

CHAPTER I

INTRODUCTION

A. Background

There are many ways to learn English. One of the dominant aspect is ability to speak. In this case, speaking is important in communicating with people around the world. One of the aspect of learning speaking is to master basic vocabulary before start a conversation. This component is very necessary in learning English.

Every teacher teaches English at school, but no one emphasizes learning basic English vocabulary. This is very related to learning English in classroom. Some teaching materials related to basic vocabulary especially at elementary and junior high school level. In this case, the problems are usually found in learning English in the classroom. These are some problems, First, they consider the teacher's explanation for meaning or definition, pronunciation, spelling and grammatical functions boring.

Second, students only think of vocabulary learning as knowing the primary meaning of new words. Third, students usually only acquire new vocabulary through new words in their textbook or when given by teachers during classroom lesson. Forth, many learners do not want to take risks in applying what they have learnt.¹

Vocabulary is one important elements in building English, through it students can communicate his/her idea, emotion, feelings and desires. Further more, vocabulary has a big influence for another skill in english language learning. Because the students can practice their learning activity by learning vocabulary.

¹ Nguyen Thi Thanh Huyen, *The Effectiveness of Learning Vocabulary Through Games*

As Webster said vocabulary is the total number of word which makes up language, range of words to containing a list of word with their meaning.² There are many ways to teach vocabulary, one of is to use image media or playing game in digital form. This certainly can motivate students who are not focuses to excessive books and texts.

The researcher choose SMPN 8 Parepare as the object of the study. Based on the experience from the researcher when conducting learning in the field and found the lack of vocabulary from students have and how to to arrange vocabulary in writing letter. Therefore the researcher choose new learning models and methods. Vocabulary learning accompanied by pictures and sounds.

Learners of English have to deal with unfamiliar vocabulary during their language acquisition. In order to learn and retain new words, learners should participate in different task-based activities in their classroom whether it is a guessing task, a describing excercise or conversation making. Such activities also include vocabulary video games which especially focus on helping learners develop and use_words in different contexts by making the lesson enjoyable. Therefore, it is necessary to explore whether students learn vocabulary effectively through video games and how they learn it.

According to Mohsen Ebrahimzadeh and Sepideh Alavi's research that they inspired by using commercial digital video game for ELF students. This era, people using electronic digital for access information and etc. This method prove to given excitement to participant and increase

²Wabster, *The New International Wabster's Comprehensive Dictionary of the English Language* (United Stated: Trident Press International, 2003), p.1407.

motivation to student/participant. So, the researcher will try to apply this method named “Digital Video Game Based-learning” toward students in junior high school.³

Digital game-based learning (DGBL) is an instructional method that incorporates educational content or learning principles into video games with the goal of engaging learners. Applications of digital game-based learning draw upon the constructivist theory of education. Digital game-based learning refers to using actual digital video games as learning tools. The basic idea behind digital game-based learning in the classroom is that, as opposed to isolated tasks such as memorization, quizzing and drilling, digital games help students learn subject matter in context, as part of an interactive system.

Based on the reasons above, the researcher conducts a research about “Encouraging Students’ Vocabulary Ability by Using Digital Video Game Based-learning for Second Grade at SMPN 8 Parepare”.

B. Research Question

In accordance with the background above, the research question of this research can be drawn as follows:

1. Is Digital Video Game-based Learning able to encourage student’s vocabulary at SMPN 8 Parepare ?

C. Objective of the Research

As the research questions above, the researcher considers the main purpose of this research that consist of one objectives as follows:

1. To find out whether or not Digital Video Game-based Learning able to encourage students’ vocabulary mastery at SMPN 8 Parepare.

³ Mohsen Ebrahimzadeh and Sepideh Alavi, *The Effect of Digital Video Games on EFL Students’ Language Learning Motivation*

D. Significance of the Research

The research result is expected to provide useful contribution for:

1. School

To enrich variety in teaching-learning vocabulary to increase students' vocabulary. The researcher expect vocabulary in school can be used everyday for students while talking too much word and can mix with the vocabulary that they have memorized. From this, their ability will increase step by step.

2. Teacher

The researcher expect to add information about how to improve students' vocabulary through develop students thinking process. Besides, the researcher expect for teacher learning vocabulary more meaningful and fun in the classroom.

3. Researcher

Through this research, the researcher can provide an overview for the next researcher who will examine more about Digital Video Game-based Learning. This research expect to be useful information to the next researcher in encouraging student's vocabulary.