CHAPTER I

INTRODUCTION

This chapter discusses about the backgroung of the research, statement of the research, objective of the research, significant of the research, and scope of the research.

1.1 Background of the Research

English is an important foreign language to learn. Sartika et al., (2021), stated that English is an International language, where English is studied by millions people around the world, which has been used by many people for International conversations and uses it as a key to knowledge and technology. There are four skills must be mastered in learning and teaching English: writing, reading, listening, and speaking. These four skills are interconnected.

One of the basic things that is important to master in learning English is mastery vocabulary. According to Ambarwati & Mandasari, (2020), vocabulary is very influential on English language learners, this can be considered as the basis for being able to communicate through oral and written interactions. Learning more vocabulary will help students understand the language they are learning (Raskova Octaberlina et al., 2020).

In learning English, vocabulary is important because it helps students easier to convey what they want to say. The more vocabularies the students master, the easier English learning is. Learning English language will be challenging if learners do not have adequate vocabulary (Ajisoko, 2020). In this digital era, we can utilize

technology to assist in learning that help students improve their academic achievement and make the learning process interestingly. One of fun way to learn English is trough game-based learning. In this digital era, the online model learning is one of the model chosen because it is an effective future model in accordance with the demands of the development of science and technology (Surachmi et al., (2021). One application that students can use to review the material in interesting and fun way is Educaplay. Educaplay is presented as an attractive, interactive form of platforms-based teaching media not only for learning English, especially vocabulary, but for all subjects.

However, learnig English using digital media is not without its difficulties. One of the biggest obstacles is how students view using learning websites as a tool to improve vocabulary. Students' perceptions influence their motivation, interest, and learning effectiveness. That's why using Educaplay can help students to learn English because students can learn in fun, interesting and playful. Based on the description above, the researcher was interested in understanding how students perceived using digital media to practice vocabulary. The research project is titled "The effectiveness of using Educaplay-based teaching media for teaching Vocabulary of The Tenth Grade Students in SMA 2 Bae", and it interests the researcher.

1.2 Statement of The Research

Based on the background of the research above, the writer formulates the statement of the problem as follows: "is using Educaplay-Based Teaching Media

effective for Teaching Vocabulary of The Tenth-grade Students in SMA Negeri 2 Bae Kudus in academic year 2023/2024?".

1.3 Objective of the Research

Based on the statement of the research above the research objective could be: To find out wether the use of Educaplay-Based Teaching is effective for teaching vocabulary to tenth grade students of SMA Negeri 2 Bae Kudus in academic year 2023/2024.

1.4 Significant of the Research

By carrying out the research, the researcher expects that this research will be beneficial theoretically and practically as follows:

1. Theoretically

   The research provides a solution for determining the best method for teaching students' vocabulary and can be used as a reference for someone who wants to conduct research, particularly using Educaplay as media.

2. Practically

   a. For the Teacher

      Hopefully, this research will expand teachers' knowledge of using Educaplay as media to teach students' vocabulary and make learning more engaging.

   b. For the Students'

      Hopefully, this research can help students develop their vocabulary in a fun way.

   c. For the Reader

Readers are expected to be able to take advantage of this research in learn vocabulary using Educaplay-based teaching media.

1.5 Scope of the Research

The researcher focuses on using Educaplay to teach vocabulary. In this research, the researcher will give a game to the students and asked them to tell about the vocabulary. The scope of the research is to conduct experiment.

1.6 Operational Definition

The researcher is dividing the operational definition of this research into four categories based on its focus. These categories are:

1. Educaplay is a teaching media in the form of the web. There are several different games that can be used for learning.

2. The game is contain some text or words and can be used to teach vocabulary. It means, the students can talk about the game that have been given.

3. Vocabulary is a core of foreign language learning, idiomatic expressions are the most frequently used non-literal expressions, and building blocks of daily conversations in a language.

4. The tenth grade students of SMA 2 Bae Kudus are the 1st year students who are currently registered as students at SMA 2 Bae Kudus and who participate in this research as participant.