

CHAPTER I

INTRODUCTION

This chapter the researcher discusses the background of the study, research question, research objective, the significance of study, the definition of key term, the scope limitation and structure of the thesis

A. Background Of Study

Vocabulary is the basis or foundation that students must learn in language learning. Vocabulary refers to all the words a person knows or uses, as well as all the words in a particular language that are commonly used for communication.¹ It is very important for students to be able to master vocabulary and its meaning. Vocabulary mastery can be defined as someone's proficiency in using words and their meaning appropriately in language.² Without vocabulary mastery, students find it difficult to understanding others or express their ideas clearly.

Vocabulary plays an important role in language skills. The wider a person's vocabulary, the better their ability to understand and convey information clearly and effectively through speech and writing. Vocabulary forms a core component of language proficiency and provides much of the

¹ Muhamad Sofian Hadi, Lidiyatul Izzah, and Firdha Larasati, 'Teaching Vocabulary Through Advertisement at The First Grade Students of Vocational High School', *Jurnal Studi Guru Dan Pembelajaran*, 4.2 (2021), pp. 415–20, doi:10.30605/jsgp.4.2.2021.619.

² Lilik Yuliawati, 'The Effects of Grammar and Vocabulary Mastery on Students' Reading Comprehension', *Wanastra: Jurnal Bahasa Dan Sastra*, 10.1 (2018), pp. 1–8, doi:10.31294/w.v10i1.2710.

basis for how learners speak, listen, read, and write.³ This is especially important in English language learning, where vocabulary is the main aspect of communication. The benefits of learning vocabulary include making it easier for a person to communicate effectively, can improve one's language skills, helps expand the understanding of vocabulary, improve language fluency, and facilitate word mastery.⁴ In addition, good vocabulary mastery can also improve understanding of the meaning of a text. Vocabulary mastery facilitates the communication process to understand the intentions of the interlocutor, as well as also makes it easier to understand the message in a written text so that the information in the text can be understood.⁵ So, vocabulary is the main priority that must be mastered by students in learning English.

However, students find difficulties in mastering vocabulary. One of them is that students often have difficulty in remembering vocabulary. One significant challenge in vocabulary mastery is the effective retention and recall of new words.⁶ In the vocabulary learning process, high memory is very important because students need to not only know the word and its

³ Dede Irawan, 'Children Vocabulary Mastery of English As a Foreign Language From Youtube Video', *Jurnal Scientia*, 11.Vol. 11 No. 02 (2022): Education, Sosial science and Planning technique, November (2022), pp. 430–38
<<http://infor.seaninstitute.org/index.php/pendidikan/article/view/920/749>>.

⁴ Tijahra, Lubis, et al. "Peningkatan Vocabullary Anak Sd Menggunakan Teknik Pazzle", *Jurnal Adam Ipts*, Vol. 1 No. 2, 2022, hal 74

⁵ Siregar, Arintonang, et al. "Analisis Kemampuan Vocabulary Mahasiswa Prodi Kesehatan Masyarakat Dalam Mata Kuliah English Practice", *Indonesian Health Scientific Journal*, Vol. 8 No. 1, 2023, hal. 178

⁶ Harselina, Idayani, et al. "Students' Difficulties with Vocabulary Mastery in English Language Education at the University Level", *Journal of English for Academic*, Vol. 11 No. 2, 2024, hal 122

meaning, but also remember it so that their vocabulary continues to grow and can be practiced in a communication or conversation. The memory is that complex mental workplace where information of all sorts and sources is stored, processed, and retrieved in order to accomplish an endless number of tasks.⁷ In this case it also shows that working memory is also important in the vocabulary learning process. The concept of working memory proposes that a dedicated system maintains and stores information in the short term, and that this system underlies human thought processes.⁸ In addition, students who have low motivation in learning vocabulary is also one of the challenges. In learning English, the students should have high motivation to make the learning process easier.⁹ However, students' motivation is often low, which can be caused by a lack of interesting and innovative learning methods. When the methods used are monotonous or do not actively involve students, they tend to feel bored with the material being presented. This can result in a lack of interest in learning vocabulary, which is an important component of language mastery. Students who are not interested in the learning material found it difficult to engage in the learning process, so their vocabulary mastery did not develop well. This shows that it is important for teachers to design more engaging and interactive learning methods.

⁷ Santacruz, Ortega. “

⁸ Baddeley A. “Working Memory: Looking Back And Looking Forward”, *Nature Reviews Neuroscience*, Vol. 4, 2003, hal 829

⁹ Faiz, Holman. “The Effect of Using Game on Students' Motivation in Learning Vocabulary”, *Tarbiatuna: Journal of Islamic Education Studies*, Vol. 2 No. 1, 2022, hal. 4

One strategy to overcome these challenges is the use of interactive learning media. Learning media that is attractive to students. Media are tools for teaching and learning process, everything that can be used to stimulate the mind, feeling, attention and ability or skill of students in order to encourage the learning process.¹⁰ For this reason, the media used for learning is also an important factor in the process of achieving student learning. There are many variations of learning media, one of which attracts attention is game-based. Games are one of the alternatives to help learning in the classroom. Teach English with fun learning that can make students motivated to learn English, such as through games.¹¹ One type of games is Baamboozle. Baamboozle, as one of the game-based learning media, could be one of the innovative solutions to overcome these problems.

The effectiveness of Baamboozle was investigated by previous research. Previous research using qualitative methods showed that students responded positively to the use of bamboozle for vocabulary learning.¹² Wulandari et al using qualitative methods stated that thirty students stated that learning activities using bamboozle made them more enthusiastic

¹⁰ Prabawati, Asriati et al. "The Students' Perception Of The Online Media Used By Teacher In Learning English", *English Language Teaching Methodology*, Vol. 1 No. 3, 2021, hal 169

¹¹ Isyamirahim, Rusmiati et al. "Improving Students' Vocabulary Mastery Through English Fun Learning With Blooket Games At Smp Santo Antonius, Jakarta Timur", *Jurnal Pendidikan Generasi Nusantara (JPGenus)*, Vol. 2 No. 2, 2024, hal 228

¹² Arini, Suwarso. "Efl Students' Perception Towards The Use Of Baamboozle For Vocabulary Learning", *Journal of English Language Teaching in Indonesia*, Vol. 12 No. 1, 2024

because it was fun, varied, and interactive.¹³ In addition, previous research using qualitative methods stated that By carefully managing these challenges and with teachers guiding the process, Baamboozle can be a very useful way to help students learn new words. it makes learning more fun, interactive, and effective for secondary level students.¹⁴

Based on the above, studies have been conducted on the application of Baamboozle in teaching vocabulary acquisition. However, only a few studies have used a quantitative design. For this reason, this research focuses on the effectiveness of the Baamboozle game as a learning media to improve students' vocabulary using a quantitative design. This research is conducted in class VIII at MTsN 10 Blitar.

B. Research Question

Since the study was limited to a particular topic and addressed to particular students and a specific school, the question could be formulated as “How is the effectiveness of Baamboozle game as learning media to improve students' vocabulary mastery at MTsN 10 Blitar?”

¹³ Wulandari, Susanto et al. “Exploring Bamboozle as Games-Based Learning Media to Support Students' Vocabulary: Its application in the classroom”, *Journal Of Social Science Research*, Vol. 4 No.2, 2024

¹⁴ Rohmah, Hertiki. “Challenges And Opportunities Of Baamboozle In Teaching English Vocabularies At Secondary Level From Students' Perspective”, *The 3rd International Conference on Language and Language Teaching*, 2024

C. Research Objective

Related to the research question, the purpose of this study is to find the effectiveness of Baamboozle game as learning media in improving students' vocabulary mastery at MTsN 10 Blitar.

D. Significance of The Research

The results of this study will be useful in practical terms for:

1. Teachers, this research provides information about the application of Baamboozle game in English language learning, especially in vocabulary mastery
2. Students, can be motivated and more active and participate when learning English, as well as improve their mastery of English vocabulary.
3. Furthermore, this research was expected to be useful as a reference for conducting further research.

E. The Definition of Key Terms

1. Vocabulary

Vocabulary is a list of words that have meaning and have an important role in developing listening, speaking, reading, and writing skills.¹⁵ One cannot express ideas to communicate orally or in writing effectively without sufficient vocabulary mastery.¹⁶

¹⁵ Terasne Terasne, Dira Permana, and Tri Setianingsih, 'Efektivitas Penggunaan Word Category Terhadap Peningkatan Minat Belajar Kosakata Pada Mata Pelajaran Bahasa Inggris', *JISIP (Jurnal Ilmu Sosial Dan Pendidikan)*, 4.3 (2020), pp. 113–23, doi:10.36312/jisip.v4i3.1167.

¹⁶ Salawazo Susanto Ivan and others, 'Analysis of Students ' Vocabulary', 3 (2020), pp. 469–75.

2. Learning media

Learning media is a tool used in the teaching-learning process that can arouse interests and desires, student motivation, and can even bring psychological influences on students.¹⁷

3. Bamboozle

Bamboozle is a platform that presents online games, which serves as an interactive learning media by combining education and games in it.¹⁸

F. Scope of the Study

This research was focused on grade 8th grade students of MTsN 10 Blitar. The researcher used the Baamboozle game method. Researchers want to test the effectiveness of the Baamboozle game as teaching media to improve vocabulary mastery.

G. The Structure of The Thesis

The structure of the thesis intends to provide detailed information regarding the discussion contained in each chapter. The structure of the thesis It consists of several parts which are:

1. Chapter I Introduction

This chapter describes the background of the problem, an overview of vocabulary, and bamboozle. In addition, this chapter outlines the scope

¹⁷ Muhammad Ediyani and others, 'Study on Development of Learning Media', *Budapest International Research and Critics Institute (BIRCI-Journal): Humanities and Social Sciences*, 3.2 (2020), pp. 1336–42, doi:10.33258/birci.v3i2.989.

¹⁸ U I N North Sumatra, William Iskandar Ps, and Corresponding Author, 'Development of Learning Instruments Based on Game-Based Learning Assisted by Baamboozle Educational Game on Digestive System Material to Improve Students ' Learning Outcomes', 12.3 (2024), pp. 589–600.

and limitations of the research, research questions, research objectives, research significance, definition of key terms, and thesis structure.

2. Chapter II Review of Literature Related

This chapter, the definition of vocabulary, types of vocabulary, aspects of vocabulary, and types of vocabulary are discussed. In addition, here also explains the content of bamboozle, explains the concept and advantages of bamboozle, and the application of bamboozle to students. and the last is to explain previous research, explaining the research conducted related to the effectiveness of bamboozle in improving students vocabulary mastery.

3. Chapter III Research Method

This chapter discusses research design, explains the quasi-experimental design used to assess the effectiveness of the baamboozle. And then, explaining about population and sample details the target population (8th grade students at mtsn 10 blitar) and how the sample was selected. Moreover, in this chapter discusses about research instrument, validity and realibility, data collecting procedure, and analysis data

4. Chapter IV

This chapter presents the research results, including data description and data analysis consisting of normality, homogeneity, and hypothesis testing.

5. Chapter V

This chapter provides an explanation and reinforcement of the research findings, then compares with previous research.

6. Chapter IV

This chapter presents research conclusions, research limitations, and suggestions.