

CHAPTER II

REVIEW OF RELATED LITERATURE

2.1 Previous research finding

Some researcher have conducted research by using few techniques in teaching vocabulary. A few of which are as follow:

Milda Biruhmah conclude in his research “Using Blindfold game to teach speaking of descriptive text for seventh grade student ” state that the use of Blindfold game can motivate students in learning speaking. It made them enjoy to learn and use of Blindfold Game can improve Students’ speaking .¹

Osa Fandilah conclude in her research “The use games to teach English Vocabulary mastery of fifth grade students’ of SDN 3 Bacin Kudus” state that game was better to improve the students’ motivation in learning vocabulary.²

Yanuri conclude in his research “The Use of Blindfold Game to Improve of Fifth Grade Students at SDN TerteK Tulungagung” found that the students’ vocabulary mastery was good after being taught by using Blindfold Game.³

Based on some research that have been conducted by other researchers about improving students’ vocabulary by using game, it provide that by teaching using certain game could improve students’ vocabulary significantly. In this research, the

¹Milda Biruhmah “Using Blindfold Game to Teach Speaking of Descriptive Text for Seventh Grade Students” (Published by STKIP PGRI Sidoarjo. 2014) ,p. 9.

²Osa Fandilah “*The English Vocabulary Mastery of Fifth Grade Students of SDN 3 Bacin Kudus*” (Published by Muria Kudus University. 2017) ,p .8.

³Yanuri. “*The Use of Blindfold Game to Improve the Vocabulary Mastery Of Fifth Grade Students at SDN TerteK Tulungagung*” (Published by STKIP PGRI Tulungagung.2015),. p. 41.

researcher will also try improve students' vocabulary mastery but by using blindfold game that rare use to improve students' vocabulary.

2.2 Some pertinent ideas

In conducting a research, theories are needed to explain some concept and term applied in the research concerned. The researcher presented some theories related to the study in order to focus on the scope of research. the theoretical elaboration on the concepts and terms used had been presented in the following part.

2.2.1 Concept of Vocabulary

2.2.1.1 Definition of Vocabulary

Vocabulary is commonly defined as “all the words known and used by a particular person”. Knowing a word, however, is not as simple as simply being able to recognize or use it. There are several aspects of word knowledge which are used measure word knowledge.⁴

A vocabulary is the basic unit of language form. Without sufficient vocabulary, someone cannot communicate effectively or express ideas. If a learner does not know how to expand their vocabulary, they gradually lose interest in learning. Besides, the words come into two forms like oral and print. Oral vocabulary includes those words that we recognize and use in listening and speaking. Print vocabulary includes those words that we recognize and use in reading and writing.

There are many perceptions about the concept of vocabulary. According to Hatch & Brown vocabulary is a list of words that speaker of a language use.⁵

⁴Clarence L. Barhant, *The world Book Dictionary* (Chicago, Illinois: Thorndike-Barnhart, 1968) en.wikipedia.org/wiki/vocabulary (19 February 2019).

⁵Dorela Kacauni Konomi, “ Using Visual materials in teaching vocabulary in English as foreign language classrooms with young learners” (International Conference: University Albania). <http://www.conference.pixel-online.net/files/npse> (19 February 2019)

Persuade to Longman dictionary, vocabulary is all word that someone uses or knows.⁶ Vocabulary is the focal point to the learning and teaching of L2 to all forms of oral and written communication.⁷

Talking about vocabulary is one of the second problems to be successes full in the implementation of communication the acquisition and the learning vocabulary is fundamental requirement and through vocabulary we can communicate our ideas, emotions, and our knowledge. Vocabulary is most important thing to understand and know of thing and action. The other perception said that vocabulary is one of the most obvious components of language and one of the first thing applied linguistics turned their attention.⁸

Based on the definitions of vocabulary above, the researcher concludes that vocabulary is the main key of a language, because people need vocabulary to speak with the others. Besides that vocabulary is a list of words is used in listening, speaking, reading and writing.

2.1.1.2 Types of Vocabulary

Vocabulary is all the words in a language, all the words used by a group or individual, and alphabetical list of the words used in a book often includes their translation or definition.

There are four types of vocabulary, they are:

⁶Edinburgh Gate, Harlow. *Longman Active Study Dictionary* (England: Addison Wesley Longman, 1998) ,p. 742.

⁷Aleidine Kramer Moeller, Olha Ketsman, and Leyla Masmaliyeva, "The essential of vocabulary teaching: From theory to practice" (Faculty Publications: Department of Teaching, Learning and Teacher Education, 2009) ,p1. <http://digitalcommons.unl.edu/teachlearnfacpub/171>.

⁸Richard Jack. *Curriculum Development in Language Teaching* (Singapore: Cambridge University Press, 2001), p. 4.

1. Reading Vocabulary: a literate person's vocabulary is all the words he or she can recognize when reading. This is generally the largest type of vocabulary simply because a reader tends to be exposed to more words by reading than by listening.
2. Listening Vocabulary: a person's listening vocabulary is all the words he or she can recognize when listening to speech. People may still understand words they were not exposed to before using cues such as tone, gesture, the topic of discussion and the social context of the conversation.
3. Speaking vocabulary: a person's speaking vocabulary is all the words he or she uses in speech.
4. Writing vocabulary: words are used in various forms of writing from formal essays to social media feeds. Many written words do not commonly appear in speech. Writers generally use limited set of words when communicating.⁹

2.2.1.3 The Importance of Vocabulary

The mastery is very important. We use vocabulary in the form of language to express our feelings, idea, etc. talking about vocabulary, it cannot be separated from four language skill: listening, speaking, reading, writing. The proficiency of someone's speaking is influenced by his or her vocabulary. To clarify that, let us look at the importance of vocabulary relating to the language skills.

In speaking, vocabulary is used to express our ideas or feelings to the other orally. The words we have influence how effective the communication runs.

⁹Vocabulary, Wikipedia.org, Accessed March 21st, 2019, at 09.03 P.M.

In listening, vocabulary is used to understand someone's speech or what someone says. It's very hard for use to catch what someone says if we just know the construction of sentence without knowing the words.

In reading, it is used to comprehend the reading material. Reading without vocabulary mastery will cause difficulties in comprehending a text. The number of words and the meaning of words, which someone knows will affect his/her, reading activity. It is impossible to understand passage unless he/she knows the mean of words used in the passage.

In Writing, the writer uses vocabulary (words) to develop his/her idea. A writer should choose the words clearly and accurately to express his/her ideas. Without knowing much vocabulary. We cannot develop our writing because we are limited on vocabulary mastering.¹⁰

2.2.2 The concept of games

2.2.2.1 Definition of game

According to Katie Salen and Eric Zimmerman in Wikipedia game is a system in which players engage in on artificial conflict, defined by rules, that in as quantifiable outcome.¹¹

In Oxford game have several meaning, they are: (1) Form of spell of player sport especially a competitive and played according to rules. (2) Specific instance of

¹⁰Asmilah Dani, "Using a Match Game to increase students' vocabulary at the second grade SMPN 2 Tellu Limpoe Sidenreng, Rappang" (Unpublished Skripsi Parepare:STAIN Parepare, 2015) ,p. 09.

¹¹Definition of Games, [Http://En. Wikipedia.Org/Wiki/Game](http://En.Wikipedia.Org/Wiki/Game) (Accessed on 26th March 2019).

playing such as a game. (3) Single portion of play forming a scoring unit in some contest. (4) Meeting for atheistic. (5) Scheme. (6) Policy or line of action.¹²

Based on the explanations above, the researcher concludes that game is an activity or sports that conclude a skill in learning process especially in English so that the students easy to understand the lesson.

2.2.2.2 Advantages of using games

According to Lee Sun Kim there are many advantages of using games in classroom:

1. Games are welcome break from the usual routine of the language class
2. They are motivating and challenging
3. Learning a language requires a great deal of effort
4. Games provide language practice in the various skill : speaking, writing, listening, and reading
5. They encourage students to interact and communicate
6. They create a meaningful context for language use.

2.2.2.3 The disadvantages to using game

Educational games played using the internet, computer or television can help children learn about spelling, math, reading and other subjects. They may also increase students' interest in school. But even though they are helpful, educational games can have disadvantages, affecting students both mentally and physically. It's best to use educational games as a supplement. Reduce time spent playing these games by having children study or play outside.

¹²*Oxford essential dictionary*, American edition oxford university press (news York, 2003) ,p. 238.

Disadvantages of applying games in teaching learning process was by attracting student's interest to games, all of them were active and made noisy. Sometimes they too much moved and spoke. That condition made the teacher difficult to control them, and the second, disadvantage off applying some games in teaching learning process was by doing games the teacher only had a little time to explain the material and gave some new vocabularies. So, there was no longer time for teacher to explain more and help them to memorize all the new vocabularies.¹³

2.2.3 The concept of Blindfold Game

2.2.3.1 Definition of Blindfold game

The Blindfold is a game of free movement and exploration of a virtual space that allows simple interaction with key elements and assets, which ends up being quite a challenge. The game simulates a realistic sound setting, allowing players to make sense of the sound driven experience.¹⁴

The Blindfold Game is one of the media can improve students' vocabulary. The Blindfold game is a practical exercise in verbal communication that used blindfold in the games. This game used to teach directions, numbers, and making instructions. Besides that, this game can bring the students that they need to study the expressions of others to direct a person. The Blindfold can push team members into working together more closely and blindfold can be fun. So that the students can be more interested and enjoy in English learning process.

¹³Nova Pravita Rus Diana, *The advantages and Disadvantages of using games in teaching vocabulary to the third grades of top school* (Publishing Final Project; Surakarta: sebelas maret university) ,p. 36.

¹⁴PDF, *Blindfold-An Audio-only Adventure Game (vj2013.dei.uc.pt)*, accessed on March 27th 2019, 20:24 P.M.

2.2.3.2 Types of Blindfold Game

2.2.3.2.1 Blindfold Word Games

Blindfold word game is a fully accessible word game for both sighted and visually impaired people, designed for rapid audio play. Word games includes the game word ladder, word flick, hangman, unscramble and 7 small word. (1) The Game Word Ladder: the objective of blindfold word ladder is to convert one word into another word by changing only one letter time for example, to change the word 'COLD' to 'WARM', you can first change the third letter of COLD from 'L' to 'R', making the word CORD. Then change the second 'CORD' so the new word is 'CARD', then the fourth letter of 'CARD', so the new word is 'WARD'. Finally change the last letter of 'WARD', so the new word is 'WARM'. (2) Word Flick : you have a 16 randomly chosen letters arranged in a 4 by 4 grid. You build as many words as possible using adjacent letters. The longer the word, the higher you score. For example, if the top line has the letters C,A,T,S , and the second line has the letters O,L,D,X, you could form CATS from the first line and COLD using the C from the first line, and the O,L,D from the second line. (3) Unscramble: you must unscramble the word. The letters L,E,H,O,L unscramble to become the word HELLO. (4) Hangman: you must discover the word before using up your moves. In seven small words, you must combine word fragments into a word that matches the definition you are given.

2.2.3.2.2 Blindfold Cat and Mouse

Blindfold Cat and Mouse is a fully accessible card game inspired by the kipbo card game, for both sighted and visually impaired people, designed for rapid audio play. The objective of the game is to be the first one to empty your stock pile. You have a stock pile with 30 cards, 4 discard piles, and your hand of 5 cards. Your

opponent has the same. The deck consists of cards from 1 to 12. The game starts by playing a 1 card from your hand onto a build pile. Then if you have a 2 card, you play it, then a 3 card and so on, until you play a 12. The build pile is cleared off, and you start again. If you cannot play a card, you discard a card, and your opponent goes. There are other rules, but that's quick summary of the game.

2.2.3.2.3 Blindfold Bingo

Blindfold Bingo is an fully accessible audio game where you play bingo by yourself, or against several computer players. In bingo, numbers are announced, and you press to dab your card on that number. You can choose how many other computer players are playing, and how many cards they can buy. If you get a bingo, you win 50% of the coins that were used to purchase cards by you and the other players. Blindfold Bingo comes with over 16 patterns of play, and lets you both explore a pattern and then play that pattern, such as a clover leaf, or the letter X, or an inside diamond. You can record yourself saying bingo, and blindfold bingo will play it back to you when you get a bingo. You can also select from other people's voices, and share you voice with the people who play blindfold bingo.

2.2.3.2.4 Blindfold War

Blindfold War is a fully accessible classic card war game for both sighted and visually impaired people, designed for rapid audio play. Blindfold War tells the cards you and the computer played, and the number of total cards in your hand. You can customize the game to your liking: how much extra information is spoken and how quickly it is spoken. The way of blindfold war is each player starts with a deck of 26 cards. The game takes place through a series of battles in which each player reveals one card. The player with the highest card wins both cards. If both players reveal a card of the same rank, a war ensues, giving each player a

chance to win many of their opponent's cards. The cards are not visible; instead, you play by listening. Tap the screen to play your next card, and the computer plays its next card too.

2.2.3.2.5 Blindfold Wildcard

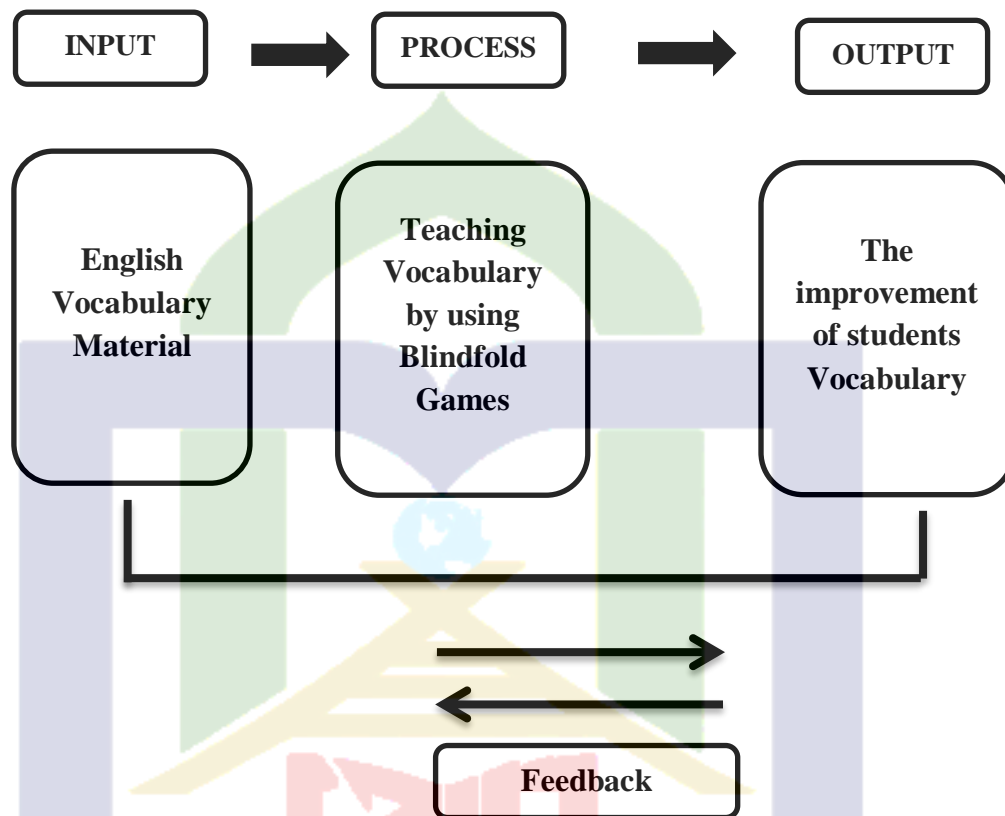
Blindfold Wildcard is a fully accessible card game that is a variant of the game "UNO" for both sighted and visually impaired people, designed for rapid audio play. Blindfold Wildcard tells you if a card can be played. You can customize the game to your liking: how much extra information is spoken and how quickly it is spoken. Blindfold Wildcard includes several modes of play, such as discard or draw, and discard or draw until you can discard. Since there are many rules choices for the game, you can customize it for many of those rules. You play against the computer. The cards are not visible; instead, you play by listening. You can flick up or down to hear the cards, and tap to play a card or draw from the deck. A complete guide to the gestures is included in the help.¹⁵

So, based on the types of blindfold game above, the researcher used blindfold word game in her research especially in unscramble. In unscramble, the students must arrange the unscramble word to become the right word.

2.3 Conceptual Framework

The main focus of this research is the use Blindfold game media in improving students' vocabulary. The conceptual framework underlying of this research was given in the following diagram.

¹⁵Marty's Blindfold Game (<http://blindfoldgame.org/>), accessed on March 28th 2019, 08:40 A.M.



Input, the three main components namely, vocabulary material, Blindfold Game and the student. When in this research the vocabulary materials consist of several themes that will be teach in learning process. Blindfold game as teaching technique and the students as object of this research.

Process, in this part researcher taught vocabulary by using blindfold game as a teaching technique.

Output, the output of this research is the vocabulary. The purpose of this part is known the vocabulary material after they are learning by using Blindfold game.

Feedback, there must feedback between input and output.

2.4 Hypothesis

Based on the review of literature, the researcher puts forward the hypothesis as following :

(Ho): Not able to develop students' vocabulary mastery by using Blindfold game media.

(Ha): Able to develop students' vocabulary mastery by using blindfold game media.