CHAPTER I

INTRODUCTION

This chapter present background of the study, research question, and objective of the research, reserach hypothesis, significance of the research, scope and limitation of the research, and definition of key terms.

A. Background of the Study

Language is one of instruments of communication. Setiyadi (2006: 81) stated that language is seen as groups of sound arbitrary associated with specific meanings and organized into sentences or string of meaningful units by grammar rules. English as international language is used by most of country in the world. English has become more important in Indonesia because English language is used to transfer and gain knowledge, science, technology, art, culture, and esthablishes international relationship.

In Indonesia, students learning English is started from SD, SMP, SMA/MA, SMK up to University level. People realized that teaching English which level become very important and needs much concern. It means that students have to be able to understand and share their ideas, information, opinions, and feelings through spoken or written texts by using English. As a foreign language English teaching and learning covered four skill, they are listening, speaking, reading, and writing skills where students should be master and acquire allow them.

To learn English, some students have difficulties to memorize vocabulary because the technique that apply in teaching vocab are not appropriate, so it can not build their ability to memorize vocabulary for them whereas vocabulary is the basic component in learning language. "The purpose of teaching vocabulary is vocabulary is the basic component of language, therefore it is the most important part to develop English Skill (Richard:2002). To master English, students need to master vocabulary, it means that without extensive vocabulary and strategies students will lose the opportunities in their education and in their real life situation in future.

Students will be easy to dig meaning if they have vocabulary than the students who have limit vocabulary. Thus, vocabulary very influent to learning language, because vocabulary as the bridge to be expert in learning language. Although in the fact, it still many learners find difficulty to enrich their number of vocabulary. The teacher consider teaching technique which is effective to teach vocabulary. Teacher can makes a strategies to make the material more memorable in teaching learning process.

The fact show in some cases there are obstacle when they learning language in their school. Based on the result of investigation to the first grades at SMK Islam 1 Durenan, the English teacher (Rikhanatul Hamidah) said the students get bored when they get English lesson whereas they understand that English is important, because the teacher still use conventional teaching technique. The teacher ask students to read text and memorizing new vocabulary,

the problem is the students want not to read after that. So that's why students get difficulty when they learn English because their vocabulary does not develop.

Preliminary study by Supriyatna (2014) stated that teaching vocabulary was done e xplicitly. In syllabus and lesson planning are not explained how to teach vocabulary. Techniques and ways of teaching were fully depend on the teacher. If teacher has not a technique to make students memorizing vocabulary the effect is the students have difficulties to follow the next material which contained new vocabulary. The solution of the problem of teaching vocabulary is by making an activity that students can involved to use the new vocabulary in the class, and efficient because it relates to the learning time students in the class. To handle that problem teacher can be used guessing game as an altrnative activity to solve the problem.

In this era, mobile phone is a popular tool for all of ages. In anywhere places they always bring its, because they very need mobile phone beside for communication with their friends, right now mobile phone more interest, there are variants application served. Such as facebook, instagram, google and also game. Many educational games in the mobile phone to help students to improve their vocabulary such as Board Game, Word Mole Game, Guessing Game and so many others.

According to Jherick (2016), an android game applications is an important part of growing up. Beside challenging, game applications also can give stimulus for the mental. From the research, actually game in mobile phone also can use in teaching learning process. To create pleasant atmosphere in the class,

the reseracher applied inovation strategy of Guessing Game in mobile phone as way to help students to improve vocabulary mastery.

The other preceding study, Supriyatna (2014) said that the used of Guessing Game helped the students to built up and more focus to the material of vocabulary. Beside that, guessing game can be played by all of the students in the class. Topic and material of vocabulary used can be varied to the material such as animal, sport, movies, and the others.

Klippel (1984:31), says that the basic rule of guessing games is eminently simple: one person knows something that another one wants to find out. Guessing Game is a game where the students guess word/picture, and the researcher usually used paper to show picture but now it has little differet of way to apply because it served on application in mobile phone. These game got an inovation based on technology era. Guessing Game is served some kinds way to memorize new vocabularry without difficulties. Doing this allows students to understand what words mean simply by hearing them. This allows students to apply several levels to vocabulary, making it easier to learn. The combining of guessing, listening and reading is a method that supports of learning. Guessing Game in implementation include in cooperative learning method chategory, because when play this game students need another member to help solve the problem consist of 3-4 students.

Mobile phone is the one of the tool can be made use for the teaching leraning activities to prove the effectiveness of Guessing Game (GG) to help students master in vocabulary based on the background of the study above, the researcher takes the title, **"The Effectiveness of Guessing Game Using Mobile**

Assisted Language Learning (MALL) on Students Vocabulary Mastery of The Tenth Grade Students at SMK ISLAM 1 DURENAN in Academic Year 2016/2017.

B. Formulation of the Reseach Question

Based on the background above the problem can be formulated as below:

1. How is the students' vocabulary mastery before the are taught by using Guessing Game ?

2. How is the students' vocabulary mastery after they are taught by using Guessing Game ?

3. Is there any significant effect of the use of Guessing Game on students vocabulary mastery?

C. Objective of the Research

Based on the formulation of the problems of the study above, the purposes of the study are as follows:

1. To know the students' achievement in vocabulary before being taught by using Guessing Game.

2. To know the students' achievement in vocabulary after being taught by using Guessing Game.

3. To know whether there is any significant difference score of the students before and after being taught by Guessing Game.

D. Research Hypothesis

There are two kinds of hypothesis formulated; they are Null Hypothesis (H_0) and Alternative Hypothesis (H_a).

a. Null Hypothesis (H_0)

There is no significant different in students achievement on vocabulary mastery before and after being taught by using Guessing Game.

b. Alternative Hypothesis (H_a)

There is significant different in students achievement on vocabulary mastery before and after being taught by using Guessing Game.

E. Significance Of the Research

This research is expected to give contributions to:

1. The Institution

a. The Students

The researcher hopes that this study is expected to give feedback to motivate the students to get a good result especially in memorizing and understanding the vocabulary.

b. English Teacher

The researcher hopes that the result of this study can be used by the teacher in teaching learning process to improve students' ability in

mastering English vocabulary. The game can be implemented in such a way to facilitate students' learning.

2. Future Researcher

   a. Researcher

   The researcher intends to achieve the following aim that is to know the effectiveness of teaching vocabulary mastery through guessing game. It enriches her technique of vocabulary mastery.

   b. Future Researcher

   The researcher hopes that this study can be used to one references in conducting study in similar problem for future researcher.

F. Scope and Limitation of the Study.

This scope of this research is teaching vocabulary mastery by using technique. In this study use Mobile Phone Assisted tool to teach vocab. Yet, there are many kinds of game application those are word mole game, board game and guessing game. Therefore, in this study focus only on Guessing Game, in order to get the effectiveness in doing research.

G. Definition of Key Terms

In this part, there is some explanation from the title mentioned in the previsious items. The title is "The Effectiveness of Guessing Game Using Mobile Asissted Languge Learning (MALL) on Students Vocabulary Mastery of The Tenth Grade Students at SMK Islam 1 Durenan in Academic Year 2016/2017.

1. Effectiveness

   Effectiveness means producing of the result that someone wants or intended. The meaning of effectiveness in this study is there is any significant difference score in the student's vocabulary mastery before and after being taught using Guessing Game.

2. Teaching

   Teaching as helping, faciliting, and giving instrcutions how to learn and get something or knowledge from the teacher to the students.

3. Vocabulary

   Vocabulary is the set of words within a language that are familiar to that person. A vocabulary usually develops with age, and serves as a useful and fundamental tool for communication and acquiring knowledge.

4. Guessing Game

   Guessing Game is a game where the players listen to the sound and look at the picture then guess the picture with match words that suitable with picture and sound. Guessing Game is one of the cooperative learning method, to play this game must make a group consist of three or more students interacting face to face to solve the problem in the game.