

# CHAPTER I

## INTRODUCTION

### **A. Background of Study**

Vocabulary has always been assumed as an essential and a vital part of learning English as a foreign language. Hence, vocabulary is extremely essential in learning English as a foreign language. It is also in line with Pamungkas (2022) who pinpointed that improving vocabulary can assist the students' ability to communicate well in English. Since communicating effectively also needs vocabulary. It is proven that vocabulary plays an important role in improving English. From this point it can be taken that vocabulary is very important for students to use and improve the quality of learning in EFL.

However, despite vocabulary being an important skill, many students in Indonesia unfortunately still struggle with limited vocabulary. Hence, it is a huge challenge and problem to solve by teachers in Indonesia to assist the improvement of students' vocabulary bank. One of the ways to enhance their vocabulary is to use the existing technology. Vocabulary is the heart of any language, since without having enough storage of vocabulary, students will not be able to understand English well to communicate with their peers or to express their own ideas in front of others (Cardenas, 2001). Vocabulary learning is the cornerstone of students' level of comprehension (Nation 2001). Therefore, learning vocabulary in a suitable way leads to students' learning success in general. However, vocabulary is a key factor in the process of language teaching and learning. Thus, teachers need to use

methods and techniques that work well for helping students expand their vocabulary in order to improve their language production and comprehension skills. These days, it is crucial to find new methods for teaching vocabulary and expanding students' vocabulary. Teachers should act as guides and facilitators, because when students are properly engaged in the learning process, they can learn more (Ferreira, 2007).

There are several advantages to using games in the classroom, according to Zheng (2008). Studying in a relaxed environment boosts students' motivation and self-esteem, and because games are entertaining, students may naturally and conventionally pick up new vocabulary.

As a result, it is imperative to employ the diverse and dynamic technology of today as a learning medium. There are many different kinds of games on technology, including computers and cellphones. The online game Wordwall is one of various learning resources that may be used to produce engaging learning. In order to get students to participate in conversations, surveys, and quizzes, Wordwall is an interactive application that includes games (Galuh, 2022). Students who participate in this game don't need to create a new account because they may access it directly through a web browser at [www.Wordwall.net](http://www.Wordwall.net) and download the program from the Playstore, which is already accessible on smartphones (Galuh, 2022).

Sartika,(2017) pointed out that the best gaming platform for vocabulary practice is Wordwall, which offers a variety of game types that are advantageous and engaging for the intended audience, in this case, primary school students. In addition, Purwitasari, (2022) also stated that Wordwall is an intriguing browser application. As stated in Miftakh, (2022), the main goal of Wordwall is to create a

fun and enjoyable learning media for students, which can be used by teachers to serve a fun quiz-based game.

Additionally, Wordwall application is able to give an enjoyable experience for students to improve their vocabulary with a quiz-based game, as well as teacher to run the vocabulary class better. It is assumed to be an enjoyable and effective medium to learn vocabulary, since it provides pictures to visualize the vocabulary and teachers can use the template of the quiz on Wordwall immediately which include keywords such as nouns, adjectives, the meanings and etc. (Purwitasari, 2022). This makes it an engaging tool for both teachers and students to experience a fun learning environment.

Moreover, Wordwall allows teachers to create a variety of educational media, such as word searches, matching games, quizzes, anagrams, and random words. The Wordwall's highly interactive features and handouts, which are used in classroom lessons utilizing the application, provide students with many opportunities to engage and imagine (Sutrisna, 2021).

As a means to improve English vocabulary mastery, this study suggests a way to address those issues by utilizing Wordwall educational game medium to give vocabulary learning in the language. Vocabulary improvement is essential in our lives, as stated in Surah Al-Baqarah verse 31:

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

This verse explains that Allah the most glorified and the most high taught

prophet Adam the names of objects in heavens and earth, therefore everything in this world is given a name. Vocabulary is crucial to learning a language since everything in our world needs a name.

Furthermore, this verse affirms that Allah the most glorified and the most high bestows knowledge as a gift, and that humans are superior to other species on Earth because of this gift. Realising the majesty of Allah the most glorified and the most high as the source of all knowledge and being thankful for what one knows are important lessons to be learnt from this. Furthermore, language acquisition is very important for today's younger generation. Thus, it is challenging for pupils to express all of their thoughts, feelings, and ideas as well as to build the four English language abilities if they struggle to master vocabulary. Consequently, mastering vocabulary is crucial to language acquisition. Therefore, it is the teacher's responsibility to help the students expand their vocabulary. Wordwalls can improve students' vocabulary achievement and motivation to learn new words, according to a study by Hasram (2021) that employed them as a learning tool for teaching English. Wordwall can also boost students' vocabulary achievement and motivation to learn new words, according to a different study by Miftakh (2022).

However, this research is different from those previous studies. The earlier researchers looked into the emotional experiences and enjoyment of students using the Wordwall program to learn vocabulary. In addition, this study uses a research methodology called Capturing Teacher's Emotional Experiences and Challenges in Learning Vocabulary to attempt to address research issues about the process of using Wordwall media to enhance English vocabulary. utilising photovoice as the

study's data collection method and the Wordwall application.

## **B. Definition of Key Terms**

The researcher gave the following essential terms to comprehend in order to prevent misunderstandings and misinterpretations of this study:

### 1. Vocabulary

Vocabulary It alludes to the vocabulary that the teacher and students are learning in class. Specifically, the Wordwall program will be used to teach the vocabulary in this lesson. In order to ascertain whether or not these specific games may enhance the proficiency of English language learners, the study looks at the impact of teaching vocabulary in English to elementary school pupils using electronic games. Vocabulary is an essential part of teaching and learning a language, and teachers must use effective strategies and appropriate tactics to help students increase their vocabulary in order to enhance their language comprehension and six production skills.

### 2. Wordwall

Wordwall media, which is an effective method of integrating media into the classroom, involves projecting huge vocabulary words onto the wall for students to view from a distance. An interactive wordwall is a set of words or word parts that can be used to teach spelling, vocabulary, letter- sound correspondence, and other subjects. Wordwall is a helpful resource for teaching language principles. Additionally, the Wordwall is specifically employed in this study to teach pupils vocabulary.

### 3. Emotion

Emotion is the term used to describe the impromptu ideas that represent individual interactions and reactions to particular situations. The emotion in this study pertains to the teacher's experience utilising Wordwall to teach vocabulary.

### 4. Challenges

Are the challenges or even hardships of carrying out a task in order to accomplish specific goals or objectives. The difficulties teachers have when teaching vocabulary, particularly when utilising the Wordwall application, are discussed in this study.

### 5. Photovoice

Picturevoice The method of gathering data that uses photographs as the medium for data analysis is referred to here. The teacher's experience acquiring vocabulary with Wordwall will be described in this study utilising photovoice.

## **C. Research Questions**

Based on the background of study explained, the researcher proposed two research questions, as shown:

1. What are teachers' emotional experiences in teaching vocabulary using the Wordwall application?
2. What are the teachers' difficulties in teaching vocabulary using the Wordwall application?

#### **D. Objectives of Study**

To answer the formulated research questions, the researcher has two main objectives, as shown:

1. To investigate the teachers' emotional experiences in teaching vocabulary using the Wordwall application.
2. To find out the teachers' difficulties in teaching vocabulary using the Wordwall application.

#### **E. Significances of Study**

The research is expected to have meaningful benefits for both students and teachers as well as the researcher and the readers. Here are the following benefits:

1. Teachers

By knowing that Wordwall is an effective media, it is expected that teacher can use the same application to improve students' vocabulary bank. Beyond just enhancing vocabulary, integrating such tools into lessons can create emotional experiences for students, fostering a deeper connection to learning. When students interact with engaging, game-like activities that involve words and language, they are more likely to feel a sense of accomplishment, excitement, and even pride as they see their vocabulary grow. These emotional responses not only enhance their learning experience but also motivate them to continue exploring and expanding their language skills, ultimately making learning more meaningful and enjoyable.

## 2. Researcher

It is hoped that it can be used as a reference for further research that can develop a deeper understanding of the role of teacher emotions in the teaching process, especially in the context of using digital technology such as the Wordwall application. This study is also expected to contribute to designing more effective and comprehensive teaching strategies, which not only consider students' cognitive aspects, but also emotional and technical factors that affect teacher performance. In addition, the findings of this study can provide practical insights for teachers in overcoming difficulties that may arise when using technology in the classroom, as well as improving ways that can increase motivation and effectiveness of vocabulary learning.

## 3. Readers

The readers can get new knowledge about teaching and learning vocabulary by using Wordwall application and understand how this application can optimize the learning experience for both teachers and students.