CHAPTER I

INTRODUCTION

A. Problem Background

Language which is a means of human communication consists of words that have structure which is used together by a particular community or country in conventional way. As the system of communication, it is used to express thought by one person to another. Gonzalez (2004:2) states that, "Language are more than skills; they are the medium through which communities of people engage with, make sense of and shape the world." Accordingly, language is an effective tool to get communication, interaction, and information about other people, society and other groups. Zaenuri (2001:9) says that "Language helps you to understand yourself and the world around you". Without language, people will be easy getting confused with another. Therefore, language is the most important for human live.

Whenever people think about language, they usually think of mastering vocabulary. It means whenever using language automatically use the words of the language. So, it is crucial for communicator to have large of vocabulary. Having large vocabulary, people can precisely open their ideas in communication. It also helps them travel in the past, present, and future. It is important to master all of vocabularies in language. Mastering vocabulary means that knowing all the words in the language which they use. In order to communicate well in a language, someone must have vast amount of vocabulary in order to maintain good communication and avoid misinterpretation. The amount of vocabulary of each language in this planet is for sure uncountable. In

fact, there is nobody can master all of words in language either native or foreign language. Yet someone who creates dictionaries cannot do it either.

Vocabulary is one of language aspects that have to be taught by the teacher to the learners of English as a foreign language. It is considered to be the most important aspect besides the structure/grammar, pronunciation, and spelling because it will directly influence the mastery of four language skills, namely listening, speaking, reading, and writing. Simply, it can be said that by mastering vocabulary it will be easier for learners to master those four language skills.

Takac (2008:4) states that vocabulary can be defined intuitively, as a dictionary or a set of words that teacher teaches in a foreign language. In learning a second language or a foreign language the students have to know what words mean by learning vocabulary. But in fact, the learners usually find problems and difficulties in learning English. According to Siswandi (2008:11), problems of learning is not only in the students', but also based the learning facilities, evaluation system of teacher, and even the school.

The students sometimes have trouble in memorizing the English vocabulary from time to time. Based on the observation conducted in Accountancy Study Program of Muhammadiyah University of Metro 2016/2017, it could be concluded that the learners find many difficulties in learning English. This fact causes the students often feel afraid of learning English because they do not have enough understanding of the meaning of words. They are usually not able to catch the point of knowledge which is delivered by the lecturer. They sometimes feel bored in learning English vocabulary through the traditional technique. The students also get little vocabularies in every meeting of learning process, so their vocabulary in English is still limited. Directly, it is influenced on their skills namely listening speaking, reading and writing. Their motivation in

enriching vocabulary is still low. Then, the researcher gets the students' score of English subject of Accountancy Study Program as follow:

Table 1. Students' Score of English Subject

No	Score	Student	Percentage	Category
1.	70-100	10	22,3%	Good
2.	60-69	16	35,6%	Medium
3.	<60	19	42,1%	Low
Total		45	100%	

Source: The result of pre-survey data of Accountancy in 2016/2017

Based on the data above, the researcher can analyzes that the students' abilities in English were quite low in 42,1% about 19 students. Then, the medium category is about 35,6% included 16 students and the highest level of students' score is only 10 students achieve 22,3%. Even, most of the students could not reach the minimum standard of students' score achievement in English class. This problem forces the English lecturer to find new and fresh technique to be applied in teaching English vocabulary to the students.

There are many ways that can be used in teaching vocabulary to the students. According to Sanjaya (2010: 30), "The teacher must create exited condition in learning process so that the students can study well in a good situation". One of the ways to improve the students' motivation in learning process is using game. It can be used in order to build an interesting teaching learning process. Suparman S. (2010: 170-171) explains that "Playing a games can reduce boredoms, sleepy feeling during the learning process, and also train leadership and togetherness of the students". Games is important and needed in learning process because students is not robot that can fully understand with the material they get. One of interactive games can be used in learning process especially in vocabulary learning is building words game. The teaching learning process becomes fun and enjoyable with game by this game. According to Rini

(2008:62) building word is one of the popular games in several nations which use English as the second language. This game trains the students to find new vocabularies by building new words from one word become many words in grouping.

From problem background above, the researcher is interested to find the influence of using building word towards students' vocabulary mastery at the Accountancy Study Program of Metro Muhammadiyah University in academic year 2016/2017".

B. Problem Identification

From the problem background above, the researcher can identify the problem as follow:

1. The students feel lazy to learn English because they do not have enough understanding of the meaning of words.
2. The students are usually not able to catch the point of knowledge which is delivered by the lecturer.
3. The students become passive students in the classroom.
4. The students feel bored in learning English vocabulary through the traditional technique.

C. Problem Limitation

Based on the problem identification above, the researcher would like to limit on "The Influence of Using Building Word Game towards Students' Vocabulary Mastery at Accountancy Study Program of Muhammadiyah University of Metro in Academic Year 2016/2017"

D. Problem Formulation

According to the research problem background above, the problem formulation is "is there any positive and significant influence of using building word game towards students' vocabulary mastery at Accountancy Study Program of Muhammadiyah University of Metro in Academic Year 2016/2017?"

E. Research Objective

According to problem formulation of the research, research objective is to know the influence of using building word game towards students' vocabulary mastery at Accountancy Study Program of Muhammadiyah University of Metro in Academic Year 2016/2017.

F. Research Scope

The scopes of the research are as follow:

1. The characteristic of this research is an experiment research.
2. The subject of the research is students of Accountancy of Economic Faculty.
3. The object of this research is "The Influence of Using Building Word towards Students' Vocabulary Mastery at Accountancy Study Program"
4. The place of the research is in Metro Muhammadiyah University.
5. The time of the research is in academic year 2016/2017.

G. Research Benefit

After this research done, the benefits can be reached are:

1. For Education

   It gives some information about the influence of using building word towards students' vocabulary mastery.

2. For Lecturer

   The result of the research can be used to improve the quality of learning vocabulary.

3. For Researcher

   The researcher gets more knowledge about building word game to be used in the research.

4. For Other Researchers

   This research can be used as reference for other researchers who want to conduct research about building word game.