

CHAPTER I

INTRODUCTION

A. Background of Study

English as one of the most influential languages in the world that very important to learn because it can be used to give and receive information and to develop education, technology and art. English is also useful for young learner. Preparing students to learn English as early as possible is a very good thing because their brains are ready to learn and will be very easy for them to master. (Retno Trihandayani / Journal of English Language Teaching 5 (2) (2016))

In English, there are four skills that should be mastered namely listening, reading, speaking and writing. In order to master English, we should master the grammatical rule and vocabulary. Master vocabulary it will be easier for us in mastering English. Laufer (1997, p. 140) in Indriati (2014) “state that learning vocabulary is one of the most important elements without which neither comprehension nor production of language is possible. On other word, vocabulary cannot be separated from other language skills.” (Retno Trihandayani & Ahmad Sofwan.(2016). The Effectiveness of Using Computer Game “Fast Hands” to Improve Students’ Vocabulary Mastery for Junior High School. *Journal of English Teaching*, 5, 1)

Allah says in the *Al Qur’an* Surah *Al-Baqarah* verse 31 :

وَعَلَّمَ آدَمَ الْأَسْمَاءَ كُلَّهَا ثُمَّ عَرَضَهُمْ عَلَى الْمَلَائِكَةِ فَقَالَ أَنْبِئُونِي بِأَسْمَاءِ هَؤُلَاءِ
 إِنْ كُنْتُمْ صَادِقِينَ ﴿٣١﴾

Based on the verse above state that the first language learning to Prophet Adam as the first man created by Allah Almighty is by teaching of names of objects. It can be concluded that learning language can begin with learning vocabulary. Learning vocabulary will able to develop students' vocabulary, especially English. Mastery English vocabulary both oral and written will develop other English skills.

In School-Based Curriculum, teachers are given opportunity to utilize a variety of methods and media that can improve the students' interest, attention and creativity. This is important because in School Based Curriculum the teacher serves as a facilitator who is expected to select the media used in learning. The media should be interesting and they match to the characteristics of the learners.

Allah says in the *Al Qur'an* Surah *An-Nahl* verse 89 :

وَيَوْمَ نَبْعَثُ فِي كُلِّ أُمَّةٍ شَهِيدًا عَلَيْهِمْ مِّنْ أَنْفُسِهِمْ^ط وَجِئْنَا بِكَ شَهِيدًا عَلَىٰ هَؤُلَاءِ^ع وَنَزَّلْنَا عَلَيْكَ الْكِتَابَ تَبْيِينًا لِّكُلِّ شَيْءٍ وَهُدًى وَرَحْمَةً وَبُشْرَىٰ
 لِلْمُسْلِمِينَ ﴿٨٩﴾

Based on the verse above indirectly God teaches people to use a tool/object as a media in explaining everything. As Allah Almighty decreed the

Qur'an to the Prophet Muhammad P.B.U.H to explain everything, it is fitting that a person should use a certain media in explaining all matters.

In era globalization, many human make variety of innovation in the world, one of them marked by development of technologies. The human can use technologies to learn any information. With the development of new technologies, there has been an attendant interest in applying these technologies in the educational area and making predictions of how they would affect to the educational future of our classroom and students.

Technology of education can use either in the classroom or outside of classroom. This technology succeeded to change the stereotyped images from classroom to be modern and interesting. Due to this technology, the classroom is not the bore place anymore and the students can learn more fun. By use the computer and software program to prepare lesson material, technology has been change to be great education.

There are some profits from technology of education generally:

1. Technology to help the students to develop their learning ability
2. No discrimination. Younger, adult and older can access it to get information
3. Information can access it from variation method helped by lesson material. And online classes also help the students to communicate with other students in other place.

4. Technology can reach out to isolated place. Thus, all of children who cannot get education will be chance learn like another children in the school. (<https://wartikel.com/6303/manfaat-teknologi-di-bidang-pendidikan/>)

And the profit from technology of education can be perceived by teacher and students in learning English, such as:

1. Facilitate teacher to explaining the lesson to students for easy to understand and fun
2. Teachers make various kinds of learning media to make it more fun and students feel interested and do not find English difficult
3. Teacher and student can search assignments and references
4. Provides an alternative problem solving in overcoming resource and resource difficulties

Learning through computer games is able to provide several advantages. First, lessons given can be accepted with delight, as related with the nature of game that is entertaining and exciting; Second, because game is fun, playing at once arouse great interest for learners in a particular subject. Computer game has spread rapidly in youth people life; they get accustomed to the computer game rather than the other technology, computer game comes in various types. It is possible that we can consider about the use of computer game as a medium in teaching and learning. (<http://eetsutiati.blogspot.co.id/2015/07/peran-teknologi-informasi-dalam.html>)

A lot of games in computer prepared to learn English. Games designed to develop skills in English as follows name of games in accordance with the skills:

1. Learning vocabulary: hang man, fast hands, desert drag, speed ball and concentration.
2. Learning grammar: falling cloud, compare, grammar bubbles.
3. Learning listening: slow click.
4. Learning reading: Big describer.
5. Learning writing : spelling bee

We can find them on internet sites and download to computer. Games has own difficulty level. Thus, for beginner better playing games of vocabulary.

In this research, the writer tries to use “Fast Hands” as one of computer games to teach vocabulary, this is a game for learning English focusing on vocabulary items where the player will listen to the speaker or read the word and then click on the matching pictures. It is really easy, fun and interesting to learn and review words. The players can choose the content that they want to play with and there are more than 500 vocabulary items in total.
(<https://www.gamestolearnenglish.com/fast-hands/>)

Students’ motivation will be increase when they play or after play Fast Hands game. The teacher has an important role to grow and to give motivation to students in order that they can do learning activity as well. In this study, the teacher will explain the game to the students and give a chance to students to play Fast Hands with choose the content for example about “Animal”. The students

will match pictures and also they will race with the time. Sometimes pictures will reappear purpose to students' memory. It will be fun activity and to give another method to memorize the vocabulary then to interest the students to learning English.

The students' problem of learning vocabulary, especially students' motivation generally are found the difficulty in learning English; the difficulty to pronoun the word because pronounce word of English is different with other languages; lots of vocabulary to memorize; difficult to integrate between one of the vocabulary with other vocabulary. Whereas, problem students' motivation at MTs Kebun Bunga Banjarmasin is low in learning English (vocabulary). The writer found some factors why students' motivation at MTs Kebun Bunga is low? First, they are from different elementary school some of students have learnt English and some of students have not. The Second, background of their family, environment and they have different of intelectual, learning style and learning strategy. The last, simple teaching in the classroom the example is the teacher not use media or game in teaching learning until the students feel bored and not interest. Thus, the teacher as a facilitator to improve and to motivated their English skills by computer game "Fast hands" could influence to students' motivation at VII graders MTs Kebun Bunga Banjarmasin.

So, the writer hopes by using computer game "Fast Hands" as a medium for teaching, learners are expected to be more interested in learning vocabulary and they get motivated in teaching learning process. Previous study from Retno Trihandayani and Drs. Ahmad Sofwan M.A., Ph.D. "The Effectiveness of Using

Computer Game “Fast Hands” to Improve Students’ Vocabulary Mastery for Junior High School” this study was a quasi-experimental research aimed at finding out whether computer game “Fast Hands” effectively improve students’ vocabulary or not. Then from James. D. Klein and Eric Freitag “ Éffects of Using an Instructional Game on Motivation and Performance” the purpose of this study was to determine the effect on motivation and performance of using an instructional game. The similar research on the first and second study are to discuss about game, motivation and vocabulary. The differences are in the first study they want to finding computer game effectively improve students’ vocabulary or not. And the second study they finding the effect on motivation and performance of using an instructional game. Then, this study finding computer game “Fast hands” influence to students’ motivation.

B. Statements of Problem

To guide the research, there is question for this research as follow “Does the Fast Hands game influence students’ motivation in learning vocabulary of VII graders at MTs Kebun Bunga Banjarmasin.?”

C. Objective of Study

The aim of this study is to know that Fast Hands game can influence students’ motivation in learning vocabulary of VII graders at MTs Kebun Bunga Banjarmasin.

D. Hypothesis

A hypothesis is a statement of the research assumption about the influences two variables that the researcher plans to test within the framework of researches study to previous study.

The hypothesis of this study was prepared as a tentative answer for research problem stated previously. In this case the alternative hypothesis (H1) as read follows:

1. There is influence of the use of Fast Hands game to students' motivation".

Because of statistical computation the alternative hypothesis need to be change into null hypothesis (Ho) as follow:

2. There is no influence of the use of Fast Hands game to students' motivation"

E. Significant of Study

The result of the study is expected to give inputs and ideas to:

1. The teacher teaches English use Fast Hands game. The teacher knows is that "Fast Hands" game able to influence students' motivation in learning vocabulary at VII graders.
2. As motivation for the teacher to improve the skills of choosing the appropriate learning methods and varied.
3. To facilitate students in learning English (vocabulary) to develop their skills easily.

4. To provide a positive attitude towards English subjects, particularly vocabulary.

F. Definition of key terms

In order to make the readers get easier in understanding this study, here the researcher will give the definition of some key terms that important to be understood as the following:

1. **Vocabulary** is about learning words, formulaic phrases, chunks, finding words inside them, and learning even more about those words.
2. **Influence** is a power to appear of something or someone and factors given a change to surrounding.
3. **Motivation** is an attitude that shows an interest in a job and is based on desire without being encouraged by others
4. **Fast Hands game** as one of computer games to teach vocabulary this a game for learning English focusing on vocabulary items where the player will listen to the sound or read the word and then click on the matching pictures.