

CHAPTER I

INTRODUCTION

A. Background of Study

A basic knowledge of English is essential for students in today's globalized world. English is not only used in business, education, and technology, but it also opens up opportunities for the future. English learning today focuses not only on language acquisition but also on developing important skills such as communication, collaboration, and critical thinking. Based on Avara (2023), such skills are preparatory for students going out into the increasingly interconnected, competitive world. Based on Tawarik (2021), language skills are one of the important means of oral and written communication, it helps a person understand information, express his or her thoughts and feelings, and contribute to the development of technology, economics, and culture. This demonstrates that English is not merely a means of communication but also a key to supporting advancements in knowledge and 21st-century skills. There are four important abilities in English, namely: listening, speaking, reading, and writing. Speaking skill plays a very vital role; it helps students in the expression of their thoughts, ideas, and feelings clearly. This is very important in a variety of contexts, both academic and professional. In everyday life, the English-speaking skills will assist the student in interacting with people of different backgrounds, boosting self-confidence, and building wider social

networks. Emotion is crucial in communication and helps bring forth the way a message is sent and received. Understanding and managing our emotions will help improve interactions and lessen misunderstandings. Students can be thus helped to modulate their emotions and manage anger/aggressive behavior. This emotional regulation can significantly improve their communication skills, allowing them to engage in more meaningful and respectful conversations.

Based on James-Lange theory (in Carter & Seifert 2012), our emotional experiences are simply interpretations of the physiological prescriptions specific to that emotion: “We feel sad because we cry.” That emotional reaction arises when we experience that unique combination of biological events. In other words, emotions are triggered by bodily arousal triggered by the perception of something. Emotion is one of the most important aspects of being human, as it allows individuals to express their feelings. Moreover, in every aspect of human development, there is certainly emotional growth within it, based on Yusuf (2014). The ability to control emotions and very aggressive behavior is an important skill for students to possess. One method that can help control students emotions is by using the snakes and ladders game based on Yumarlin (2013).

Provides a playful approach to emotional regulation and skill development. Learning methods that are boring or antiquated can significantly influence student’s emotional experiences, therefore impacting their language learning process. Students may feel less interested in

learning. English because they do not see the relevance of their lives, which can impede progress and diminish motivation. Many technologies and digital entertainment can divert students from English language learning activities, especially when combined with peer pressure or social media standards. It can lead to Generation Z reluctance to learn English, particularly when they believe the benefits of learning English outweigh the pressure they face, such as a lack of opportunities to actively engage in the learning process. Student's nonconformity and self-confidence can both be enhanced by English, and they may use English in their daily lives. To solve this issue, senior high school students need to be motivated and engaged to learn English, particularly speaking skills, by creating a learning environment that is focused on them, supports active participation, and fosters social engagement applicable to their everyday lives.

Humans receive information from Allah through efficient learning mediums, such as spoken speech in this instance. This demonstrates how God inspires people to study and participate in the process of learning by giving them knowledge and presenting them with difficulties to apply and comprehend that knowledge. Learning is essential to human existence by observing how God uses educational media to impart knowledge to people. It is important because it encourages people to actively seek out, comprehend, and work toward deepening their understanding of the cosmos and God's will.

It is also implied in Surah al-Baqarah verse 31 of the Al-Qur'an:

وَعَلَّمَ آدَمَ الْأَسْمَاءَ كُلَّهَا ثُمَّ عَرَضَهُمْ عَلَى الْمَلَائِكَةِ فَقَالَ أَنْبِئُونِي بِأَسْمَاءِ
هَؤُلَاءِ إِنْ كُنْتُمْ صَادِقِينَ

Another surah that describes knowledge highlights the importance of learning and knowledge in human life. In the verse, Allah inspires humans to read and acquire knowledge, which is the foundation for intellectual and spiritual progress. It also confirms that the gift of knowledge is a gift from Allah to humans, which enriches their lives and guides them towards a deeper understanding of themselves, the universe, and its creator. By realizing the value of science as a divine gift, humans are reminded to value, respect, and utilize it responsibly in bettering the world and serving their fellow human beings. It is also implied in surah Al-Alaq 1-5 of the Al-Qur'an:

اقْرَأْ بِاسْمِ رَبِّكَ الَّذِي خَلَقَ الْإِنْسَانَ مِنْ عَلَقٍ اقْرَأْ وَرَبُّكَ الْأَكْرَمُ
الَّذِي عَلَّمَ بِالْقَلَمِ عَلَّمَ الْإِنْسَانَ مَا لَمْ يَعْلَمْ

The use of internal media English language teaching must be more varied and attractive, making learning a fun and alternative activity. The utilization of media should be based on children's developmental stages and the contemporary era. An example of this approach is the snake and ladder game. Snake and ladder games are played with pawns, cards, dice, or other game elements. Using photography, students can express personal experiences and give their

community. The snake and ladder game can improve the students' vocabulary mastery. Three vocabulary elements were encouraged by playing a snake and game in vocabulary learning, memorizing, and pronouncing vocabulary ladder. In this study, the use of a snake and ladder game is evidenced to create a positive learning environment in vocabulary learning. In other words, the use of games can provide benefits for students' vocabulary mastery (Pavita, M.D.A. 2022).

The researcher concluded that the gap between Pavita (2022) and the current research in teaching strategy used by teacher in implementing the snake and ladder game. In previous research, the teaching strategy focused on vocabulary. The teaching strategy by the researcher is dialogues that focus on the speaking skills. There has been a change in teaching approach, shifting from focusing on vocabulary to emphasizing the development of speaking skills during dialogue. However, there is still a lack of research in the literature that explores how teaching strategies that specifically develop speaking skills through dialog or role-play are applied in the context of educational games such as snakes and ladders. This study aims to understand students' emotional experience of learning using the snakes and ladders game, assess how students' speaking skills can be improved through the use of in the game, and examine how teaching applied by teachers affects students learning experience the context of educational games.

B. Definition of Key Terms

Several terms related to the research are clarified to avoid misconceptions.

1. Student Emotional Experience

Student emotional experience research refers to the range of feelings or emotions felt by students during the learning process. In this regard, the present study focuses on the emotional experiences of students in their process of learning to speak the language of English using snakes and ladders games.

2. Learning Speaking

Speaking skill acquisition is the process of learning to speak a language. It is the process of understanding and using a variety of grammatical structures, vocabulary, and appropriate intonation in a way to communicate with others in the language. Learning a second or foreign language is a complex goal. What is involved in the process must be understood.

3. Snake and Ladder game

In this research, the Snakes and Ladders technique will be applied as the learning activity to train the speaking skills of the students. This snake-and-ladder game will be adapted to the objectives of English learning and enable students to speak actively with target vocabulary and sentence structure in a lively and entertaining atmosphere.

C. Research Questions

Based on the problem described in the research background, the researcher decided to explore 2 research questions, as follows:

- a. What are the emotional experiences of students in learning speaking using

the snake and ladder game?

- b. What are the aspects of the snake and ladders game that contribute to students speaking skill development?

D. Objectives of Study

Based on the problem described in the research background, the researcher decided to explore 2 research questions, as follows:

1. To discover what are the emotional experience of students in learning speaking using the snake and ladder game.
2. To find out what aspects of the snake and ladders game contribute to students speaking skill development

E. Significance of Study

This study will provide useful information to teachers, students, and researchers about the appeal of learning, deepen understanding of the use of language, technology, and images to convey messages clearly, and illustrate students emotional experiences in learning speaking using the snakes and ladders game in class.

1. For teachers, especially in senior high school in Banjarmasin. The results of this study will help teacher to increase the attractiveness of learning, facilitate more comprehensive formative assessments, and enriching the teaching experience with exciting educational innovations.
2. For student, provides significant benefits for students as it helps them develop critical thinking skills, collaboration skills, and creativity.