

CHAPTER I

INTRODUCTION

A. Background of the Study

Speaking is one of the most crucial language skills to develop when second language learning or foreign language learning. Various novel technologies are being developed to teach English in classrooms in the rapidly evolving twenty-first century. To keep current, we must take advantage of all available tools and teach students how to use the technology at their disposal to their advantage. Students must keep their knowledge up to date by utilizing new technology. They will be relegated to the actual world if this does not happen. The act of developing words that can be understood by listeners is referred to as good speaking skills.¹

Mastering English speaking abilities is a priority for many second-language or foreign language learners. It means that speaking is a crucial element of language learning for students. On the other, if English is not used in daily activities, it is difficult to speak it smoothly. Learners' playfulness is aided and encouraged by technology, which engages them in new methods of learning. Learners can engage freely with technology,

¹ B. Waheeda Parveen, 'Use of Technology in Improving Speaking Skills', *Journal of English Language and Literature (JOELL)*, 3.2 (2016), 121–24.

that enable self-paced interactions, privacy and a safe environment to correct errors and provide accurate feedback. Technology is very famous today and from that, most of students often playing online game to fill their time after study. The growth of science, especially technology, is influenced by the millennial era today. The online game is one technological product that is currently popular among people. Children, as well as adolescent and adult players, are drawn to online games. Additionally, the online game provides additional knowledge in the form of linguistic and vocabulary variations. An online game is one that requires the use of an internet connection to play. Generally speaking, an online game is a video game that can only be played with the internet connection. The online game is composed of two words according to the Indonesian Language Spelling Guideline (PUEBI): online and game. A game is a collection of gaming systems that denotes online connection to the Internet. In online games, players can communicate with one another. In general, online games require players to complete specific missions, get the highest score, and win a specific set of online games.² Learning through games is more natural than learning through traditional classrooms. Intelligent creatures, like humans, have been learning by

² Susi Darihastining and others, 'Online Game As a Media To Improve Students' Speaking Skill', *Journal of Intensive Studies on Language, Literature, Art, and Culture ISLLAC: Journal of Intensive Studies on Language, Literature, Art, and Culture*, 3.2 (2019), 156.

playing games since the dawn of our species. Both otters and African grays have been observed engaging in what looks to be game-like behavior.³ According to Fauzi, online games are an enjoyable area for children and teenagers to play. Diverse techniques, adventures, and music can entice anyone who plays or joins social networks online games. Because it gives fun, reduces pressure, on student learning achievement, allows players to meet and become acquainted with a large number of new friends, is free, promotes cooperation, improves English language skills, and prevents free promiscuity and drug use.⁴

Based on the problems the writer encountered at school, several students are interested in English lessons, especially with speaking. There were many students had difficulty in speaking. Students confused in the correct pronunciation in English but they afraid to ask to the teacher, therefore causes them to be shy in speaking.

The researcher use this topic because, based from her experience to used ZEPETO GAME and meet another people in that game. From the game, the researcher and her foreign friend always take turn in teaching their each language. The researcher feel from that online game she can improve her speaking skill through her foreign friend.

³ Aldrich Clark, *Learning Online with Games, Simulations, and Virtual Worlds: Strategies for Online Instruction* - By Clark Aldrich, Jossey-Bass, 2012, xv.

⁴ Ach Fauzi, 'PENGARUH GAME ONLINE PUBG (Player Unknown's Battle Ground) TERHADAP PRESTASI BELAJAR PESERTA DIDIK', *ScienceEdu*, II.1 (2019), 61.

Based on the explanation above the researcher interested to conduct this research entitled: “The Effectiveness of Using Zepeto Game to Improve Speaking Skill”

B. Identification of the Problems

The researcher found that the students' first problem. The teacher showed how to talk correctly.

The second problem is the students confused in the correct pronunciation in English.

Methods are the third problem. In the classroom different techniques can be applied. Teachers need to analyze the conditions of the classroom to identify strategies to be employed in that class.

C. Statement of the Problems

The investigator formulates the problem as follows, based on the problem in the background above:

1. What is the effect of using Zepeto Game to improve speaking skill?
2. What is the diffulties of using Zepeto Game to improve speaking skill?

D. Objectives of the Study

On the basis of the problem restriction and the study statement above, the research objectives are:

1. To find out the effect of using Zepeto Game in speaking skill.

2. To know the difficulties of using Zepeto Game in speaking skill.

E. Significance of the Study

The result of this study is expected useful for English teachers, students, and other researchers.

First, significance of this research for English teachers is to make new contributions about the use of Zepeto Game to improve students' speaking skills.

Second, for students this learning can help students to improve their ability to speak. This study requires students to speak in front of the class and use their creativity in speaking.

Finally, for other researchers this research can be used as a consideration if the researcher is going to investigate the same subject. For this reason, researchers try to provide the best contribution.

F. Organization of The Writing

This paper is arranged into five chapters , every chapter has some points to explain the chapter.

Chapter I introduction, it contains the background of the study, identification of the problem, statement of the problem, objective of the study, the significance of study.

Chapter II is Theoretical foundation, this chapter consists of the theorist from some experts we have conducted the research related to this research.

Chapter III Research methodology, it contains method of the research, the site and time of study, participant and sample, the technique of data collecting , and the technique of data analysis.

Chapter IV Finding and Discussion, this chapter explains the description of data and the analysis of data.

Chapter V Closing, this chapter consists of conclusion and suggestions.