

CHAPTER I

INTRODUCTION

A. Problem Background

Language is one of the human needs to adapt to their environment. According to Yasmika (2014) language is one of the most important things in human life (Yasmika, 2014). Especially English which plays an important role in it. In this increasingly advanced era, of course, the development of technology and knowledge is very important, to learn English there are many methods that can be done even from a smartphone. In English there are four skills, such as Reading, Speaking, Writing, and Listening. But before mastering these abilities students must be able to learn first about vocabulary. The beginning of learning a language is vocabulary, with which students can know the correct arrangement of words when making sentences or speaking directly. In addition to being able to interpret vocabulary, students must also be able to place vocabulary correctly in a sentence, this can help students to better understand the correct arrangement of sentences. It is very important for students to understand the meaning of words in learning English.

People think that English is a language that must be learned but most people think that learning English is boring because it is rarely used or practiced in everyday life. Whereas in essence to accelerate mastery of English daily or continuous practice is required, so that we will get used to using the language. Root of the problem of students' is inability to practice English. In everyday life, one of the causes is lack of depth mastery of vocabulary in English. Vocabulary is a basic language, there will be no language without vocabulary. The more vocabulary you know the easier it is for students to communicate, use correct grammar and pronunciation. Vocabulary is the most important and fundamental component of English in understanding the reading and expressing all ideas in written form or pronunciation.

Vocabulary is one of the important aspects in learning English, because the basis for being able to speak and understand English is vocabulary. According to Eva (2017) Vocabulary is one of the language

aspects which should be learnt (Eva, 2017). It is no strange in the world of education about the importance of learning English, especially vocabulary. Teaching vocabulary has an important role in English like to develop skills in English. Therefore, students should have stocks of vocabulary to make them master a language easily. In learning vocabulary, students will know English words and their meanings as well students also know how to place words in one sentence. In learning English, especially vocabulary, there needs to be a renewal in the way of learning so that students do not feel bored. Media and the learning process are also very influential when learning so that students are interested in learning vocabulary. Many students still have difficulty in learning and remembering the new vocabulary they get. The importance of implementing learning using new and interesting media is carried out during the learning process.

From the pre-survey data, the researcher found several internal and external factors of students in learning English. Internal factors include: 1) lack of enthusiasm in learning English because the students' feel that English is difficult lesson 2). students' difficulties in learning English because students' not understand English lesson 3). Only a few are active students in the class because some students' understand and like English 4). limited vocabulary mastery because lack of understanding of English and students' have small vocabulary. As for the external factors are: 1). lack of motivation in learning because the students' are not given the motivation that makes theam eager to learn 2). media that is less attractive and difficult for students to understand because the use of less updated media 3). students are lazy to memorize vocabulary because teaching to increase vocabulary is less varied. The fact is that there are still many students who have difficulty in memorizing and mastering vocabulary, even in composing sentences in English. Naturally, internal and external factors are very influential in this case. In this case the school also plays a role in the convenience of student learning, the campus must also provide good and quality facilities for the sake of comfortable and safe learning.

Table 1. Pre Leminary Study of SMK Muhammadiyah 1 Metro

| Category | Score | Students' | Percentage |
|----------|-------|-----------|------------|
| Low | 10-64 | 57 | 72,15% |
| Average | 65-79 | 16 | 20,25% |

| | | | |
|--------------|--------|-----------|-------------|
| High | 80-100 | 6 | 07,60% |
| Total | | 79 | 100% |

Based on the Pra Survey Data students' vocabulary the researcher concluded that there are still many students who have not mastered the vocabulary with a large enough number. From the data in the pra-survey table that has been carried out by researchers that the ability of students is divided into 3, namely low, average, and high. Students who have low ability there are 57 students with a value of 10-64 the percentage obtained is 72.15% while students who have a value of 65-79 there are 16 students with less ability with a percentage of 20.25% and for students who have high ability there are 6 people with a value of 80-100 and obtained a percentage of 07.60%. It can be seen from the percentage that students with low abilities are more than students with high and average abilities, meaning that there are still many students who do not have vocabulary mastery.

With regards to the problem above, it is necessary to have a passion for learning so that students are interested in learning. There are so many media that can be used to learn in a student environment which of course is very useful. One of them is Games. Games can be used as a fun and useful media for students, besides studying students, they are not monotonous in learning. Game is one type of media that can be used to learn together in the classroom with games, students can also develop their imagination in learning English. There are so many types of games that can help teachers to increase students' enthusiasm for learning. In this study, researchers used a board game to help students master English vocabulary and know about new vocabulary. Board Game is a game that is played in individual which contains material about vocabulary, this game is very inspiring and easy to play. Anyone can use Board Game to learn. Board Games can also be used in all circles according to the material needed.

Interesting new method for students can return to learning with enthusiasm and motivation, besides that students can also find out a lot of new vocabulary and its meaning. In this study, the researcher uses the Board Game to teach vocabulary at SMK Muhammadiyah 1 Metro. The

purpose of using board games as a media is to make students more active, have new media as learning tools, students do not feel monotonous learning, increase class creativity, can add new vocabulary so that they can master vocabulary, and of course can inspire other learners to use this media.

In conclusion, , the researcher conducts a study entitled " The Effectiveness Of Using Board Game Towards Vocabulary Mastery At SMK Muhammadiyah 1 Metro ".

B. Problem Identification

- 1). Students' difficulties in learning English
- 2). Less active students in the class
- 3). Limited vocabulary mastery
- 4). Media that is less attractive and difficult for students to understand

C. Problem Limitation

In this research, the researcher focuses on the "The Effectiveness Of Using Board Game Towards Vocabulary Mastery At SMK Muhammadiyah 1 Metro".

D. Problem Formulation

Based on the problems above the researcher formulated the question as follow:

1. Is using board game significantly effective towards students' vocabulary mastery at SMK Muhammadiyah 1 Metro ?
2. Is there effect of using Board Game toward vocabulary mastery at SMK Muhammadiyah 1 Metro?

E. Research Objective

Based on the problems above, the objective of the study is :

1. To discover significant difference of students' vocabulary mastery before and after being taught by using Board Game Media at SMK Muhammadiyah 1 Metro.
2. To find out effect towards the use of board game in the vocabulary mastery at SMK Muhammadiyah 1 Metro .

F. Research Scope

Based on the problems and objectives describes above, especially the problem of student who do not have mastery of vocabulary in English and the use of Board Game as a media to overcome these problems, the researcher will conduct a study entitled "The Effectiveness Of Using Board Game Towards Vocabulary Mastery At SMK Muhammadiyah 1 Metro".

G. Research Benefit

The Benefits that can be acquired from this research are :

1. For the Students

This research can help students' to increase their ability in learning English, especially in new vocabulary and Students' can also increase their enthusiasm in learning speaking. Students' can find new games that are very useful for students' in addition to fun games they are also not bored.

2. For the Teachers

For teachers, this research can be used as a reference for new methods in teaching students so that students can increase their enthusiasm and motivation in learning English speaking.

3. For the Other Researchers

The research can be lesson and reference for another researchers who are researching the field of speaking and can be used as motivation for them.