

## CHAPTER I INTRODUCTION

In this chapter, the researcher explains the background of the research, the statement of the problem, the objective of the research, the significance of the research, the scope of the research, and the operational definition.

### **1.1 Background of the Research**

Learning English is not as easy as one might expect. Many EFL learners struggle to express their thoughts, feelings, and impressions. They may not understand some words, so they miss some informational points (Tanasy, 2019). This factor influences the mastery of the four skills in language namely speaking, listening, writing, and reading (Lyana, 2019). This impacted their delays in carrying out learning activities.

A similar thing also happened to the students of SMA Negeri 1 Tayu Pati. According to the experience of the researcher during the teaching practice at SMA Negeri 1 Tayu Pati, the researcher found that many of the students lack vocabulary mastery. They keep silent even when the teacher asks them to participate in class. In addition, students are hesitant and afraid to answer questions given by the teacher practice from learning activities in front of the class. To overcome this problem, the teacher should find interactive learning media to improve the student's vocabulary mastery. An example of interactive learning media is a game on a mobile phone.

In this modern era, most students keep their mobile phones in their hands while studying. It would be nice if students could learn using the platforms included in it. Games are one of the platforms, and the students can learn while playing, which increases their motivation and interest in learning. According to Rahayu, Y. S., & Rahayu (2020), a game is an enjoyable and happy activity with several rules. One kind of game is Word Connect-Fun Word Puzzle. This game is a game application like a crossword puzzle with different availability of choices of words to use, which the researcher will use for teaching vocabulary to the students. This application has many advantages to solve the problem of lack of vocabulary. One

of the benefits is the improvement of people's brains in learning. The application also has simple features to facilitate student learning of English.

The previous studies about the effect of word find games on vocabulary mastery have proven that word find games may be an extraordinary stage to make a climate of English language learning when the course gets more fun for understudies. Susanti & Andriani (2021), as one of the previous types of research expressed that utilizing the word fun game would make understudies more energized in learning since the word find game was a word diversion comprising of letters of words set in a randomized box and the purpose of this amusement was to check words or discover hidden words within the box. With media like this, understudies would be fascinated by learning vocabulary through word find games.

Based on the explanation above, the researcher is motivated to conduct the research entitled "THE EFFECTIVENESS OF USING WORD CONNECT-FUN WORD PUZZLES TO TEACH VOCABULARY TO THE ELEVENTH-GRADE STUDENTS OF SMA NEGERI 1 TAYU PATI". This research is different from previous studies. The researcher used a specific level and category of game to teach English vocabulary, namely using levels 1, 2, and 3 in the newbie category only to carry out research activities. This research used a pre-experimental of one group pre-test and post-test design. To analyze the data, the researcher used Microsoft Excel 365 programs.

### **1.2 Statement of the Problems**

Based on the background of the research above, the problem statement was formulated as the following:

"Is there any effectiveness or not in teaching vocabulary to the eleventh-grade students of SMA Negeri 1 Tayu Pati before and after being taught using Word Connect-Fun Word Puzzles?"

### **1.3 Objective of the Research**

The objective of the research was to find out the effectiveness of teaching vocabulary to the eleventh-grade students of SMA Negeri 1 Tayu Pati before and after being taught using Word Connect-Fun Word Puzzles.

#### **1.4 Significance of the Research**

The result of this research gave some benefits to the English teaching and learning process as follows:

1. Theoretically, it was a reference for teachers in utilizing technological media in education. The result of the research paper enriched vocabulary mastery, especially in English vocabulary teaching.
2. Practically, this research helped the students to improve their vocabulary mastery while playing games.

#### **1.5 Scope of the Research**

Based on data collected by the researcher at SMA N 1 Tayu Pati, the teachers generally use one book as the main reference in all teaching activities, but they still focus on delivering material and assessing students. Teachers also do not maximize the use of learning media and only provide little space for students to practice, even though they need media to facilitate their English skills, especially in improving vocabulary mastery.

Students lack vocabulary mastery. Vocabulary is the basic of English learning. They may not understand what some words mean, so they miss some informational points (Tanasy, 2019). To overcome this problem, the teacher found another way to learn English using games based on the information presented above, the researcher concluded that students' lack of vocabulary mastery is caused by several factors, including the teacher's monotonous teaching methods, students' boredom and, laziness in learning English. This research focused on using Word Connect- Fun Word Puzzles to teach vocabulary to the eleventh-grade students of XI-4 at SMA Negeri 1 Tayu Pati. The subject of this study was the eleventh-grade students of SMA Negeri 1 Tayu Pati in the academic year 2023/2024. The researcher taught vocabulary using word game applications in English class and gave pre-tests and post-tests to collect the data before and after teaching and learning activities.

## 1.6 Operational Definition

Based on the title of the research, the researcher clarified the operational definition of each terminology as follows:

1. Effectiveness is an activity that states whether using Word Connect-Fun Word Puzzles is effective or not in teaching vocabulary to the students of SMA Negeri 1 Tayu Pati.
2. Word Connect Game-Fun Word Puzzles is a game developed by the magic puzzle game company and can be found on Google Play Store and App Store.
3. The Newbie category used to learn English more easily without knowing the vocabulary provided by the application.
4. Teaching vocabulary is an activity in English learning in which the researcher taught anything related to vocabulary to improve vocabulary mastery in education. The first step is teaching students how to use vocabulary such as to be, noun, verb, adverb, adjective, and preposition. After that, students memorized the words, wrote the words with the meaning, and spoke the words in front of the class.
5. The eleventh-grade students of SMA Negeri 1 Tayu Pati are learners who study at SMA Negeri 1 Tayu Pati in the academic year 2023/2024.