CHAPTER I

INTRODUCTION

This chapter presents the discussion on the background of the research, formulation of the research problems, the objective of study, the significances of the study, scope and limitation, the hypothesis of the study, and definition of key terms.

1.1 Background of the Research

Vocabulary is a basic component that must be mastered in order to learn English. Given that the four skills in English require knowledge of vocabulary. Without the vocabulary, it will not get anything. The more students master the vocabulary, the better their performance in English will be. According to Keraf (2004, 64) vocabulary can be seen in two aspects of language itself, which states that vocabulary is the whole word owned by a language and that it is a language component that contains all information about the meaning and use of words in a language. Second, from the point of view of language users, vocabulary is the wealth of words owned by a speaker or writer. In addition, the importance of vocabulary is also stated by Richards and Renandya (2002), who believe that words play an important role in learning one's language and language proficiency, which can affect how well students speak, listen, read, and write. Based on the above understanding, it can be said that vocabulary has an important influence on learning English.

In teaching and learning, vocabulary mastery is very important for students. To communicate fluently, many and varied words are needed, both orally and in writing. Vocabulary mastery is also an indicator that affects students' skills in listening, speaking, reading, and writing. But on the other hand, it turns out that there are several obstacles experienced by students in mastering English words. When listening to English, students are still in control by not understanding what they are listening to. For reading, students also do not understand the meaning of the words. Furthermore when speaking, they have difficulty expressing what they think because of a lack of knowledge about vocabulary. And as for writing, students sometimes find it difficult to organize their ideas. Because they feel stuck and confused about what to write.

In the modern era as it is today, technology has advanced so that it can help facilitate students to learn vcabulary. One of them is through games. Almost all students are now addicted to playing online games. So that, without realizing it can increase their English vocabulary. Because online games usually use English. In addition, there are also several online games that are connected to the rest of the world, thus making them use English to communicate. Through this it can encourage students to increase their vocabulary.

Nowadays, the use of online games is experiencing a very rapid increase among the public. Online games are starting to become a part of people's daily activities, especially in their free time. This happens because

online games are considered as a form of entertainment to get away from the existing routine.Beside that, the fun and interest of an online game certainly influences people's interest in playing it. Various types of online games at this time also support the development of the online game itself. For this reason, online games are very popular with people from all ages, especially students. They will spend their free time playing online games. This can be supported by the results of statistical data conducted by Google Analytics in 2012-2013 which shows that the use of online games has increased every year and it is known that 80% of online game users in Indonesia. They are teenagers aged 15 to 25 years.

Online games are electronic games connected to the internet that can be played anywhere via mobile phones or computers and can be connected to several people. The most important part of online games are the goals, rules, challenges, and interactions that occur in the game, as well as the support of the internet network. This can have a positive impact on language skills, especially English. Because most of the online games that exist today use English. Students who like to play games will be familiar with the vocabulary or instructional sentences in online games to complete the game. In addition, online games can connect with other users around the world, this encourages students to communicate in English in order to complete missions or challenges in online games.In this case it can help them to master their English vocabulary. In comfortable and stress-free conditions they can more quickly understand and retain the vocabulary they get.

According to several studies, playing online games can improve students' vocabulary mastery.

Some research about online games have conducted by some previous researcher. The first research was made by Yudha (2022) entiled "*The Effect of Online Game DOTA 2 In Students' Vocabulary*". This previous research had used purposive sampling. The focus of his research is only one game, namely the online game Dota. The next previous research had conducted by Diantoro (2020) entiled "*The Effect of Mobile Legend Game on Vocabulary Mastery of The Tenth Grade Student of SMAN 1 Cluring*". Just like the previous research, the focus is only on one game but used a Pre-experimental design method. The third previous researh had conducted by Nova (2019) entiled " *The Effect of Using Mobile Gaming Towards Students' Vocabulary Mastery at The Seventh Grade of SMP Negeri 4 Siak Hulu*". This previous research focused on the effect of mobile games on students' vocabulary mastery. For the research method using a quasi experimental research.

Based on the description above, the reseacher is curious to carry a research concerning to the effect of online game on student's vocabulary mastery entiled The Effectiveness of Using Online Game Towards Student's Vocabulary Mastery at MTsN 2 Tulungagung.

1.2 Formulation of the Research Problem

Based on the background of study, there is a research question which appears in this study: Do the use of online game effective towards students' vocabulary mastery than those who do not use online games?

1.3 Objective of the Study

Based on the formulation on research problem, the objective study is to know the effectiveness of using online game towards students' vocabulary mastery at MTsN 2 Tulungagung.

1.4 Significance of the Research

First, the result of this study is dedicated to inspire English Teacher who wants to use new innovation that are in accordance with the times to teach students especially about vocabulary. So that, students are more active in learning English.

The next, this study can improve the reader's knowledge and new perspective in playing online games regularly can not only be entertainment but can add new vocabulary, especially English.

The last, This study can provide benefits to future researchers who want to conduct research on online games. In addition, this study can be useful for their research sources. This can also be used as inspiration for their discoveries about online games.

1.5 Scope and Limitation

This study is only conducted to the eighth grades of MTsN 2 Tulungagung on academic year 2023-2024. The researcher takes two classes. One class as experiment group which is taught using English Vocabulary Application and the one as the control group which is taught without using English Vocabulary Application.

1.6 Hypothesis of the Study

1.6.1   The Null Hypothesis (H0) : Students who do not using online game have better vocabulary mastery at MTsN 2 Tulungagung.

1.6.2   The Alternative (Ha)   : Students who using online game have better vocabulary mastery at MTsN 2 Tulungagung.

1.7 Definition of Key Term

To avoid misunderstanding, confusion, and ambiguity regarding the concepts in this topic, the researcher need to provide explanations and definitions of the key terms used in this study. Those are:

1.7.1   Game online

Game online is Online games are games that usually use the internet network. There are various types that can be played via cellphone or computer. This game can be played alone or with a team.

1.7.2   Vocabulary Mastery

Vocabulary mastery is the complete ability to understand a language's stock of words and their meanings.