

CHAPTER IV

FINDING AND DISCUSSION

This chapter present findings and discussion of this research. They are description about the process of teaching learning by using crossword puzzle game towards students' vocabulary mastery and found the problem the teacher in using crossword puzzle game in UPB. The further information will discussed in this chapter.

A. Finding

This researcher the data description of the UPB class of Antasari States Islamic University about the process of teaching learning by using crossword puzzle game towards students' vocabulary mastery and found the problem the teacher in using crossword puzzle game in UPB, the researcher observe the teacher using game in the learning process and the research observe the respond of students after the leaning teaching process. Here, the researcher describe about result of the research on the field that collected by technique of data collection. English learning process at UPB class of Antasari States Islamic University Banjarmasin have been done seven times in three weeks, for group 46 that is taught by Mr. M. Nasir Miraj' Juddin S. Pd and group 49 that is taught by Mr. Willy Kurniawan S. Pd.

The researcher did the research on April 27th 2019, then may 2nd 2019 until may 4th 2019, then may, 9th 2019 until may, 11th 2019 located on A. Yani street km 4,5 Banjarmasin.

The researcher used interview and observation instrument to determine the result of this research, as follow:

1. Observation

As the result of the observation which held for three weeks observation. In two classes, the atmosphere of teaching learning process always conducive and seriously. The teacher always using an easy language in the teaching learning process. But, the writer found the teacher rarely using game in the teaching learning process. So students bored when the teaching learning process. Teachers always ask the students to read the material being studied. And then the teachers ask the students to answer the question in the book. And always like that.

But, after the writer express intention to the teachers to research about the use of crossword puzzle, then the teachers try to using crossword puzzle game. Alhamdulillah the teaching learning process more be fun and make the students can be attractive. In the using crossword puzzle game, the interaction between teacher and students more often occur. Like the statement of Lee Su Kim, "Game are helpful to ice braking in the students' boredom at the teaching learning process.

2. Interview

As the researcher mentioned above, to get close investigation about their belief, the researcher did the interview. These are several questionnaire. They are used to investigate their beliefs in depth investigations as follow:

- a. What is the condition or interest of UPB students in learning English especially about their vocabulary mastery?
- b. Have you ever used crossword puzzle games in the teaching learning process to support their vocabulary mastery?
- c. How the respond or feedback students after you used that game.

B. Discussion

In this part the researchers explained about the further information of findings. After obtained all of data were taken from and interview, the researcher will explain the further from all the result based on theoretical review.