

CHAPTER I

INTRODUCTION

A. Background of Study

Language is an important aspect in human life. People need language to look for and give people beneficial information. Communication holds the most important aspect of the language. Listening or reading cannot occur without communication. People need a language as a communication to express their feeling, thought and desires.

As a communication device in human life and also in line with the world civilization, a language becomes an important thing and people around the world need to use it in their life. Language is needed to recognize and to know each other with other people in the world, as it is stated in the Holy Qur'an verse, on Surah Al-Hujurat 13 as follows:

يَا أَيُّهَا النَّاسُ إِنَّا خَلَقْنَاكُمْ مِنْ ذَكَرٍ وَأُنْثَىٰ وَجَعَلْنَاكُمْ شُعُوبًا وَقَبَائِلَ لِتَعَارَفُوا إِنَّ أَكْرَمَكُمْ عِنْدَ اللَّهِ
أَتْقَاكُمْ إِنَّ اللَّهَ عَلِيمٌ خَبِيرٌ (١٣)

The verse states that the human beings of the world are created by God with many races and tribes which have various culture, behavior, religion or beliefs, and languages. Those various show what a good creation of God. The most important thing that the researcher wants to show here is about language, because to recognize and know other people we need language for communication. Language is very urgent and effective to get response from other people when we have business with others. But, to interact with people out from

our community we need to know other languages. So, it is necessary to know and learn other language besides mother tongue. Therefore, it is important to learn another language, in other to make the same understanding when we communicate to each other and also to make easier when we interact with people out from our community.

There are many languages used in international communication. One of the most used is English. Indonesian learns English to communicate in two forms, in spoken and written form. In Indonesia, English is a foreign language. English does not have social function as wide as a second language. English in academic field is taught as a subject matter.

English has been taught and learned as a foreign language for many years at Indonesian schools starting from kindergarten (even just introduction some English vocabularies) to junior high school, senior high school even up to university or collage.

In Junior High School, students study much about texts, grammar and vocabulary. Ideally, they should master vocabulary to help writing skill, speaking fluently and reading comprehension. But in fact, they still find more difficulties in mastering vocabulary. Students have difficulties in enriching their vocabulary. They get difficulties in memorizing the new words, so they have limited vocabulary. To improve students mastery in vocabulary, the students need strategies, it means as specific action by the student to make learning easier, faster, and more effective. Learning strategies are possible help the learner to

study vocabulary because God gives us the potential to make our vocabulary is larger. It is according to Koran verse Al-Baqarah: 31 :

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

إِنْ كُنْتُمْ صَادِقِينَ ﴿٣١﴾

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, p. 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 has given us the potential.

Learning process is not always in the class, learning can be done everywhere. Students also do not always face with the teacher to teach vocabulary. Students can learn at anywhere, any time. Since the progress of the technology, students know English in many media. English also can be found in the games. Many games use English as the language to give instructions in the game. Many students have been playing a lot of games, unconsciously they learn English. The habit of playing games by the students possibly way to enrich their vocabulary.

One of the games that have some benefits for students is Subway Surfers. In Subway Surfers, there are some vocabularies in English, like *train*, *run*, *connect*, *coin*, *power up*, *equip*, *collect*, and many others. One of the advantages

of learning vocabulary in Subway Surfers 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.

MTs Al-Ikhwan as one of the oldest Islamic junior high school in Banjarmasin has three classes at the seven grade including class A, B, and C. The researcher chooses the school because the researcher has come to this school to acquire some data first. The researcher gave questionnaire to be answered by the student. The first is question about some games that they can choose based on what game do the students play, like *Point Blank*, *Seven Knight*, *Clash of Clans*, *Subway Surfers* and many others. However, only Subway Surfers have the highest chooser. On the other question, the researcher asked the students whether they had ever learned English at their Elementary school or not. The result, many students never learn English at Elementary school and there are many students who play Subway Surfers game especially at the seventh grade of the school. This case gives the researcher an idea to conduct the research about the game at the school. The research is done to know whether this game can help students to improve their English vocabulary or not.

The researcher found the previous study that had completed by Syaifuddin (2016) entitled “The Correlation Between Students Reading Habit in English And Vocabulary Mastery On The Second Semester Students of English Department In IAIN Antasari Banjarmasin”. The finding of the research is a positive medium correlation between reading habit in English and vocabulary mastery on the second semester students of English Department in IAIN Antasari Banjarmasin.

Another previous study that had been conducted by Ahmad Mujakkir (2015) entitled “The Comparative Between Students Who Play And Who Do Not Play Clash Of Clans Game On Students’ Vocabulary Mastery At The Eight Grade Students Of MTsN Kelayan Academic Year 2015/2016”. The study shows that there is a significant difference between students who play and who do not play Clash of Clans game in their vocabulary mastery at the eighth grade of MTsN Kelayan.

Based on the statements above, observation at MTs Al-Ikhwan and previous studies, the researcher is interested in conducting a research entitled **THE CORRELATION BETWEEN HABIT IN PLAYING SUBWAY SURFERS GAME AND VOCABULARY MASTERY OF THE SEVENTH GRADE STUDENTS OF MTS AL-IKHWAN ACADEMIC YEAR 2016/2017.**

B. Problem Statement

The researcher formulates the statements of problem as follows:

1. What is students’ habit in playing Subway Surfers game of the seventh grade of MTs Al-Ikhwan academic year 2016/2017?
2. What is students’ vocabulary mastery of the seventh grade of MTs Al-Ikhwan academic year 2016/2017?
3. Is there any significant correlation between students’ habit in playing Subway Surfers game and their vocabulary mastery of the seventh grade of MTs Al-Ikhwan academic year 2016/2017?

C. The Objective of the Research

Related to the problems, the researcher aims to know:

1. To know students' habit in playing Subway Surfers game of the seventh graders of MTs Al-Ikhwan academic year 2016/2017.
2. To know students' vocabulary mastery of the seventh grade of MTs Al-Ikhwan academic year 2016/2017.
3. To know the degree of correlation between habit in playing Subway Surfers game and vocabulary mastery of the seventh grade students of MTs Al-Ikhwan academic year 2016/2017.

D. Problem Limitation

The object of the research is concerned with two variables; Habit in playing Subway Surfers game and vocabulary mastery. Therefore, this research is focused on the correlation between habit in playing Subway Surfers game and their vocabulary mastery in MTs Al Ikhwan academic year 2016/2017.

E. Significance of Research

The result of this study is expected to give some positive outcome as follow:

1. For Students

It can be useful for students to help them measure their vocabulary mastery and it can be used to motivate the students to improve their vocabulary mastery.

2. For Teacher

By doing this research, the researcher hopes that the result of the study will be usefull to give contribution of developing English teaching vocabulary especially in teaching vocabulary using media. Moreover, the researcher hopes teachers can use media as an alternative way in teaching vocabulary. Therefore, the students will get better achievement.

3. For the researcher

By doing this research, the researcher will get some new experiences and knowledge about his study and it will be useful for the future.

F. Hypothesis

- a. $H_a : p \neq 0$ There is a significant correlation between students' habit in playing Subway Surfers game and vocabulary mastery.
- b. $H_0 : p = 0$ There is no significant correlation between students' habit in playing Subway Surfers game and vocabulary mastery.

G. Definition of Key Terms

In order to clarify what variables are involves in the study some definition are put forwards:

1. Correlation

According to Kenny (2004, p.1) means a statistical relationship between a set of variables, none of which have been experimentally manipulated. Although correlations and covariances can be computed from experimental data, we usually reserve the term correlation for a

relationship between unmanipulated variables. So that, the correlation means the relation between two variable or more.

2. Habit

According to Hornby (1995, p.353), habit is thing that you do often and almost without thinking. It means that habit people behaviour that is done by them unconsciously repeated many times. The researcher means about habit in this study is the students' habitual activity in playing game outside the school.

3. Subway Surfers

Subway Surfers is an "endless running" mobile game co-developed by Kiloo, private company based in Denmark and SYBO Games. This game is the highest chooser and played by the seventh grade students at MTs Al-Ikhwan academic year 2016/2017.

4. Vocabulary

According to Hornby (1995, p.1425), vocabulary is the total number of words, which make up the language. It can be defined great knowledge about something or understanding of words. The vocabulary in this study that the researcher means the vocabularies that found in Subway Surfers game.