

# CHAPTER I

## INTRODUCTION

### 1.1 Background of The Research

Vocabulary is an important element of language that must be understood by the students in English. It is related to vocabulary mastery. People cannot practice their language without mastering their vocabulary. Low vocabulary mastery causes them difficult to state their ideas suitably. Petrus (2014) “most of the scientific books are written in English.” (p. 89). When people do not master vocabulary, they can not read and understand English. Therefore, students should get more vocabularies when they study English in their early age.

According to Shen (2008) “vocabulary as being a very important element in language.” (p. 135). Aleidine (2009) argues that:

Vocabulary is central to the learning and teaching of a second language as it affords learners’ acces to all forms of oral and written communication that includes literature, music, and content knowledge. It will help students master the basic skills in English when they improve their vocabulary. In other words, they will be more careful in speaking by using the vocabulary they have mastered.

There are some ways to learn vocabulary more easily. One of the ways is using application game. An application game is a game running in electronic application. This application is liked by many young people, and can be downloaded in their smartphones. Derakhsan & Khatir (2015: 40) said that “Vocabulary games bring real world context into the classroom, and enhance students' use of English in a flexible, communicative way. The role of games in teaching and learning vocabulary cannot be denied.” This is the one of solutions that can be used by the teacher to teach the students to master vocabulary, in their early age, such as in Elementary School or Junior High School.

Generally, learning by using game application is more interesting than by using traditional way. According to Zin et al. (2009) “The lack of creativity in history teaching caused students to become bored and lose interest in the subject, Digital games, an interactive technology can foster learning process effectively and interestingly especially among young learners.” (p. 322). So, using game application will make the student enjoy the class, interesting, and effective.

*Hidden Words* game is one of an offline game application to teach the students' vocabulary. *Hidden Words* game is one of the media that the teacher can use for the students to teach vocabulary in fun way. The benefit of *Hidden Words* game is it can easily improve your vocabulary, concentration and spelling skills, (Mobigame.inc, 2018). This research intends to know the significant difference between students' vocabulary mastery before and after being taught by using *Hidden Words* game.

The researcher conducts the research in SMP N 2 Kudus. SMP N 2 Kudus is the one of junior school in Kudus that demand the students learn English.

### **1.2. Statement of The Research**

Based on the explanation in background of the research, the statement of the research is:

Is there any significant difference between the English vocabulary mastery in seventh graders of SMP N 2 Kudus before and after being taught by using *Hidden Words* game?

### **1.3. Objective of The Research**

The purpose and significance of the research is to know weather there is any significant difference between the English vocabulary mastery in seventh graders of SMP N 2 Kudus before and after being taught by using *Hidden Words* game or not.

### **1.4 Significance of The Research**

Based on the explanation above, the significance of the research are:

#### a. Theoretically

The research is expected to increase knowledge about the use of *Hidden Words* game for English vocabulary mastery.

#### b. Practically

The research is aimed for English teacher and students, the result of the research is hoped the teachers create variation of teaching vocabulary, especially by using *Hidden Words* game.

The result of the research is also hoped to give significance to the students. The students are expected to mastered the vocabulary easier within fun and interesting learning.

### **1.5 Scope of The Research**

From this research, the scope of the research focuses in students' vocabulary mastery. The researcher uses *Hidden Words* game as the media. The researcher wants to know the significant between students' vocabulary mastery before and after being taught by using *Hidden Words* game as a media. The vocabulary material of teaching is based on the syllabus of the eleventh grade about labels and lists of things. This researcher conducts the research in seventh graders of SMP N 2 Kudus.

### **1.6 Operational Definition**

Based on the title of the research, the researcher defines the operational as follows:

- a. Vocabulary is compilation of word/ words that have meaning, help people to learn language, and help people in speaking.
- b. Game Application is a game program that consists of many types of game such as words game, and we can play it in our computer or mobile phone, it can be online or offline.
- c. *Hidden Words* game is a game which is similar with a jumbled-letter game that contain some words.
- d. SMP N 2 Kudus is the one of junior high school in Kudus which is chosen the researcher as the population of the research.