CHAPTER I
INTRODUCTION

A. Background of the Study

Nowadays, English have an important role as communication that used in many aspect of life such as education, communication, business, bilateral relationship, technology, and many others. English is become international language so it used by many people in the world to speak each others. So learning English is important especially for students because it become one of subject in every level at the school.

Vocabulary is necessary to be learned by students to mastering foreign language like English. Because vocabulary is important element to develope four skills of language like speaking, writing, reading, and listening. In listening, good vocabulary will influences the students to understand teacher's speech, speaking, audio learning, and others speeches. In speaking conversation, student's vocabulary determine the words that student choose in speaking affect how well they deliver a message so they will fluently and don't confuse when conversation is ongoing. In writing, vocabulary is important to express the student's idea that will be created into written works. In reading, without enrich vocabulary, students will difficult to find the meaning each word so student don't understand the main idea and content of the reading. Even student will have difficulty to learn grammar without good vocabulary mastery. Thornbury (2002:13), by quoting David Wilkins, stated that without grammar very little can be conveyed, without vocabulary nothing can be conveyed. So vocabulary is the main equipment for student to use English effectively. The more vocabulary students know the more they can understand.

Based on the researcher's observation in seventh grade class D of SMPN 1 Sumbergempol Tulungagung, May 28th 2022. And the result of interview, the teacher stated that most of student's English ability is still lacking and must need to be improved especially in mastering vocabulary.

Some students also still had low participation during English class. Then based on the interview of the students, most of them said that they do not like the English subject so they will easy to get bored. They also think English subject is difficult because they difficult to memorize vocabulary. They had difficulties in understanding the meanings of unfamiliar words and memorizing new words. They also had difficulties in pronounciation and grammar.

Based on problem above, the researcher tries to find interesting teaching media to improve student's vocabulary. There are many various technique in teaching vocabulary especially use media like books, pictures, songs, games, movies, etc. Game is the one of fun media to teaching vocabulary. One of the fun game that can improves student's vocabulary is Card Game Yu-Gi-Oh. Yu-Gi-Oh is a card game which contain artwork and text that suitable for learn vocabulary. Beside from the original gameplay as duel, there are many other ways to play Yu-Gi-Oh. The researcher uses card game Yu-Gi-Oh as guessing game, so the students compete to guess vocabulary from Yu-Gi-Oh card through the clue that gived by their friends at the front of the class by drawing on the board and with body mimic like a hand move.

Card game yu-gi-oh with guessing gameplay doesn't used yet in previous experimental study before. There are some reason why researcher choose card game Yu-Gi-Oh as media to teaches and improves student's vocabulary. First, card game Yu-Gi-Oh can be used as interesting activity to improves student's in memorizing vocabulary because it has interesting artwork and fun gameplay. So it's possible to attracts student's attention, concentration, and competition in the teaching and learning proccess. Second, students can learn cooperate as group and will increase their motivation because they will healthy compete with the other groups. Third, card game Yu-Gi-Oh can create enjoyable atmosphere. They will enjoy during the lesson and their vocabulary will increase because they learn by fun and joyful.

So the researcher got an idea and interest to do the research of "The Effectiveness of Using Card Game Yu-Gi-Oh in Teaching Vocabulary of the Seventh Grade at SMPN 1 Sumbergempol Tulungagung".

B. Formulation of Research Problem

Based on the background of the study above, the researcher formulates the research problem as follows: is the Card Game Yu-Gi-Oh effective to improves the student's vocabulary of the seventh grade at SMPN 1 Sumbergempol Tulungagung?

C. Research Objective

Based on formulation of the research problem, this research is aims to find out whether card game Yu-Gi-Oh can improves the student's vocabulary of the seventh grade at SMPN 1 Sumbergempol Tulungagung or not.

D. Research Significance

This research is expected to solve the student's problem in memorizing vocabulary and increase the student's motivation in learn English. Then students can use the vocabulary that they learned to improve their skills in speaking, writing, reading, listening. And it is also expected to give new teaching media reference for the teacher that probably have a similar problem with the researcher.

E. Research Scope and Limitation

The scope of this research is teaching and improves student's vocabulary by using card game Yu-Gi-Oh. The vocabulary is focus on noun, adjective, verb. The researcher doesn't use the original gameplay like played as trading card game and championship game because that need expert player to master the original gameplay and it's will spent lot of times. And the researcher focus on vocabulary learning for seventh grade so the card game Yu-Gi-Oh with the guessing gameplay is a good choice. This research is only

limited in seventh grade class D at SMPN 1 Sumbergempol Tulungagung. The researcher was conducted when pandemic covid-19 era and offline class activity is restricted, so the researcher only able to used research method pre-experimental design one-group pre-test pos-test.

F. Definition of Key Terms

1. Card Game is a game that involves a card as media and gameplay.
2. Yu-Gi-Oh is a card game duel that adapted from Japanese manga which has various gameplay and platform. The most played is original gameplay and played as trading card game, tournament championship, and video games. Researcher uses the card of Yu-Gi-Oh as a media for teaching and improves student's vocabulary with guessing word gameplay.

   The students compete to guess vocabulary from Yu-Gi-Oh card through the clue that gived by their friends in the front of the class by drawing on the board and with body mimic like a hand move.
3. Teaching vocabulary is way to improves student's vocabulary especially in the class lesson which connection between teacher and students is happened.