

# CHAPTER I

## INTRODUCTION

This chapter presents the background of the study, research problem, purpose of study, hypothesis of study, significance of study, scope and limitation of study, and definition of key term.

### **A. Background of Study**

English is very important for Indonesian students because English is an international language and the most widely spoken language in the world. Moreover, in the era of globalization, English has become a language to be mastered. Therefore, to prepare the young learner to have a good proficiency in English, it is needed to give them chance to learn English since they were young.

The national education has decided that English as a foreign language should be taught in Indonesian schools. It started from elementary school. People realize that teaching English at this level become very important and need much concern. Although based on the newest curriculum 2013, English subject is removed from basic curriculum, however it is still learned in elementary school that include into local subject.

In the other hand, the English proficiency of Indonesian students is very low when it is compared with other countries. Based on English First Proficiency Index (EF EPI) 2020, Indonesia is Indonesia is in 74<sup>th</sup> position out of 100 countries, which is England is the first rating, followed by

Denmark as the runner up, and Finland as the third rating (Tribunnews.com, 2020). This fact is very regrettable; remember that English is a subject that has been taught from elementary school up to university.

Syarifuddin (2017) mentioned that, “Vocabulary is an essential part of language and always be first thing to learn a language. It considered basic, either written or spoken. In schools, the students are introduced and taught English like other important subject as one of compulsory subjects”. This statement tells us that the first material that should be learnt by foreign learner is vocabulary.

Vocabulary is an important aspect that have to be learnt in English language. By mastering vocabulary, the students can master the four language skills in English especially in learning vocabulary. So, vocabulary takes part as basic of English skill in communication. If someone makes any mistake in grammar, people still understand any way. But if the people are incorrect in the exact word especially in vocabulary, they will get difficulties to deliver the information. Alqahtani (2015:22) said in his journal that is, “In English as a second language (ESL) and English as a foreign language (EFL) learning vocabulary items plays a vital role in all language skills (i.e. listening, speaking, reading, and writing).”

The problem was that teaching vocabulary is not easy for the teacher. Especially for teaching to young learners. The teacher has to prepare everything well. Such as, material, method, media, techniques, etc, which have to be adjusted to the students basic knowledge and character. Teaching

for elementary students would be different with teaching secondary and even university or adult students. Hariyono (2020) mentioned in his journal, Syafrizal and Haerudin (2018) expressed that, “rather than adults, young learners show more intense and eager enjoyment, energetic, and easier to adjust in particular circumstance.” Hariyono (2020) also mentioned that Juhana, (2014) stated In the proses learning, young learners have various ways of learning such as understanding a meaning based on their experience and explore it and try something new because it has a great curiosity.

There are many challenges in learning English especially in learning vocabulary. Hariyono (2020) mentioned that the problem in learning English vocabulary are: (1) the lack of language experience (Lutviana & Mafulah, 2017), (2) students lose interesting or easily bored (Juhana, 2014); (3) ineffective teaching method (Lelawati et.al, 2018; Rahmadhani, 2015). Concerning to those problems, education provider should have a good management, moreover in this pandemic era. The learning process was not conducted offline, but it was conducted online.

In Kediri, almost all school conducted learning process by online. Only some of them, conducted learning process by combining between online and offline. One of them is MI Miftahul Huda Bakalan. This Islamic school conducted learning process by online and offline using health protocol, since it is still in pandemic era. This new learning system makes some teachers have to do big effort to make the students can master the material of study well.

In this case, before the researcher conducted his study, he conducted a preliminary research to know the real condition of students in learning English. Based on the observation on 18<sup>th</sup> – 25<sup>th</sup> January 2021 in English classroom of 4<sup>th</sup> grade at MI Miftahul Huda Bakalan, it was found that the condition of English learning process, such as: (1) The student cannot mention the correct pronunciation of vocabulary, because they never use it for daily life; (2) They were easy to forget the vocabulary that was taught before; (3) Some of them feel bored listening teacher's explanation; (4) In online class, the student did not finish all their assignments; (5) The limited time in meeting classroom, also limit the time in learning English.

The problems of learning need some solution so that the learning process can be as well as possible. One of the way is utilizing many kinds of media, such as fun outdoor games, picture, cards, or something more complicated. But, the most applied media for learning nowadays is computerized technology. We can easily notice some teacher or lecturer use their electronic devices or gadgets to teach their students. Surprisingly, some of them have been using internet for conducting learning processes, for example, online class, online thesis consultation, or online seminar.

The teacher has to make innovative and creative learning method that needed by the students to motivate and attract their attention. So, they can enjoy the learning English vocabulary. It can be done by using new techniques in learning English vocabulary and making the students more interested in teaching learning in the classroom. Using a new technique can

make students find something new. One of alternative way is using digital games in smartpone, because it can be used by the teacher to create fun situation while learning process is conducted.

According to Shabaneh and Farrah (2019), whenever games are used in classrooms, learners feel relaxed and calm. When a number of students play and participate in a certain activity, other students, who might be shy, feel comfortable to contribute as well. Games help developing students' speaking, listening and communicative skills. Also, games enhance team spirit which helps students socialize and interact with others. In addition, games provide a positive experience for teachers as well as students. They help lecturers to be creative in their teaching methods, and students to be active and creative in their answers. In other words, games help widen thinking in different aspects. Games help students in shaping their intellect, enhancing their skills and absorbing information in an efficient manner.

Tri Ramadhaniarti (2016) in his journal found that learning vocabulary through games is one effective and interesting way that can be applied in any classrooms. Game is really avoiding the students from being bored in their usual classes where they sit passively. They said that playing the game is fun, more interesting, challenging, amusing and they enjoy it. Students' positive attitude toward games and activities may show that the students really enjoy the activity with the game. They also give positive views about teachers' teaching vocabulary though game. First, games bring in

relaxation and fun for students, thus help them learn and retain new English words more easily.

Nonetheless, teachers have to notice which games students prefer. Also, they have to learn how to present information efficiently through games and adjust activities according to the students' age, abilities, or interests. Games are a sufficient medium through which teachers can deliver information, yet they have to learn the correct way to do it.

Nowadays, games can be applied digitally. Through many kind of application in play store. Technology has important role to make the learner easier to study. Especially in learning vocabulary for the second language learner. This media can motivate them to know more about it. Such mentioned by Jaipal & Figg (2009) that, "Digital games are motivating and engaging."

According to Gee, et al., (2005),

Digital games are powerful virtual world-based learning tools. Virtual worlds create contexts like real worlds by their audio-visual components. In virtual worlds, learners can control the real world virtually, and audio-visual components. In other words, learning happens in a real-life-like context. Combining pictures, audios, videos, and graphics, a virtual world can generate a rich context for the gamer to learn almost any subject and skill

The opinion above described that digital game give some benefits for the learner, it presented almost all subject and skill. It displayed something in a real life that make students enjoy and easy to remember the content of material.

One kind of digital game provided in play store is *Chick Learn English*. This kind of digital game focuses on the vocabulary mastery for young learners. It provides more than 500 words that can be learnt easily. Which 16 categories and also provides some games and puzzle to help the learner memorizing it.

Knowing the problems above, the researcher interested in doing research on using online media and offline media, then it will be compared each other to know the effectiveness in learning. Especially in learning vocabulary as a fundamental aspects to be mastered by students well. In this research, the online media used an application known as chick learn then the offline media that is used is flashcard.

Basically, these two medias have the same function and appearance, both display the word in the form of colorful picture with the words written below. However, 'chick learn' has superiority than flashcard, it is completed with speaker and game, which can be played everywhere, and anytime the students want to. In line with those explanations, the writer wants to investigated about the effectiveness of the technology in learning language. For the specific, it will study more about, how effective digital game, named *Chick Learn English*, for young learners' vocabulary mastery than flashcard.

## **B. Research Problem**

Based on the background, it is necessary to do research for the teaching vocabulary process to know whether using *Chick Learn English* is

better than using flashcard to improve students' vocabulary mastery of English for 4<sup>th</sup> grade student's. So that the problem of the research that is proposed is stated as follow.

“Is there any significant difference in students' vocabulary mastery between those who are thought by using chick learn games and those who are thought by using flashcards?”

### **C. Purpose of Study**

From the statement of the research problem, the purpose of study is to know whether the fourth grade students of MI Miftahul Huda Bakalan who is taught using *Chick Learn English* achieve better than those taught using flashcard in vocabulary mastery. So that the purpose of this research is:

“To explain whether any significant difference in students' vocabulary mastery between those who are thought by using chick learn games and those who are thought by using flashcards”

### **D. Hypothesis of Study**

Based on the study, the writer wants to know how effective digital game (*Chick Learn English*) than flashcard to master vocabulary for young learners. The writer states the hypothesis to conduct the purpose of the study more detail. The hypothesis are:



1. Hypothesis 0 ( $H_0$ ): There is no significant different effect between those who are taught by using *flashcard* and between those who are taught taught by using *Chick Learn English*
2. Hypothesis 1 ( $H_a$ ): There is significant different effect between those who are taught by using *flashcard* and between those who are taught by using *Chick Learn English*.

#### **E. Significance of Study**

The finding of the study is expected to be useful for:

1. The Teachers

It is expected that this study can be used to enrich teachers' knowledge, and experience more in teaching learning process after knowing the students' problems using digital media (*Chick Learn English*) and manual media (Flashcard) to improve the young learner ability to enrich their vocabulary.

2. The Students

It can motivate them in studying vocabulary so that they can improve their English easily especially in mastering vocabulary. Besides, students also can apply study-using software in their mobile everywhere they want to.

3. The Other Researchers

It can be used as a reference for the other researchers when they conduct the same topic of their research.

## **F. Scope and Limitation of Study**

This study will be conducted in the elementary students' area. They are in the beginning level of English learning. The focus of this research is to know how effective digital game for mastering vocabulary. The vocabularies that are delivered to the students is the basic level.

## **G. Definition of Key Term**

### **1. Vocabulary**

Vocabulary is the total number of words in language that an individual know and those words are used as vehicle of the language to express one's thought. Vocabulary is words as unite that were part of grammatical patterns. In that sense, a word could be an element which can stand alone as an utterance, it cannot be divided into two or more part similarity characterized. In this study, the researcher use the vocabulary that students have taught and being taught at English class.

### **2. Mastery**

Mastery is a complete control or the state of having control over something superiority in competition, victory eminent skill, or through knowledge.

### **3. Digital game**

Digital game is an interactive program for one or more players, meant to provide entertainment at the least, and quite possibly more. An

adaptation of “traditional” game system, with rules, player representation, and environment managed through electronic means.

4. *Chick Learn English*

*Chick Learn English* is an educational digital game for young learners. This game not only can improve young learners’ English skills, writing, reading, listening and speaking, but also focused in learning vocabulary. It can be downloaded from *Google Play Store* for free.