

CHAPTER I

INTRODUCTION

A. Problem Background

English is an important subject in school. Not only in school, English is very important for people all over the world, especially learners who are learning. English has four important things you need to learn: reading, writing, speaking, and listening. There are also three other important things to know: words, grammar, and how to say words correctly. Vocabulary plays important role in language learning and the development of students' language proficiency. Vocabulary is also an essential skill for learning to read, speak, write and listen without sufficient vocabulary, people cannot communicate and express their feeling both in form of spoken and written effectively. The more people master vocabulary the more they can speak, write, read and listen as they want. With limited vocabularies have trouble understanding what they read and hear because they have too few building blocks with which to construct meanings.

According to Fengyu, (2023) Vocabulary, encompassing a vast array of words and their meanings, plays a pivotal role in language learning. It serves as the bridge that connects the abstract structure of a language to its practical use in everyday life. Without an adequate vocabulary, language learners may struggle to comprehend spoken or written discourse, and they may find it challenging to express their thoughts and ideas accurately (Fengyu, 2023). In essence, vocabulary is the key to unlocking the doors of linguistic comprehension and expression. One aspect of learning a language is vocabulary, which is the most important component as a tool for communication and which students must understand in order to develop proficiency in the language. Usually, people use language to successfully communicate their thoughts, feelings, and opinions. Learners of a foreign language have difficulty in listening, reading, speaking, and writing when it concerns vocabulary, it is defined as fundamental information and helpful material in the form of words that are consistently employed by students in learning a particular language: As a result, when learning English, vocabulary acquisition must come first. The teacher has to be more active in the vocabulary-learning process when selecting the media or method to be used.

Table 1. 1 Data of English Score

No	Category	Score	Students Frequency	Percentage
1	High	80-100	3	7,5%
2	Average	60-79	10	25%
3	Low	40-59	27	67,5%
Total			40	100%

Sources: Teacher's data on second level of SMK Muhammadiyah 1 Metro

Based on pre survey data in second level of SMK Muhammadiyah 1 Metro, it can be seen that there are 3 students who got 80-100 who are the students got high category with the percentage is 8,3%, then there are 8 students who got 65-79 who are the students got average category with the percentage is 22,5%, and then there are 25 students who got 60-64 who are the students got low category with percentage is 69,5%. Therefore, the total of the students are 130 students and then the total of all the percentage is 100%. There are still have some students with low categories in vocabulary mastery.

Based on the data above, and from the interview with students and teacher there are several factors underlying the problem. One of the main problems students face is the lack of vocabulary. Apart from that, one of the internal factors is low learning motivation and lack of student interest in the teacher's explanation of the lesson making students find it difficult to understand it. These internal factors influence the learning and teaching of English. While the external factors in learning English is first language, the first language influences the process of memorizing vocabulary. From the internal and external factors in the learning process, the researcher finds the crucial factors of English learning are students' motivation in learning and the students' first language can be crucial factors of English learning and teaching especially in vocabulary. In order to be able to master all the skills in English corresponding to speaking, listening, reading and writing, they are afraid in learning English. Vocabulary is the basis for mastering all English skills. Therefore, teachers require strategies for assisting students in building

their language proficiency. It is possible to increase students' vocabulary mastery in a variety of ways.

In the context of English language learning, various instructional approaches and materials have been employed to enhance students' vocabulary acquisition. Teachers may provide examples that are contextual, and media in teaching vocabulary. This is assisted as Munir, (2016) claims that using media to teach and learn vocabulary is an effective method (Munir, 2016). The use of media as a teaching and learning tool for the English language is crucial. The transfer or delivery of the material to the students by the professors is facilitated. Media can help students become more motivated to study English vocabulary (Evenddy & Hamer, 2016). The aforementioned assertion leads to the conclusion that media is a crucial teaching instrument for vocabulary. One potential resource that can be utilized to enrich vocabulary instruction is by using media as teaching aid, such as using educational games in the learning process. Educaplay platform is English learning tool, especially in mastering vocabulary in the learning process. Educaplay platform has an attractive, interactive, and attractive form of teaching media. Some features like Foggy Jump, Crossword Puzzle, Quiz, Memory game, matching Pairs, Fill in the blank and so forth can we use in this platform. This can create a pleasant atmosphere in learning and an atmosphere that is not monotonous or boring in the learning process.

B. Problem Identification

Based on the background of the problem, the problem identified are follow:

1. Students lack of the vocabulary mastery.
2. Students have difficulty in understanding the meaning of the vocabulary words they learn.
3. Students think that English is difficult.
4. Low learning motivation.
5. English is not first language
6. Students difficulty memorizing vocabulary.

C. Problem Limitation

Based on the identification of the background of the problem that the researcher wrote above, the researcher will examine "The Influence of Using Educaplay toward students' vocabulary mastery at SMK Muhammadiyah 1 Metro". This research focus on Jakarta Post as a media in learning vocabulary mastery for eleventh grade of SMK Muhammadiyah 1 Metro.

D. Problem Formulation

Based on the background previously, researcher conducts a study concerning on the influence of using Educaplay in student vocabulary mastery, the question of this research are :

1. Is there any influence of using Educaplay toward students' vocabulary mastery?
2. Is there any significant influence of using Educaplay toward students' vocabulary mastery?

E. Research Objective

Based on the research of the question above, this research aims to:

1. To find out the influence of using Educaplay in students' vocabulary mastery
2. To find out the significant influence of using Educaplay in students' vocabulary mastery

F. Research Scope

1. The research design of the research is quasi experimental design.
2. The subject of this research is the eleventh grade of TJKT at SMK Muhammadiyah 1 Metro.
3. The object of this research is vocabulary mastery.
4. The place of this research is at SMK Muhammadiyah 1 Metro.

G. Research Benefit

The research benefit of this research as follows

1. for the teacher

Teachers can use Educaplay platform as a media for teaching vocabulary to their students, because the use of Educaplay can significantly increase students' vocabulary mastery.

2. for the students

Students that use Educaplay gain experience in language acquisition that is not boring. It is also desired that students will add new words with greater enthusiasm and activity. Additionally, because Educaplay may be accessed anywhere and at any time, students who use it can develop become autonomous vocabulary learners.

3. for other researchers

For the future researcher, the researcher wrote this an undergraduate thesis aware that this undergraduate thesis far from perfect. The researcher hope that this research will help the future researcher conduct resemblant research, particularly when using Educaplay platform to teach vocabulary. This research can gave more information about the use of Educaplay platform toward vocabulary mastery. In addition, for the future research can use this finding as reference when conducting future research. And the future researcher can use the result of this research as a reference to conduct the similar research with different variables