

# CHAPTER I

## INTRODUCTION

### A. Background of Study

In learning English, the first thing that must be mastered is vocabulary. <sup>1</sup> Vocabulary has a major role in all Language skills. As Thornbury said that "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed". <sup>2</sup> This means that mastery of vocabulary is needed by students because they will find it difficult to say something. Therefore, learning vocabulary is important for learners, regardless of age, both children and adults.

Given the importance of vocabulary requires students to understand and master vocabulary learning, but in reality, there are still many students who are not interested in learning vocabulary, based on the global survey index of the EF EPI English (Education First Proficiency Index) in 2021, it was stated that Indonesia got a score of 466, which is the 80th position out of 112 countries in the world

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<sup>1</sup> Siti Shopiah and Resi Anggraeni, 'Teaching Recount Text Through Scrabble Game', *PROJECT (Professional Journal of English Education)*, 1.3 (2018), 201 <<https://doi.org/10.22460/project.v1i3.p201-206>>.

<sup>2</sup> Sipayung, 'The Effect of Word Wall Strategy on Students' Vocabulary Achievement at SMP Negeri 5 Pematangsiantar in the Academic Year 2018/2019' *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, 1.3 (2018), 251

surveyed by EF EPI or the 14th position out of 24 countries in Asia surveyed by EF EPI. Which rank belongs to the low ability in English.<sup>3</sup> This is the same as the case in the situation at SMA Putra Juang Cianjur, where there are still many students who do not master the vocabulary because in learning still uses the conventional way, like memorizing, which causes students to feel bored and less interested. Based on pre-research at SMA Putra Juang Cianjur that from 25 students who did the vocabulary test, only 4 out of 25 students succeeded in doing the given test. The measure of success is based on the KKM score of SMA Putra Juang, this is the background of the emergence of problems in this research. Because vocabulary is one of the important things to improve student learning, especially for English learners.

Therefore, researchers must find a solution to the above problems, namely looking for a learning media to make students interested in learning vocabulary. One way that students can be interested in learning by using games as the learning media. Learning vocabulary using games is one of the solutions that can make students more interested and active while learning. Student experience, discover, and

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<sup>3</sup> <<https://www.ef.co.id/epi/regions/asia/indonesia/>>.

interact with their environment through the games.<sup>4</sup> Games allows students to relax and enjoy while learning, which means that they will have a better understanding and retain more information.

Among several games, scrabble and word wall games can be used as vocabulary learning media. Scrabble game is an excellent medium for teaching English in the fun. According Warner & Brown Scrabble is a branded board game, which involves the structure of words to score points, for two or more players (or teams). Additionally, Simmons states that scrabble is considered a game where luck plays an important role in determining whether you have good or bad letters on your shelf.<sup>5</sup> Meanwhile, word wall is a literacy tool that consists of a collection of organized words displayed in large letters visible on walls, bulletin boards, or other display surfaces in class. <sup>6</sup> They are most often arranged alphabetically, but can just as easily be arranged by topic or classes of word. So, the solution of these problem, the researcher provided new learning innovation by developing scrabble wall by

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<sup>4</sup> Nadyatul Chairiah and Iwan Perdana, 'Students ' Perceptions About Using Scrabble Game As a Tool for Learning Vocabulary At', 2020 (2020), 9–12.

<sup>5</sup> Siti Shopiah and Resi Anggraeni, 'Teaching Recount Text Through Scrabble Game', *PROJECT (Professional Journal of English Education)*, 1.3 (2018), 201 <<https://doi.org/10.22460/project.v1i3.p201-206>>.

<sup>6</sup> Sipayung, 'The Effect of Word Wall Strategy on Students' Vocabulary Achievement at SMP Negeri 5 Pematangsiantar in the Academic Year 2018/2019' *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, 1.3 (2018), 251

combination between scrabble and word wall game become a media learning for students' vocabulary learning. The existence of learning media using scrabble wall media is expected to help students in mastering vocabulary. In addition, researcher hope that scrabble wall can use full for the teachers to teach an interesting way.

Based on the description above, the researcher was interested in conducting research with the title *“Developing Scrabble wall (combination between word wall game and scrabble game) for student vocabulary learning”*.

## **B. Identification of Problem**

Based on the background of study above, the identification of problem are:

1. Many students are not interested in learning English vocabulary.
2. Students are bored, using conventional way as memorizing.
3. Students are lack vocabulary and students are not understanding word meaning.
4. Lack of teacher who using games as learning media for students' vocabulary learning.

### **C. Limitation of Problem**

This study focuses on the developing of combination between scrabble games and word wall games and to enhance interesting for English students' vocabularies at the eleventh-grade of SMA Putra Juang Cianjur.

### **D. Formulation of Problem**

Based on the problem above, the researcher would like to write the problem of study:

1. How is to develop of scrabble wall by combination of word wall game and scrabble game in students' vocabulary learning?
2. How is the effectiveness of the games for improving students' vocabulary?

### **E. The Objective of Study**

Based on the problem above, the researcher created the aim as follows:

1. To develop the combination between word wall game and scrabble game.

2. To find out the effectiveness of the games for improving students' vocabulary at SMA Putra Juang Cianjur.

## **F. Significance of study**

Result of the study is hoped can give the benefit for:

### **1. Students**

This research will provide one of the alternative or the effectiveness learning media for vocabulary learning. Because this media which can be students interested of learning vocabulary. The learning media is the game, hoped can be alternative way and hope the students can be more active and more enjoy to learn vocabulary.

### **2. The English teacher**

Teachers can take advantages of the use scrabble wall for vocabulary learning in deliver learning material to students. And teachers are able to increase the effectiveness of learning vocabulary through scrabble wall.

### **3. Schools**

It can give some innovation for every school to teaching and learning process.

### **4. The Researchers**

From the result of study, it is can providing valuable experiences and insight for researchers to continue innovate in developing learning media to support the learning process.

## **G. Specification of Product**

The product being developed is Scrabble Wall, with the following specifications:

1. The resulting product is in the form of education game that are useful for students' vocabulary learning.
2. Learning media using Scrabble Wall was developed in the form of education game with a combination of 2 games put together. consists of several tiles/words in the form of cards as in the game of scrabble, but the number of players is more than the game of scrabble in general.

The product is designed with several cards where this card contains a word that will be arranged in the game. Card consists of subject/thing, adjective, verb and also to be, to help in arrange the word.