

CHAPTER I

INTRODUCTION

A. Background of Study

All languages have words. Language emerges first as words, both historically, and in terms of the way each of us learned our first and any subsequent languages. The coining of new words never stops nor does the acquisition of words. Even in our first language we are continually learning new words, and learning new meanings for old words (Scott, 2002: 1).

According to Penny (2012: 60), vocabulary can be defined roughly, as “the words in the language”. However, it may include items that are more than a single word: for example, post office and mother in law. There are also longer multi-word expressions such as call it a day, in any case, how are you? Which express a single concept and are stored in the memory as a whole ‘chunk’.

“Every human beings that can speak and/or read, they will encounter vocabularies which are you get from the others or you speak it by yourself. Your own vocabulary will never stop growing during your life. The larger your vocabulary is, the more you will understand what you hear and read” (French, 2003: 1). God gives us the potential to make our vocabulary is larger. It is according to Koran verse Al-Baqarah: 31, Allah said:

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

صَدِّقِينَ ﴿٥١﴾

In this verse, Allah the Almighty taught Adam the name of things by giving him the potential of knowledge in learning and knowing the name and the function of the things (Shihab, 2002: 176-177). The relation of the verse to this study is that the human beings actually can memorize and know the vocabulary in any way of learning because Allah the Almighty have given us the potential.

The term vocabulary is also sometimes taken to include grammatical items: pronouns such as *she*, *someone*, or determiners such as *the*, *that*, and *any*. Grammatical items do not have much meaning on their own but are used to show the relationships with other words within meaningful utterances.

Technologies are now spreading its dominion influences through-out this new generation. From this matter of fact many people nowadays are commonplace of having two or even more devices using in their home. One of the most common place and (as was rated as) important, convenient, and practical to use is computer.

Rasinski, Padak, Newton, and Newton (2009) states that the students who have a wide vocabulary can speak and read the English words fluently

and understand what they speak or read. As students move from grade to grade, they will encounter more complex words or vocabulary.

The word “game” is familiar among people from the young until the old ones. It is recognized that the current existence of game has become one of the necessities in life. Game can be used as a mean of recreation or entertainment, even for some people game becomes their professions.

The device used to play game varies from the ones that use consoles like Nintendo Wii, or computer games usually called PC games, to the ones that are played on mobile phones/smartphones and tablet PCs. The game on mobile phones and tablet PCs have their own advantages, one of them is portability. In addition, it must be admitted that the price of the games in mobile phones and tablet PCs is relatively inexpensive and sometimes free.

One of the articles (CHR, 2012), that states playing game is a fun fool for students for studying foreign language – especially English – because they will not feel burdened to just sit down and study. Playing game has many benefits such as to make happy or as entertainment and also can give knowledge especially in related to enhance vocabulary.

One of the games that have some benefits for students is Clash of Clans. In Clash of Clans, there are some vocabulary in English, like bush, troops, spell, war, barrack, camp, clan castle, town hall, laboratory, storage and etc. One of the advantages of learning vocabulary in Clash of Clans game is people can unconsciously learn some vocabulary in fun way because they

do not need to memorize them on purpose. It is a sign that the importance of learning vocabulary.

MTsN Kelayan as one of the oldest Islamic junior high school in Banjarmasin has three classes at the eighth grade including class A, B, and C. The reason why the writer choose the school is because the writer has ever done Teaching Practice II (PPL II) in the school, so the writer decides to choose the school as the research place. Another reason is that the writer saw there are many students play a Clash of Clans game (COC), especially at the eighth grade of the school, this case gives the writer an idea to conduct the research about the game at the school. The research is done to know weather the game can help students to improve their English vocabulary or not.

Based on the previous observation, the writer is interested in conducting a research in titled **THE COMPARATIVE BETWEEN STUDENTS WHO PLAY AND WHO DO NOT PLAY CLASH OF CLANS GAME ON STUDENTS' VOCABULARY MASTERY AT THE EIGHTH GRADE STUDENTS OF MTSN KELAYAN ACADEMIC YEAR 2015/2016.**

B. Problem Statement

By conducting this research, the writer wants to investigate some problems which are formulated as follows:

1. How is the students' vocabulary mastery who play Clash of Clans game?

2. How is the students' vocabulary mastery who do not play Clash of Clans game?
3. Is there any difference of students' vocabulary mastery between students who play and do not play Clash of Clans game?

C. Objective of Study

This research has some objectives are as follows:

1. To find out the students' vocabulary mastery between students who play Clash of Clans game.
2. To find out the students' vocabulary mastery between students who do not play Clash of Clans game
3. To investigate the difference of students' vocabulary mastery as the result of students who play and who do not play Clash of Clans game.

D. Significance of Study

This research will give some advantages as follow:

1. It will give the knowledge for the readers and students that playing game would have a probability in enriching the vocabularies.
2. It will give an inspiration to the readers, students, and teachers that playing game perhaps can enrich the vocabularies.
3. It can add an input and additional information for the readers, students, teacher, and others.

E. Hypothesis

According to the writer, this research has two hypothesis, they are:

1. Null Hypothesis (Ho): there is no significant difference of students' vocabulary mastery between the students who play Clash of Clans game and do not play Clash of Clans game.
2. Direction or alternative hypothesis (Ha): there is significant difference of students' vocabulary mastery between the students who play Clash of Clans game and do not play Clash of Clans game.

F. Definition of Key Terms

1. According to Oxford English Dictionary, the meaning of term comparative is an act of comparing. The word compare means to consider people or thing in order to find ways in which they are similar standard or size, that can be compared with somebody or something (A S Hornby, 1995, p. 39)
2. Clash of Clans is an online multiplayer game in which players build a community, train troops, and attack other players to earn gold and elixir, which can then be used to build defenses so as to protect the player against.
3. The definition of word 'vocabulary' are various. Vocabulary is a list of words usually in alphabetical order and with explanation of their meaning, less complete than a dictionary (Neufield, 1988, p. 159).

According to Krisdalasana, *kosa kata adalah kompone bahasa yang memuat semua informasi tentang makna dan pemakaian kata dalam bahasa*. It means that vocabulary is language component that consist of information about meaning and using words in language.

Vocabulary is core component of language proficiency and provides much of the basic for how well learners speak, listen, write and read. Without an extensive vocabulary and strategies for acquiring vocabulary, learners often achieve less than their potential and may be discouraged from making use of language learning opportunities around them such as listening to the radio, listening to native speaker, using language in different context, reading or watching television (Richard and Reanldy, 2002, p. 225). Thus vocabulary is a fundamental element in learning language that has to be mastered by students’.

Vocabulary is a list of words in a language whose meaning and their usage as an instrument of communication to express idea, mind, opinion, thought, felling, written or orally. We can a quire vocabulary though many ways: they are listening, speaking, writing and reading.