CHAPTER I
INTRODUCTION

1. 1 Background of the Research

Communication is an essential aspect that can never be separated from one's life. Everyone must always communicate daily because, with communication, humans can understand a message or information so that complex problems such as misunderstandings can be prevented. Language is one component of communication. Without language, people will have difficulty interacting and fail to understand the contents of a message or information.

In this modern era, many people communicate using English. The reason they communicate using English is that they have various purposes, such as supporting careers, education, etc. Therefore, some people think English is an important language to learn. Because many people communicate using English, English is made an international language where this language will later be used by people from all over the to speak. English is an international language that everyone must master.

However, learning English can be difficult for some people because many people have the struggle or obstacles when learning English. Therefore it is very important for someone to learn English language. So, in order to master English, students must learn four primary skills such as speaking,reading,writing,and listening. But, before learning the four primary skills, firstly the students must learn basic component of English, one of which is vocabulary.

Vocabulary is a fundamental component of English language that novice students must learn. Before mastering the four primary skills, such as listening, writing, reading, and speaking, firstly the students must understanding of vocabulary. Students must understand vocabulary in pronunciation, meaning and domain category. For example, when teacher teaches vocabulary about ‘transportation’, the students must know about domain (types of transportation), what is the mean of word, and the students must be able to how to pronounce the word.

In bloom's taxonomy, remembering is the most basic thinking ability that students must master before they can understand. In earning English, students must be able to remember vocabulary because this will make it easy for them to understand the meaning of vocabulary, and will make it easier for them to create sentences from the vocabulary, and also will make it easier for them to master vocabulary.

Before do this research, Researcher conducted a preliminary study on 2 February 2023 by doing observation and interviewing English teacher at SDN Gajah 2 to find out statement academic problems in English learning. Regarding to the result from observation and interview, Researcher found that there was a statement problem academic at the school in learning English especially in learning vocabulary. Where the statement problem is that students have difficulty remembering and understanding vocabulary, besides that there are other statement problem academics where students experience a lack of motivation in learning so that they get low score.

Dealing with the statement above it can be stated that students they have lack of motivation in learning English that's what cause them difficulties in mastering vocabulary. To overcome this problem, Researcher conducted a research using game as an education to help students master vocabulary as well as increase students motivation. The grand theory of using game as an education is stated by Harmer and Lely (2019). Harmer argue that game can exercise students motoric ability, stimulate students thinking skill in remembering and understanding vocabulary, and can increase students motivation in learning. According to Harmer, one of the educational game can be applied in vocabulary learning is Pictionary game. Harmer states that Pictionary games is a game that can be utilized as an effective teaching tool for building communication and creative thinking skills, and its perfect for reinforcing ideas for visual learners.

The reason Researcher conducted this research because Researcher wanted to increase students' ability to master vocabulary as well as to increase students' motivation in learning. Teachers can use the Pictionary game as a variation in teaching vocabulary to increase students' motivation as well as to make learning vocabulary more fun and also to stimulate students' ability to remember and

understand vocabulary. In this research, Researcher used experimental research method. Where the experimental research used was a type of pre-experimental research design (Sugiyono,2013) stating that this study aims to test the effectiveness between before and after treatment is applied in a group. For this reason, Researcher used this research method to test whether after Pictionary game was implemented, this game was effective in increasing students vocabulary or not.

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1.2. Identification Of the Research

The researcher does this research because the researcher found a problem in the place of research. The problems are:

1. Most of students SDN Gajah 2 lack of enthusiasm and unmotivated when learning English especially learning vocabulary.
2. Students are rarely given stimulation so that students understanding and ability to remember vocabulary is lacking.
3. Most of students have low score in English lessons.

1.3 Formulation of the Research

This research aims to know the effectiveness of using Pictionary gsme in increase vocabulary mastery students SDN Gajah 2 to be better. So, the researcher states the research question as follows:

1. How is the process of implementation of Pictionary game in teaching vocabulary?
2. How is the effect of using Pictionary games towards students vocabulary?

1.4 The Objective Of the Research

The objective of the research is to answer the problem previously stated above, those are:

1. To find out whether the effectiveness of Pictionary game toward students' vocabulary.
2. To find out the process of the use of Pictionary games in influencing student learning enthusiasm.

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1.5 The Significant Of The Research

The significant research is expected to provide the following benefits:

1. Theoretical Significance

   The result of this study are expected to provide benefits in vocabulary learning by using Pictionary game as a teaching variation while at the same time stimulate students enthusiasm for learning.

2. Practical Significance:

   a. The students

      This research is expected to provide train students understanding of vocabulary as well as motivate students to be enthusiastic when learning.

   b. The teacher

      This research is expected to help teachers in teaching English, especially in the field of vocabulary. With this research, teachers can make these Pictionary games can be used as a variation of teaching so that learning is not boring.

   c. The other researcher

      This research is expected to provide benefits in the form of insight into teaching variations to be used as a teacher's reference when teaching vocabulary in class. At the same time, it is expected that it will become a reference material for futher study on application of Pictionary games in increasing vocabulary.

1.6 Scope and Limitation of the Problem

In this research, the researcher limits the problem of the research to make it more understable. This research focuses on the effectiveness using Pictionary game towards students vocabulary mastery. The place that choosen to be place of research is SDN Gajah 2. This research choosen 4 grade students in academic year 2023/2024. The participant of this reseach consist 14 students. This reseach also is limited only on students elementary school in using Pictionary.

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1.7 Definition Of Key Terms

To lead the reader to get a better understanding, the writer includes the definition of the main terms,those are:

1.7.1 Vocabulary

Vocabulary is a component of English besides grammar. Vocabulary is all the words used in a language in general or a particular field in particular. The word vocabulary itself comes from the latin word vocabulum,which means to name, to call, or name.

1.7.2 Young learners

Young learners is children from 5/6 year old who are in the first year of elementary school to 12 years old. This learners is imaginative learner, they like to learn with fun activities such as playing game, and most of the younglearner likes to studying together with friends in a group.

1.7.3 Pictionary Games

Pictionary games is game that usually students work in a team. And each other member of team need communicate effectively so students are taught to be active and creative learners when guessing the words from the art work

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