation in other academic contexts.

#### **2. Practical Significances**

##### **a. Alternative Learning Media**

The mobile learning application developed in this research can be used as an alternative learning media to help students understand English material, especially riddles and proverbs, more interestingly and interactively.

##### **b. Increasing Learning Motivation**

Using applications can increase student learning motivation through features designed to make the learning process more fun and challenging, thus encouraging students to be more active in learning.

### **c. Optimizing the Use of Technology**

This application optimizes students' smartphones for educational purposes, provides easy access to learning materials outside of school hours, and supports more flexible and independent learning.

### **d. Support for Teachers**

This application also provides practical support for teachers in teaching material that may be difficult for students to understand by providing tools that can be used in classroom teaching or as additional assignments at home.

## **E. Conceptual Framework**

Based on research conducted on several teachers and grade 10 students from several schools, English language teaching is considered less effective when using learning aids, especially proverbs and riddles. The teaching tools currently used are Microsoft PowerPoint and school books. In addition, teaching methods that only focus on the role of educators will reduce student participation in learning because students need help understanding learning material. This ultimately has a negative impact on their academic achievement, which is usually low. Then, students become bored with learning due to the need for more versatility of educational media.

Game-based learning should be the foundation of the app development strategy. Consider incorporating challenges, feedback, intrinsic motivation, and game design elements that promote learning. Educational games are an excellent tool for providing instruction, as they engage critical thinking and improve concentration through unique and exciting media (Gilutz, 2019). This concept will help realize how technology, such as Android game applications, can effectively aid in learning English. It involves appreciating how technology can enable interaction, collaboration, and personalized learning.

Proverbs are brief expressions containing a message or teaching passed down from generation to generation within a culture. Usually, proverbs describe life experiences, wisdom, or moral values that are recognized by society. Proverbs are used to clarify writing and conversation and convey a sense of politeness in speech, thereby becoming a guideline in language (Indrawati, 2019). Proverbs'

characteristics include using figurative or metaphorical language, being concise, easy to remember, and having a deep meaning. They often serve as a means of conveying advice, expressing wisdom, or describing a particular situation poetically or symbolically.

A riddle is a type of puzzle or question that presents a situation or problem requiring creative thinking and logical reasoning to solve it. Riddles are usually tricky and require critical thinking and a thorough interpretation of the clues given. Riddles are questions presented in sentences, stories, or pictures that are vague and intended to entertain or sharpen the mind (Hakim et al., 2023). Riddles are characterized by figurative language, similes, or puns that can be challenging to decipher. They are often presented as ambiguous or contradictory questions or statements, requiring one to think outside the box and use lateral thinking to find the answer.

This development aims to solve these problems by designing and developing educational resources that are more interactive and support mobile applications. This will improve the quality of English learning and make learning more enjoyable and less monotonous for students. Students can access the game at any time.

In this application, there are 93 slides containing menus, instructions, and levels, containing three levels: beginner, intermediate, and advanced. Each level contains ten multiple-choice questions, each with a short explanation after the user answers the questions; then, at the end of each level, a score will appear according to the correct answer. After completing the three levels, the score will show according to the correct answers to the 20 questions.

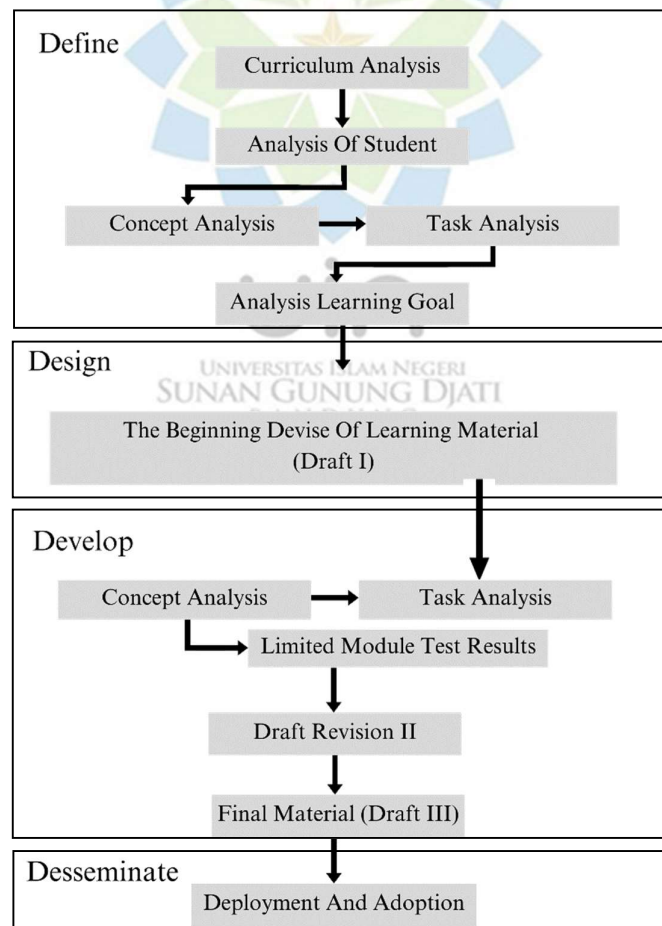
The following is a storyboard from an interactive Android game application for the English language through riddles and proverbs understanding through Construct 2 software based on an Android application to increase student understanding and make learning more enjoyable.

Learning media via the Android mobile application will receive a multiphase evaluation before it can be used in learning activities. This assessment stage includes the following:



1. Validation by subject matter experts: media is evaluated by subject matter experts. This expert ensures that educational media content is in accordance with the intended curriculum and educational materials.
2. Validation by media experts: Media is evaluated by media education experts. This specialist studies aspects of design, interaction, and use of technology in media.
3. Validation through experiments with students: After confirmation by experts, the learning environment is tested on students. This experiment aims to collect answers and comments from students and teachers regarding using this media in learning.

Figure 1. 1 The framework for thinking about this development research





Suppose the application has passed all the evaluation stages and experts assess it as appropriate and have received a positive response from students and educators. In that case, the learning application can be developed and ready for teaching and learning. This research and development produces interactive English learning materials for understanding proverbs and riddles using Android-based Construct 2 software.

#### **F. Previous Study**

A study conducted by Fauziah Tanjung (2019), This research aims to develop a game handbook suitable for beginner-level speaking students at the Merah Putih International Palopo language course. This Research and Development (R&D) research involves four stages: definition, design, development, and dissemination. The research involved 10 Red and White students in international language courses, and data was collected through observation, interviews, and questionnaires. Two questionnaires are used: (1) a Needs Analysis Questionnaire and (2) an Expert Judgment Questionnaire. The data was analyzed using qualitative descriptive methods. The researcher designed a game guidebook containing nine chapters based on an analysis of the ILS Merah Putih syllabus (Rustan et al., 2019).

A study by Hana Mujahidatul Ula (2023) aims to develop an Android-based mobile learning application as a learning medium for cell material in class XI SMA. This Research and Development (R&D) study employs the 4D model, which includes four main stages: define, design, develop, and disseminate. The research focuses on assessing the feasibility of the product based on expert validation and gathering responses from teachers and students regarding the mobile learning application. The results indicate that the developed application is a viable alternative for students to study cell material independently, receiving a validation score of 78% from media experts and 85% from content experts. This suggests that Android-based mobile learning media can effectively enhance the learning experience, making complex topics like cell structure and organelle functions more engaging by incorporating images, diagrams, and animated video links (Hana, 2023).

A study by Reza Ardian (2016) focuses on developing the "Let's Learn" mobile learning application using Android to enhance English language skills, specifically in descriptive text, for class X students at SMA Negeri 1 Bawang. This Research and Development (R&D) study follows a systematic approach that includes needs analysis, design, development, and evaluation stages. The application aims to provide interactive and engaging learning experiences, making it easier for students to grasp descriptive text concepts. Validation from experts indicated that the application was practical, with positive feedback from teachers and students regarding its usability and educational value. This aligns with other studies in the field, such as the development of Android-based mobile learning for various subjects, which have shown that such applications significantly improve student engagement and learning outcomes (Ardian, 2019).

