

CHAPTER I

INTRODUCTION

1.1. Background of Research

In many different ways, English has greatly spread around the world and as a result, English is now acknowledged as a universal language. It became one of the reasons English is included in the Indonesian curriculum and is considered fundamental (Silalahi, 2016). Therefore, in acquiring and learning English, the students need to learn its vocabulary first as it is the key to successful language learning (Yokubjonova, 2020).

Vocabulary is knowledge of words and their meaning (Victori et al., 1991) Vocabulary is important because it is considered the foundation of language teaching, therefore the teacher should identify the right way of teaching vocabulary which leads them to academic success. Teaching vocabulary plays an important role in developing student's vocabulary knowledge because if the students don't have enough vocabulary, they cannot develop any language skills (Yokubjonova, 2020).

On the other hand, the researcher observed that students in Eleventh-Grade (XI IPS 4) of SMA N 1 Bae as a partner school during PLP 2 have difficulties understanding English material due to a lack of vocabulary. This lack of vocabulary caused some communication difficulties, especially in English teaching and learning classes. Some students said English subject materials were not that difficult if they had enough capability of vocabulary. This is in line with the findings from (Lutfiyah, Nuraeningsih, & Rusiana, 2022) that stated the lack of vocabulary because of less knowledge of vocabulary meaning.

The most important idea is that vocabulary teaching should be done in an enjoyable way to gain students' attention and focus. One of the techniques used by teachers is a game, such as Kim's Memory Game, which can be used in English language teaching and learning, especially for vocabulary. According to (Roring,

Wowor, & Kamagi, 2020), Kim's Memory Game is effective for teaching vocabulary and increasing students' vocabulary.

Based on the problems above, the researcher conducted the research to determine 'THE EFFECTIVENESS OF KIM'S MEMORY GAME FOR TEACHING VOCABULARY TO THE STUDENTS OF XI IPS OF SMA N 1 BAE KUDUS'

1.2. Statements of The Problem

According to the background research above, the researcher determined and formed the problem as follows:

Is using Kim's Memory Game effective for vocabulary teaching to the students of XI IPS of SMA N 1 Bae Kudus?

1.3. The Objective of the Research

Based on the statement of the problem above, the researcher formed the objective of the research as follows:

To understand the effectiveness of Kim's Memory Game for vocabulary teaching for students of XI IPS of SMA N 1 Bae.

1.4. Significance of The Research

This research was conducted to find out the effectiveness of Kim's Memory Game in teaching vocabulary to the students of XI IPS at SMA N 1 Bae. The result and findings of this research were purposefully conducted to help benefit the parties below:

1.4.1. The students

As the target of this research, the students were influenced directly by Kim's Memory Game. By the very fact, these are the benefit that was accomplished by the students:

- 1) The students can learn vocabulary in a fun way (through the game). In this way, the students became more motivated to learn vocabulary.
- 2) Gained higher vocabulary recollection and remembered each word by the meaning

- 3) Helped the students to get better at English skills

1.4.2. The teacher

Periodically, the teacher is required to make an effective and interesting technique to teach vocabulary considering there was no specific technique used in class. So, the benefit of this research for the teacher is as follows:

- 1) The findings and results purposefully could be guides or references for the teacher in vocabulary teaching
- 2) The teacher could formulate a fun and effective vocabulary teaching with an expected outcome.

1.4.3. The further researcher

For further researchers, this study can be used as a reference in educational studies toward vocabulary teaching.

1.5. Operational Definition

- 1) Vocabulary is words or phrases that are used in a certain language
- 2) Kim's Memory Game is a certain game that uses objects or words to test someone's memory skills. Usually, the players are instructed to remember the prepared objects and after that, the objects are covered then the players are asked to mention each object they can remember.