CHAPTER I
INTRODUCTION

This chapter presents the background of the study, research problem, objective of the study, significance of the study, scope and limitation of the study and definition of the key terms.

A. Background of The Study

There are four talents in English as a foreign language. Listening, speaking, reading, and writing are the four skills. Because English is the international language, it is critical to master it thoroughly (Lutfiatun, 2017). Other from it, they must acquire a variety of language skills, including grammar, pronunciation, and vocabulary. One of the language components required for mastering English is vocabulary. As a result, when students speak in English, they must be proficient not just in grammar but also in vocabulary.

Many challenges that students have when acquiring vocabulary make it difficult for them to understand all of the topics that their teacher explains, including: The first step is to comprehend the meaning of the words. Most students have difficulty grasping the meaning of words since they may not know it when they are learning, making it difficult for them to fully comprehend the lesson, as well as disappointing and demotivating them. It apart from it, they attempt to translate it into Bahasa Indonesia and look it up in a dictionary. The second step is to distinguish between foreign word spellings. The kids have discovered several comparable words and sounds in English, which may cause

them to become perplexed. The third step is to use the words. Because the kids lost previously taught words, they were unable to construct a whole phrase.

The problem of vocabulary must be resolved, since it may cause students difficulty in moving to the following grade. As a result, the teacher should employ efficient vocabulary teaching techniques that engage and encourage students throughout the learning process. According to Sabaena (20014:16), a game is an activity or exercise that may be used in the classroom or anywhere else to make learning more pleasurable and exciting.

The study concluded that games can be used in vocabulary teaching based on the above statements since games are very motivating for students to learn. As a result, the writer is interested in studying about the effectiveness of using educandy application to improve vocabulary for second grade student of junior high school at MTs Al Muniroh Ujungpangkah Gresik.

B. Research Problem

Based on the background of the study as previously explained, the research problem can be formulated as follow: "Is the use of Educandy Application effective to Improve Vocabulary for Second Grade Student of Junior High School at MTs Al Muniroh Ujungpangkah Gresik?"

C. Objective of The Study

Based on the problem of the study, the main objective of this study is the researcher's attempt to know The Effectiveness of Using Educandy Application

which will be used to Improve Vocabulary for Second Grade Student of Junior High School at MTs Al Muniroh Ujungpangkah Gresik.

D. The Hypothesis

In relation with the background of the study, the research problem and the objective the study, the researcher can take the hypothesis:

Ho: There is no significant effect between students who are treated with educandy application and students who are not treated with educandy application which will be used to Improve Vocabulary for Second Grade Student of Junior High School at MTs Al Muniroh Ujungpangkah Gresik.

Ha: There is significant effect between students who are treated with educandy application and students who are not treated with educandy application which will be used to Improve Vocabulary for Second Grade Student of Junior High School at MTs Al Muniroh Ujungpangkah Gresik.

E. Scope and Limitation of The Study

The researcher limits the scope of this research in order to avoid the misunderstanding about this research. The research is focused to find out The Effectiveness of using Educandy Application to Improve Vocabulary.

F. Significance of The Study

The result of this research is expected to contribute to the teacher, the students and other researchers. To the teachers, this research can expectedly give

the contribution in improving vocabulary, particularly at MTs Al Muniroh Ujungpangkah Gresik where the research will be conducted. The result of this study can minimize the problem in the teaching-learning process especially vocabulary skill both students and teachers. For the readers, hopefully it can provide information about educandy applicaton. It is hoped that the research can provide the advantage for students in enjoying when learning vocabulary skill. For the researchers, can be reference in conducting a research that related with educansy application.

G. Definition of The Key Terms

In order to avoid misinterpretation and misunderstanding in reading this paper, the definitions of the term used in this research, given as follows:

1. Effectiveness

The quantity to which objectives are achieved is referred to as effectiveness. As a result, the focus of effectiveness is not on cost, but rather on finding and accomplishing the right activities in an effective way. A highly effective organization pays close attention to its strategy and goals in order to achieve the firm's long-term and tactical objectives. "Doing the right thing" is regarded as an indicator of effectiveness. It is a necessary component of business success.

2. Educandy Application

Educandy is a website that allows teachers to quickly and easily build simple games for students to practice vocabulary and answer basic questions

about content. The site offers eight types of games ranging from crossword puzzles to multiple-choice quizzes. Teachers can manually enter word lists (or similar straightforward content) or upload data files to make games. Once the basic data is in, creating games takes no time at all, and the games can then be shared with students by a link to be played on any device or embedded into websites. Educandy offers apps for iOS, Android, and Microsoft for play on mobile devices as well. Educandy is incredibly easy to use; they have made creating, sharing, and using games from the site very simple.

3. Vocabulary

A word or list with meaning that is known by the speakers and is used to communicate among those speakers and by a group or individual is referred to as vocabulary. It means that mastering vocabulary is not easy yet other aspects of the language are considered as sound, and structure.