

# CHAPTER I

## INTRODUCTION

### A. Background of The Study

English is an international language used by many people in countries in the world as an important to communication. Most people know that communication as the primary function of language. Without languages people cannot understand what the other people said and people just only silent. Languages also joint us into the big community of people. The people can speak easily, and they understand what other people say and understand what they say. According to Nurdiana, people learn language because of school curriculum, personal advancement, the requirement of the target language community, need for English for Specific purposes (ESP), cultural expectation, and other reason such as fun, tourism, and friend.<sup>1</sup>

According to Suci, one of English components taught to the learners is vocabulary because it has primary role for all language skills. Vocabulary is very important because vocabulary can improve many subjects. Vocabulary is deemed important for student academic

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<sup>1</sup> Nurdiana, I. (n.d.). *The Implemetation Of Writing Ability By Using Circuit Learning Method At The Eighth Grade Of Smp Muhammadiyah 3 Pacitan In Academic Year 2014/2015* (Universitas Muhammadiyah Ponorogo, 2014).

achievement, particularly for EFL learners with limited exposure to the target language.<sup>2</sup> Many people realize that their vocabulary is limited so they have difficulties in expressing their idea. Developing a strong vocabulary holds great significance for individuals studying English as a non-native language. This underscores the importance of every language learner, including those studying English, being well-versed in vocabulary. Proficiency in English vocabulary is particularly essential within the context of English classes, as it serves as a foundation for enhancing all English language skills. Firstly, it is crucial for students to possess a wide range of English vocabulary to aid their comprehension of the language. Hence, the cultivation of an extensive lexicon plays a vital role in achieving mastery of vocabulary and overall proficiency in English language acquisition.

Learning vocabulary through the use of games has become crucially for English language learners because the students sustain enjoyment and interest in learning and encourage using the language in a fearless and creative manner. Games are advantageous and effective in learning vocabulary. Games are motivating because games usually involve friendly competition and create cooperative learning

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<sup>2</sup> Suci pidia , S. *Using Scrabble Game As Extracurricular Activity To Support Students' English Vocabulary Learning*. In *Journal of Materials Processing Technology* (Vol. 1, Issue 1, (2018)).

environment, so students have an opportunity to work together. Games improve students' communicative skills and they have a chance to use the target language.

Based on Klimova, Scrabble is a simple game that can help the teacher in teaching in the class, Scrabble game is a very good media to teach English in the classroom because it makes challenges students ability to remember the vocabulary more enjoyable. Scrabble is one of the most popular boards that specifically highlight language. The purpose of the game is to build words with a higher score as possible.<sup>3</sup> Scrabble is indirect learning. When the students play the game, they don't realize that worked collaboratively and used the results to make instructional changes in their graduate action research in classroom.

When talking more about reality, it means talking the currently events, the other problem who faced by students, they were the teacher mostly teach vocabulary through the traditional method. It seems monotone method, so that it makes students bored, and lazy in teaching learning process. Besides that, vocabulary is usually taught through memorizing word and drilling pattern. It means that their teacher taught this way to apply the material that would teach, so that it also might

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<sup>3</sup> Klimova, B. F. (2015). *Games in the Teaching of English*. *Procedia - Social and Behavioral Sciences*, 191. <https://doi.org/10.1016/j.sbspro.2015.04.312>

make students bored. Moreover, they tend to be difficult in learning vocabulary.

From the explanation above, a teacher must choose a suitable way, subject or material and how to apply it in the classroom. He or she has to be a creative teacher who succeeds in teaching English vocabulary. Experience teachers of English as a second language know very well how important vocabulary is. Based on this case, the teacher must teach this subject in various ways, so that they can understand the material well, and he or she must explain how important vocabulary in mastering English.

Based on the explanation above, the researcher is interested in conducting research on English teachers by asking for opinions/perceptions about the Teacher Perception in Using Scrabble Game to Teaching Student's Vocabulary.

Based on observation the researcher found some problem they are, First, understanding meaning of words. Most students have found difficulties in understanding meaning of word, because they may not know it when they are learning, so that it is so hard for them could understand the lesson well, and it also make them disappointed and unmotivated. Besides that, they try to translate it into Bahasa, they attempt look up it in the dictionary. Second, is differentiating the foreign

word spelling. The students have found some similar words and sound in English, so that it might make them feel confused. Third, is using the word, The students forgot word that has been learned before, so that they could not make a sentence well.

## **B. Identification of Problem**

Based on the explanation of the background study above, the identification of problems is following below:

1. Most students have found difficulties in understanding meaning of word.
2. students find it difficult to distinguish the spelling of foreign words.
3. Most teachers teach vocabulary through traditional methods, namely methods that seem monotonous.

## **C. Focus of The Research**

In this research, the writer will focus to analyses the perception 6 teachers of the scrabble game media in teaching students' vocabulary.

## **D. Research Questions**

Based on the problem background above, the problem can be identified as follow:

1. How is the teacher's perception of the scrabble in teaching vocabulary?

2. What are the advantages and disadvantages of the scrabble game in teaching vocabulary?

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

Based on the problem mentioned above, the objectives that wants to be achieved by the researcher in this study are:

1. To find out the teacher's perception of the Scrabble game in teaching vocabulary.
2. To find out the advantages and disadvantages of the scrabble game in teaching vocabulary.

### **F. Significances of The Study**

The results of this study are expected to be useful for the teaching and learning process, especially for strategies in teaching vocabulary, and this research is expected to be useful Theoretically and Practically:

- a. Theoretically, the results of this study are useful for teachers and students in developing other learning methods:
  1. Can add and develop knowledge about strategies that are useful in teaching vocabulary.
  2. As information and comparison for other researchers who wish to conduct similar studies.

b. Practically, the results of this study are useful for teachers and students in developing vocabulary learning with the latest methods, and other researchers:

1. For students

can help them in learning English so that there will be an increase in vocabulary mastery. In addition, by using the Scrabble game as a learning medium, students are expected to be more comfortable and interested in participating in English classes.

2. For teachers

English teachers are expected to get new ideas in teaching English by implementing Scrabble games. They are also expected to gain a better understanding of how to teach English using attractive media, especially for students. Indirectly, it is hoped that the findings of this study can encourage them to find other techniques in teaching vocabulary.

## **G. The Previous Research**

1. Herawati (2021), "*The Effect Of Scrabble Game To Students' Vocabulary Mastery At The Eighth Grade Students' Of Mts Daarul Ulum Cihara Lebak.*"

The result of pre-test and posttest, it could be summarized that there was a positive and significant influence before and after implementing scrabble game in teaching vocabulary. It means that using scrabble game in teaching is helpful. It can be shown from the result of pre-test and post-test. There is significant The Effect of Scrabble Games Towards Students Vocabulary Mastery at the Eighth Grade Students of Mts Daarul' Ulum Cihara Lebak in Academic Year 2021/2022. It can be seen from the result of calculating statistic which indicates that  $p\text{-value } 0.00 < 0.05$ , the alternative hypothesis ( $H_a$ ) is accepted. It means that is significant The Effect of Scrabble Games Towards Students Vocabulary Mastery at the Eighth Grade Students of Mts Daarul' Ulum Cihara Lebak in Academic Year 2021/2022. Meanwhile by using Scrabble Game in teaching vocabulary mastery in the class, it can be effective for the improvement of students' vocabulary mastery.<sup>4</sup>

2. Nadyatul Chairiah (2020) "*Students' Perceptions About Using Scrabble Game as A Tool For Learning Vocabulary At Junior High School*"

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<sup>4</sup> Herawati, "The Effect Of Scrabble Game To Students' Vocabulary Mastery At The Eighth Grade Students' Of Mts Daarul Ulum Cihara Lebak."( Journal of English Language Learning (JELL), Vol. 6 No 2, 149-154, 2021)



The result of this research showed that the students had positive perception by using scrabble game. Scrabble games help the students influence their vocabulary. Therefore, the teacher can use this media in vocabulary learning process for the students.<sup>5</sup>

3. Arie Wijaya Hajar (2019) “*Improving Students’ Vocabulary Through Scrabble Game At The Second Grade Of SMPN 1 Palopo*”

The result of the study showed that there was significant improvement from the pre-test to the post test which analyzed by SPSS 20. From the result of the questionnaire, it shows that most of students choose to agree in positive questions while in negative questions, students choose to disagree in all the statements, so it can be concluded that the students like to study about vocabulary through scrabble game technique. It means that, the use of scrabble game for improving students’ vocabulary is effective for the second grade of SMPN 1 Palopo.<sup>6</sup>

The similarity between the first previous study and This study is the study raised the same topic. The writer did a different study. The previous study using qualitative research and the

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<sup>5</sup> Nadyatul Chairiah, “Students’ Perceptions About Using Scrabble Game As A Tool For Learning Vocabulary At Junior High School” (International Conference On Social Sciences & Humanity, Economics, And Politics, 2020)

<sup>6</sup> Arie Wijaya Hajar, ”*Improving Students’ Vocabulary Through Scrabble Game At The Second Grade Of Smpn 1 Palopo*” (English Study Program Tarbiyah And Teacher Training Faculty State Islamic Institute (Iain) Of Palopo, 2019).

subject was the student but in this study using qualitative descriptive and the subject was teacher.

The similarity between the third previous study and this study is the study raised the same topic, it discusses Scrabble games and students' vocabulary. The difference between previous study and this study is the method research and the subject of the research.

The similarity between the second previous study and This study is the study raised the same topic and research method, it discusses Scrabble games and using qualitative research. The writer did a different study. In this study, in previous study the subject was the student but in this research the subject was teacher.