

CHAPTER I INTRODUCTION

This chapter gives an overview of research background, research questions, research objectives, research significances and organization of thesis.

A. Research Background

Language is one way to communicate and interact with each others. People could express their emotions, opinions, and ideas with language. Therefore, language can be interpreted as important thing to help everyone as a communication tool. Meanwhile, language becomes a crucial thing in learning process. Especially for english subject.¹

Language is a social phenomena. Language are required for each person to interract and communicate in order to make it easier for them to enter and relate to their environment. Therefore, human use language in their daily activity. It is conclude that all of people activities cannot run well without language. Furthermore, all of human beings cannot live well without language. Because language help everyone live in a society.²

Every country has different language with each other, and english is an international language to unite the everyone in this world.³. English has influence in human life. Such as, education, science, technology, and the arts. It is prove that english is very important for human life.⁴

Vocabulary is influential to english learners and being basic to communicate through written and spoken interraction. Without vocabulary, the learners not only cannot understand reading text or produce a writing text. But also, their cannot comprehend a speech. In real learning process, vocabulary is being big problem for students and

¹ Nur Azizah Fitriana, “ The Implementation of Make a Match Technique to Increase Students’ Vocabulary Mastery,” *Jurnal Edulingua*, 2018, 5.

² Lim Kiat Boey, *An Introduction to Linguistics for The Language Teacher*, Singapore: University Press, 1957, 3.

³ Kurnia Dinie Rianggara, “The effectiveness of Using www.englishspeak.com Learning Website in Improving Students’ Speaking Skill (An Experimental Study on the Tenth Grader Students of SMA Negeri Banyumas in The Academic Year 2014/2015)” (Thesis, Semarang State University, 2015),1

⁴ Aswandi, The application of matching game to improve students’ English Vocabulary Mastery, *INOVISH JOURNAL*, 2020, 5

teachers.⁵ Many students don't have good basic vocabulary from their school and it can be effect for their english learning. According to Yuli Elviyana states in her thesis, Vocabulary isn't skill but important thing that we should be noticed. She said also that vocabulary was heart of language. So, students will be hard in understanding the sentence without mastering vocabulary.⁶

The general definition of vocabulary is taught by remembering a new word and looking for its meaning in bilingual dictionary. After that, the teachers ask their to memorize the new word. This is traditional way that applied in most schools. But, this way would be less effective in addressing the student vocabulary problem. The teacher should has an interest and unique technique to motivated the students in learn english.⁷

Lynne Cameron said that vocabulary has been seen as a major resource for language use. This is because vocabulary is one of the component of language that can made language to be meaningful. Everyone cannot use words for communication to understand the meaning of words without mastering vocabulary.⁸

Jeanne McCarten state in his book, vocabulary is a challenge for teachers. There are some factors that make it difficult. Such as, Variety of vocabulary that students have to be learned, size of the task, word parts and so on.⁹ On the other hand, Aswandi state that vocabulary is a group sentences that someone knows from their language and it has meaning if we used it.¹⁰

⁵ Kartadi, Ni Komang Amelia, "The effect of Using Word Family Game on The Vocabulary Mastery of The Fifth Grade Students at SD Negeri 1 Astina in Academic Years of 2017/2018", *Journal of Psychology and Instruction*, 2017, 1

⁶ Yuli Erviyana, "Improving Students' Vocabulary Masteri Through Antonym Matching Game at the Second Semester of The Eight Grade of SMPN 35 Bandar Lampung in The Academic Year of 2019/2020 (Thesis, Raden Intan State Islamic University Lampung, 2020)

⁷ Risya Julia Rachmawati, "The Effectiveness of Using Word Matching Games on Students' Vocabulary (A Quasi-experimental Study at the Eight Grade of MTsN 1 South Tangerang in Academic Year 2019/2020)", (Thesis, Syarif Hidayatullah State Islamic University Jakarta, 2019)

⁸ Lynne Cameron, *Teaching Language to Young Learners*, New York: Cambridge University Press, 2001, 94.

⁹ Jeanne McCarten, "*Teaching Vocabulary Lessons from the corpus, Lessons for the classroom*", Cambridge University Press, 2007, 18

¹⁰ Aswandi, The application of matching game to improve students' English Vocabulary Mastery, *NOVISH JOURNAL*, 2020, 5

Vocabulary is one of important component in learning english. We must learn about vocabulary first to mastery English. We cann't express our feeling if we don't have vocabulary enough. It can be proved from researcher's PPL experience, when the researcher teach and ask to all students seventh grade about vocabulary that use to explain material about "Sharing Family Relationship", not until 50% of students can answer the questions by using English. They still mention the vocabulary with Indonesian language. If the researcher ask to students to translate an Indonesian sentence to English one by one, few of them can answer that. Based on researcher's experience above, It proves that students' vocabulary are still less and make them difficult to speak english. Vocabulary is basic of English. Students can speak english confidently, if they have many vocabularies to help. So, if the researcher want to improve their english skill they have to improve students' vocabulary first. Furthermore, the researcher found some reason why the students feel difficulties in mastering vocabulary they are:

1. The students easily forgot about the new words that they had learned.
2. The students feel bored with traditional technique in learning process.
3. All of students seventh grade don't like english.
4. Their English teacher didn't use an interesting technique

Based on the researcher's experience above we can know that there is a problem in english learning process that needs to be solved. It is the researcher's background why choose this title to be her research. Because of that problems, researcher want to apply a method that can help students in mastering vocabulary. There are many techniques that can help students to improve their vocabulary. Teachers must be able to choose good technique that make students interesting to learn.

One of the effects of mastery in vocabulary is to increase students' English skills. English will be easier if someone have good vocabulary. Because of in this globalisation, most works of literature are written in English.¹¹ So, researcher can conclude that english depends much on students quantity and quality of their vocabulary

¹¹ Like Raskova Octaberlina, Ida Fitri Anggraini, Teaching Vocabulary Through Picture cards in Islamic Elementary School A Case Study in Nida Suksa School, Thailand, *Madrasah Jurnal Pendidikan dan Pembelajaran Dasar*, 2020, 13

mastered. In addition, mastery vocabulary give a big effect on persons English quality.

According to the research journal written by Dr. Amaal Al Masri and Mrs. Majeda Al Najjar, using games in learning and teaching vocabulary give an effect to improve students vocabulary. Game is suitable to attract students and make them focus in learning process. There are some advantages by using game in learning process:

1. Games make the students feel run and relaxation in the class, so it make them more easily to memorize the new words.
2. Games bring the students in friendly competition and it keep them interested.
3. Games make english class be flexible, because vocabulary word use real word into classroom.
4. Games give students an opportunity to speak their opinions and give highly motivating.
5. Games can bring new activities in the class, but the students also get new words.¹²

Words matching game is one of game that suitable to help teachers in mastering vocabulary. This game make a connection between words and words or between pictures and definitions. Teachers can apply this game to make their students more active in mastering vocabulary process. Success in the students learning process can be influenced by selection of teaching techniques.¹³

Media is alternative technique that teachers used. With media, teachers can be more creative and class be more active. One example of using media in mastering vocabulary is words matching game with pictures. Using media also make students be more interest, charming and exciting in the class. With using this technique, teachers wishes that their students will be more motivate to learn the text. Therefore, they can get new words with fun activity and enjoyable.¹⁴

¹² Amaal Al Masri, and Majeda Al Najjar, The effect of Using Word Games on Primary Stage Students Achievement in English Language Vocabulary in Jordan, *International Journal of Contemporary Research*, 2014, 4

¹³ Sondang Malik, and May Christiani, Teaching Vocabulary Using Matching Word on Computer Assisted Language Learning, *International Journal of English Language Teaching*, 2016, 4.

¹⁴ Like Rasvoka Octaberlina, and Ida Fitri Anggraini, Teaching Vocabulary Through Picture Cards in Islamic Elementary School A case Study in Nida Suksa School Thailand, *Jurnal Pendidikan dan Pembelajaran Dasar*, 2020, 13

Thesis by Miftahul Jannah about using games in improving students' vocabulary. There was improvement among seventh graders of Yayasan Miftahul Jannah (YMJ) Junior High School Ciputat. The students responses showed that they were interested in learning vocabulary by using games. They were achievements in pre and post test showed a significant improvement.¹⁵

A thesis by Risyia Julia Rachmawati about words matching game on students' vocabulary showed that were obtained from data calculations using t-test with a significance level (α) = 0.05 and calculate the effect size. The results showed that the average post-test score in the experimental class was 80.40 while in the controlled class was 77.20. It means that the posttest average score in the experimental class is higher than the controlled class ($80.40 > 77.20$).¹⁶

Based on the description above, the researcher use words matching game in mastering vocabulary. Researcher believe that this technique can help students to improve their vocabulary. And it is new technique that will be researcher apply in her class experiment. The students need something new to get new vocabularies with fun activity. Besides, it can help their memories of vocabulary more easier. The researcher wants to conduct research on the title: The Effectiveness Of Using Words Matching Game On Students Vocabulary At The Seventh Grade Of Mts Nu Miftahul Ma'arif Kaliwungu.

B. Research Questions

Based on the research background, several problems can be formulated as follows:

1. How is the quality of students' vocabulary at seventh grade of MTs NU Miftahul Ma'arif Kaliwungu?
2. Is there any effectiveness of using words matching game towards students' vocabulary at the seventh grade of MTs NU Miftahul Ma'arif Kaliwungu?

¹⁵Miftahul Jannah, "Using Games in Improving Students' Vocabulary (A Classroom Action Research at Seventh Grade of Yayasan Miftahul Jannah (YMJ) Junior High School Ciputat), 2011

¹⁶Risyia Julia Rachmawati, The Effectiveness of Using Words Matching Game on Students' Vocabulary at The Eight Grade of MTSN 1 South Tangerang in Academic Year 2019/2020, (Thesis: Syarif Hidayatullah State Islamic University Jakarta, Department of English Education, 2019)

C. Research Objectives

The objectives of the research are:

1. To explain the quality of students' vocabulary at MTs NU Miftahul Ma'arif Kaliwungu.
2. To prove that using word matching game has significant and effective towards students' vocabulary at MTs NU Miftahul Ma'arif Kaliwungu.

D. Research Significances

The significances of this research are:

1. Based on theoretical significance: This study can improve of technique in mastery vocabulary be better and have fun by using words matching game.
2. Based on practical significances
 - a. For the English teachers
This study can help teachers to make an english class toward mastery vocabulary with new technique that be more active and fun. Furthermore, it will be motivate the teachers to do not be stuck in some particular teaching strategies.
 - b. For the English students
Students at MTs NU Miftahul Ma'arif are able to improve their new vocabulary through using word matching game. They will enjoy and have fun in their teaching learning process without taking it too seriously
 - c. For the English Instance
It is expected to be example of technique in english learning process.

E. Organization of Thesis

This organization of thesis is useful to provide a clear and not deviating picture of the subject matter in a systematic thesis. This thesis is as follows:

1. The Complementary Pages
This section includes cover, approval page, statement of work's organility/declaration, abstract, abstrak, motto, dedication page, acknowledgements, preface, table of contents, list of tables, and list of appendices.
2. The body includes:
This section contains an outline consisting of five chapters, between one chapter and another are interconnected because they form a whole. Furthermore writing these thesis proposal was compiled according to the system of writing as follows:

- Chapter I: Introduction. This chapter describes the background of problems, the formula of problems, the purpose of research, the benefit of research, and organization of thesis.
- Chapter II review of related literature. In this chapter, there are theoretical description, review of previous study, theoretical framework and hypothesis.
- Chapter III research methodology. This chapter will describe the research method, research population/sample, research setting, research participants/subject, instruments and data collection technique, research data validity, data analysis techniques and research ethical consideration.
- Chapter IV research findings and discussion. In this section, there are two major points, they are research results and discussion.
- Chapter V is conclusions, implications and recommendations. As the final chapter, this chapter will briefly present the conclusions and implications obtained from the discussion and also contain recommendations for future research and current practice.
3. The Closing Page
The final section contains references, appendices, and curriculum vitae.