

CHAPTER I

INTRODUCTION

A. Background of the research

Learning English is a must in today's era. That is because we are living in the twenty-first century that force us doing something by having the skills. It makes people should have some skills such as mastering English.

As we know that English is one of the foreign languages that is considered important and must be mastered by all people around the world because English has a very strategic position, which is apart from being a means of communication it is also a language of association between nations. In addition, English is also the first foreign language which is considered important for the purpose of accessing information, absorbing and developing science and technology.

In Indonesia, English is a foreign language but it is as important as in others country. The government put English as obligatory subject in the schools in all levels. It is started from elementary school until the university. Every students are needed to master English as a provision to face globalization era.

The teacher in carrying out learning, of course, has been preceded by planning and teaching design by paying attention to all aspects of learning theory related to strategies, models, methods, media and teaching materials. Good teaching planning cannot guarantee the success of teachers in the learning

process. This is because it is influenced by many factors, one of the factors that is often overlooked is the non-academic factors of teachers and students.

Before the researcher conducted this research, the researcher had made observations in the school which was used as the research site. The researcher submitted several questions to two English teachers and the questions submitted were related to the methods used by the teacher and the vocabulary mastery of the first-grade students in the school. From these questions, the researcher then concluded that teachers rarely used game-based learning methods and that the first-grade students' vocabulary mastery was still low, especially nouns, verbs, and adverbs.

For this reason, the researcher took the initiative to examine this matter to see whether a teacher who creatively implements word guessing game during learning English will be attract students to improve their vocabulary.

There are many methods that usually done by teacher one of them is the method based on Game. Game is an activity that has rules. The rules will govern the game from start to finish.

Teaching by the game is one of the relax method that can be offered to the students. One of the game is Word guessing game. Word guessing game is the game that players compete to guess the name of a fictional character after hearing the fewest hints. More and more obvious hints, worth fewer points, are given until everyone knows the answer.

B. Scope of the research

This research focuses on the use of word guessing game to improve students' Vocabulary. Especially noun, verb, and adverb at MAN 2 Kota Tidore.

C. Statment of the problem

Based on the problem background above, the researcher formulates the problem as follow:

To what extent does the use of Word guessing game improve students' Vocabulary?

Hypothesis:

It is hypothesized that:

1. Null Hypothesis (H_0): The use of word guessing game will not improve students' vocabulary at MAN 2 Kota Tidore.
2. Alternative hypothesis (H_a): The use of word guessing game will improve students' vocabulary at MAN 2 Kota Tidore.

D. Objective of The Research

The objective of the research is to what extent the use of Word guessing game improve students' Vocabulary at MAN 2 Kota Tidore.

E. Significance of The Research

1. Theoretical Significance

The result of this research is hope be able to give understandeing in solving the problem in teaching and learning English.

2. Practical significance

This research is hope be able to contribute to the:

a. Students

The students will be d to improve their vocabulary by the word guessing game

b. Teachers

This research will be the reference for the teachers in teaching English in the class.

c. Researcher

This research is hope to be the relevant previous research to the next researcher.