

CHAPTER I INTRODUCTION

A. Problem Background

In learning English in Indonesia, vocabulary is one of an important element that should be learnt by students. Based on the explanation above, it is known that vocabulary is needed in order to express an idea of someone. Without a good and accurate vocabulary, the speaker or writer will be difficult to send his or her message to listener or reader and tend to miscommunication. In studying English vocabulary, many students get bored because they must open dictionary, memorize vocabulary, and cannot pronounce the word well and so on. In addition the method and media that the teacher used for learning vocabulary is monotonous and less variation for them. It pursues the teaching learning process during the lesson. In order that the teaching and learning process is nice, enjoyable, and comfortable, and the students feel comfortable to study it, the teacher must have creativity teaching vocabulary.

Vocabulary mastery has become a big problem for most Indonesian students. The students do not have a sufficient number of vocabulary, the students will not be able to communicate with other students. However, vocabulary mastery has big impact in students' English Learning. For that reason, it is important to gain students' vocabulary mastery.

Based on the pre-survey, the researcher found several factors (1) internal factors (students have difficulty in mastering vocabulary skills, students very lazy to memorize the vocabulary, students' motivation and interest in learning English is still lacking, students have difficulty identifying information implicit and explicit due to lack of vocabulary, school facilities in providing learning media are still inadequate). (2) External factors (teachers deliver less interesting learning materials, still use conventional techniques, teachers provide less effective media, students' learning environment and lack of supporting tools). In addition, the researcher also obtained a vocabulary mastery score from the pre-survey results for class X SMA N 1 SEPUTIH RAMAN. Reading scores can be seen in the table below:

Table 1.1
Tenth Grade Student's Vocabulary Score in Pre research

No	Category	Score	Students Frequency	Percentage
1.	High	80-100	34	14%
2.	Average	65-79	48	20%
3	Low	10-64	157	66%
	Total		239	100%

Source: Vocabulary test scores document

Based on the pre-survey above, it can be seen that there were 34 students who got score 80-100 in the high category and got the percentage of 14%, then there are 48 students who score 65-79 in average category and got the percentage of 18%, and there are 179 students who got the score of 10-64 in the low category and got the percentage of 68%. So that the total number of students is still lacking in vocabulary mastery.

The problems above, caused by several factors, internal factors is the factors that exist within the individual who is learning and external factors is factors that come from conditions outside the student

There are many ways that can be used to promote students' vocabulary mastery. By using an attractive game is one of important factor in creating a good atmosphere in classroom activities. The teachers have to know how to attract student's interest and design the materials which are easy to be understood for students during in the class, so that it should be used be interesting game.

Referring the background at the study above, the researcher selected at the tenth grade of SMA Negeri 1 Seputih Raman to offer Word Search Game to implement the students' vocabulary mastery. According to Patterson (2007) defined that word search game is made up of a large grid of seemingly random letters. Word search games are games used to find search words in the grid, the terms under the grid are clues to help students find hidden words. Words can appear horizontally, vertically, or diagonally, forward or backward.

From the explanation above, the researcher wants to conduct experimental research entitled: "The Effectiveness of Using Word Search Game towards Students' Vocabulary Mastery at Tenth Grade Students' Of SMA Negeri 1 Seputih Raman In The Academic Year of 2022/2023".

B. Problem Identification

Based on the background of the study above, the following problems are identified as follows:

1. Students have difficulty in mastering vocabulary skills
2. Students are lazy to memorize vocabulary
3. Teachers deliver less interesting learning materials
4. Teachers provide less effective media

C. Problem Limitation

The problem of this study will be the limitation of this research of using Word Search Game as the teaching technique towards students' vocabulary mastery, especially at the Tenth grade of SMA N 1 Seputih Raman in the Academic Year 2021/2022.

D. Problem Formulation

Based on the background of the study, the problems are formulated as follow:

1. Does the Word Search Game have an effectiveness on teaching students' vocabulary mastery?
2. How does the significant difference students' vocabulary mastery before and after being taught by using Word Search Game in teaching Vocabulary mastery for students' Tenth grade SMA N 1 SEPUTIH RAMAN?

E. Research Objectives

In line with the problem statements above, the objective of the study are as follows:

1. To find out the effectiveness of using Word Search Game for students' Vocabulary mastery in the Tenth grade SMA N 1 SEPUTIH RAMAN .
2. To find out significance different of the students' vocabulary mastery before and after being taught by using Word Search Game for students' Vocabulary mastery in the Tenth grade SMA N 1 SEPUTIH RAMAN.

F. Research Scope

1. This research is an experimental research
2. The subject of research are students at the tenth grade of SMA N 1 SEPUTIH RAMAN
3. The object of the research is Word Search Game

4. The place of the research at SMA N 1 SEPUTIH RAMAN School
5. The time of this research is conducted at the tenth grade of SMA N 1 SEPUTIH RAMAN School in Academic Year 2021/2022.

G. Research Benefit

The researcher hope that this research has the benefit that are divided into theoritical and practical benefit as follows:

1. Theoritcal Benefit

This research is expected to be useful for learning read and can be used to give us evidence about theory-based implementation on the problems encountered above. Furthermore, the results of this study are expected to enrich the theory and can be a reference for further research related to the Word Search Game in improving students' vocabulary mastery in the tenth grade students.

2. Practical Benefit

Practically, these findings are useful and relevant for:

- a. English teachers : this study provides significant information in trying to decide on the technique of teaching reading in the classroom and can improve the students' vocabulary.
- b. Other researchers: this research can be used as a reference.
- c. Students : this research is useful to motivate them to read more texts and can increase their vocabulary mastery through word search game.