CHAPTER I
INTRODUCTION

A. Problem Background

Having a comprehensive understanding of English is very important for people all over the world, especially learners who are learning it. According to (Sabbir, 2019) those proficient in English can take part in scholarly discourse, draw upon knowledge from various sources, and benefit from a globalized world. So learning English can improve our ability to communicate in the global world in today's era. Language is one of the most studied languages because it has many benefits if we are proficient in English. As one example, in today's work world, people with English skills are looking for in large companies, working on a computer also features English. In Indonesia, one of the languages studied is English because it is an international language that is used almost all over the world. In Indonesia, the use of English is unavoidable, even since elementary school, children already know English. There are many ways to support students' English skills, namely in terms of vocabulary mastery.

Learning vocabulary is also essential for everyone who is learning english. Acccording to (Susanto, 2017) the significance of vocabulary in the pedagogy of a language is paramount and is a necessary component for language learners to progress. This emphasis on vocabulary must be considered as a learner's need for growth. In learning English, vocabulary is one aspect of language and is the most important component as a communication tool and needs to be mastered by students as a basis for mastering English. Usually vocabulary is used to express their opinions, ideas and feelings effectively. In learning a foreign language, vocabulary means basic knowledge and useful material in the form of words that are always used by students in learning a particular language, students have a limited understanding in terms of listening, reading, speaking and writing. Therefore, vocabulary mastery must be a top priority in learning English. In learning English vocabulary, the teacher must be more interactive in choosing the media or method to be used. To increase students' vocabulary, teachers can use games in teaching.

Table 1.1

Pre-survey Data on Students' Vocabulary Mastery for Eleventh Grade of SMA NEGERI 2 METRO

No	Score	Clasification	Students	Precentation
1	80-100	High	98	28%
2	66-79	Medium	112	32%
3	0-65	Low	137	40%
	Total		347	100%

Source: Based on teacher data on Vocabulary Mastery for Eleventh Grade of SMA Negeri 2 Metro.

From the data above, it can be explained that 98 students scored 80-100 in the highest category with a percentage of 28%, then 112 students scored 66-79 in the medium category with a portion of 32%, and 137 students in the lowest score category, namely 0-65 with a percentage of 40%. So the total number of students is 347, and the full rate is 100%. There are still many students with low categories in Vocabulary Mastery.

There are many reasons that make it difficult for students to even need enthusiasm in learning vocabulary. After conducting a preliminary survey of class However, learning actually becomes one of the factors that makes students lazy because if they want to know the meaning of a word they use the instant method via Google Translate. Apart from that, external factors, namely school facilities that cannot be utilized optimally, make students bored while studying at school, the learning environment is less interesting, and the lack of use of media in learning. Apart from that, there is no special way to master vocabulary. Therefore, students need learning that can build their enthusiasm and motivation to learn vocabulary mastery. It is hoped that the use of interesting media can create a pleasant learning atmosphere and make students enthusiastic during the learning process.

One of the methods of increasing vocabulary mastery is using video games (Sudarmaji & Yusuf, 2021). Games can make students more interested in enjoying learning English, rather than emphasizing foreign grammatical structures that students must learn. There are many types of games that can be used in language learning such as guessing games, looking games, matching games, matching games, swap games, swap and

collect games, stacking games, board games and card games, and solving puzzles, and the Flying Swatter game. Games should be used at all stages of the lesson, provided they are appropriate and chosen with care. Games are also perfect for revision exercises that help students remember material in a fun and entertaining way. In this study the researcher wanted to apply the Fly Swatter game because the character of the game is suitable for enriching students' vocabulary. The fly swatter Game is a vocabulary game in which students press a word on the board based on instructions from the teacher. The Fly Swatter Game is an activity carried out by students in the classroom using the Fly Swatter, and students use it to hit the words on the blackboard that the teacher said before. Based on what the researcher wrote above, the researcher is interested in conducting this research because the game media is quite interesting for students to learn so they don't get bored and of course it can improve students' vocabulary mastery.

B. Problem Identification

Based on the background of the problems mentioned above, the researchers identified the following problems:

1. Lack of student interest in learning vocabulary by themselves.
2. Students need passion and motivation for their interest in vocabulary mastery.
3. Learning media can be more interesting when learning vocabulary.
4. The facilities provided need to be used optimally for learning.
5. The learning atmosphere is fun and makes students excited during the learning process.

C. Problem Limitation

Based on the identification of the background of the problem that the researcher wrote above, the researcher will examine "The Effect of Fly Swatter Game on Students Vocabulary Mastery for Eleventh Grade of SMA Negeri 2 Metro". This research will focus on games in learning vocabulary mastery for Eleventh Grade of SMA Negeri 2 Metro.

D. Problem Formulation

Referring to the identification above and the limitations of the problem in this study, the researcher formulated the problem as follows:

1. Is there any effect to use a game Fly Swatter game in the learning process in vocabulary mastery in class XI students at SMA Negeri 2 Metro?

2. Is there any significant changes before and after the use of Fly Swatter game on the vocabulary mastery in class XI students at SMA Negeri 2 Metro?

E. Research Objective

Based on the problems described above, the aims of the researchers in conducting this research were:

1. To examine the effect of using fly swatter games on the learning and vocabulary mastery of class XI students of SMA Negeri 2 Metro.

2. To examine significant differences in students' vocabulary mastery before and after using the fly swatter game in learning vocabulary mastery in class XI SMA Negeri 2 Metro.

F. Research Scope

Based on the problems and objectives described above, especially the problems of students who did not have mastered the English vocabulary. The researcher will then carry out a study with the title "The Effect of Fly Swatter Game on Students Vocabulary Mastery for Eleventh Grade" the researcher will use all the vocabulary in the offering and suggestion material, which will be conducted in SMA Negeri 2 Metro.

G. Research Benefit

1. For students:

   The results of this study are useful for class XI students of SMA Negeri 2 Metro because the results of this study can help students use new learning media in learning vocabulary so that students are not bored in learning and will be more motivated to study even better.

2. For the teacher:

   From the results of this study it is hoped that it can help teachers to find problems faced by students in vocabulary mastery and teachers can find new and more fun learning media to help arouse students' enthusiasm and motivation in students' vocabulary mastery.

3. The Future Researcher.

   For future researchers, it is hoped that this research will add new knowledge about the effects of using the Fly Swatter game on vocabulary mastery and can serve as motivation and information for those who wish to conduct similar research.