

# CHAPTER I

## INTRODUCTION

### A. Research Background

In the current era of globalization, mastery of English is important because almost all countries use English, including Indonesia as an international language. The development of the times in the current era of globalization makes us have to be ready to master international languages because this is needed as a way to communicate. In the world of education, the use of English is needed as capital to complete the studies that will be taken. English has a very important role in aspects of life, mastering and studying it will be very beneficial for those concerned (Mahu, 2012:3). Mastery of English can also be a provision in finding work and can provide an opportunity in pursuing our careers. In cross-cultural, it is also necessary to use English as an international language to communicate. Learning English can also increase our knowledge so that it is easy to find information using that language. In learning English we need to master vocabulary first to facilitate communication.

Vocabulary is a combination of several words that form a meaning. Vocabulary cannot be separated from the four skills in language, reading, writing, listening, and speaking. Alizadeh (2016: 22) stated that vocabulary is knowledge of words or lists made alphabetically with their definitions. Learning vocabulary is very important because it is the main capital in learning sentence structure and other skills in the language. We need to master vocabulary to communicate well. Learning vocabulary is likely to be one of the biggest challenges students will face in their studies (Alizadeh, 2016: 23). The limited time and place in using English as a communication tool become a challenge in developing language skills. Laziness and the assumption that learning vocabulary is a difficult thing to do makes people reluctant to learn vocabulary. Even though this is not an obstacle to learning vocabulary. Learning vocabulary can also be done anywhere and anytime as long as you want to

study hard. By practicing what has been learned, it will be easier to master English. There are many ways to learn vocabulary in an easy and fun way.

Teachers play a role so that the current generation is more advanced by using existing media in learning, especially learning English. According to Antić (2016: 214) teachers have a broad field of education, and teacher development is a continuous process from turning potential into performance. It becomes a challenge for teachers to find or create a method that will have used in teaching vocabulary. Teachers need to find or create easy methods and fun in learning vocabulary. The teacher must prepare a method that is easy for students to understand. This method is expected to help in mastering vocabulary because with the right method students can understand and master it. Many methods can be used in mastering vocabulary but these methods are not effective and efficient.

Even so, students must master vocabulary effectively so that they can understand the meaning of vocabulary. In the teaching and learning process, the teacher must know the extent to which students understand vocabulary. Students need to master vocabulary which is an aspect of mastering English. Mastering vocabulary is very easy if the method is used effectively and efficiently. Students can easily understand the vocabulary learned.

Students find vocabulary difficult to master and understand. The researcher had experience during an internship in SMP Negeri 2 Hulu Gurungone, where they find vocabulary difficult to master. Students find vocabulary difficult to remember when they learned. Students need the right method in learning vocabulary, an effective and efficient method for students. Students also need a fun method of learning vocabulary so that it is easy for them to learn it.

Lots of easy and fun media for learning vocabulary. The method that the researcher used in her research to improve students' vocabulary is using a blindfold game. Blindfold game is a group game in describing objects one by one this game requires teamwork to complete and with their eyes closed. This game is also an interesting method to improve vocabulary. According to Arfin

et al (2020: 201) blindfold game is an interesting and funny game to teach and learn vocabulary. They will be more enthusiastic and will not feel bored using this game in learning vocabulary. The use of blindfold game can be enjoyment in the classroom that can create a fun learning atmosphere. Of course, student participation will also be more active in the learning process carried out using this game. Therefore in this study, the researcher is interested in improving students' vocabulary mastery through the blindfold game

At this school, no research has ever been conducted using blindfold games to improve students' vocabulary mastery. This is the first time that blindfold game is used to improve students' vocabulary mastery at this school. The importance of this research is that students can master vocabulary easily by using interesting methods. Students can be more interested if they use games in learning, such as the use of blindfold game to improve students' vocabulary mastery. So, the use of this blindfold game is very necessary in improving students' vocabulary mastery to make it easier for students.

## **B. Research Question**

Based on the research background above, the research question in this research is “How can blindfold game improve students' vocabulary mastery with the eighth grade students of SMP Negeri 2 Hulu Gurung in the academic year of 2021/2022?”

## **C. Research Purpose**

Based on the research question above, the purpose of this research is to know how blindfold game can improve students' vocabulary mastery with the eighth grade students of SMP Negeri 2 Hulu Gurung in the academic year of 2021/2022.

## **D. Scope of Research**

### **1. Research Variable**

A research variable is anything in the form of anything determined by a researcher to be studied so that information about it is obtained and a conclusion is drawn. Kaur (2013: 36) stated that a variable is a property that takes on different values. The variable of this research is using a single variable. The variable is improving students' vocabulary mastery through blindfold game.

### **2. Terminology**

To avoid misunderstanding between the researcher and reader, the researcher provides the definition and explanation of those terms, as follows:

#### **a. Vocabulary Mastery**

Vocabulary mastery is important to learn English. Vocabulary is a collection of several words that are combined so that they have meaning or meaning. Vocabulary cannot be separated from the four skills in language, reading, writing, listening, and speaking. Mastery of vocabulary is very necessary to master English. Mastering vocabulary is a basic thing that needs to be done to understand English.

#### **b. Blindfold Game**

Blindfold game is a method that is used for vocabulary mastery. Learning English requires an easy and fun method of mastering vocabulary. The blindfold game is a game played with a group where they will describe as many objects as possible with their eyes closed. It will create a fun class atmosphere and not make students bored.

#### **c. SMP Negeri 2 Hulu Gurung**

SMP Negeri 2 Hulu Gurung is stated as a government junior high school which is located at Jln. Lintas Embau Nanga Letuh Karya Mandiri, sub-district Hulu Gurung, regency Kapuas Hulu. The researcher will do teaching practice, especially in class VIII and the researcher will do the research entitled "Improving Students' Vocabulary Mastery

Through Blindfold Game”. (A Classroom Action Research with the Eighth Grade Students of SMP Negeri 2 Hulu Gurung in the Academic Year of 2021/2022).

## **E. Significance of the Research**

### **1. Practical Significance**

#### **a. For the students**

For students, it is hoped that they can master vocabulary in an easy and fun way. Therefore, they can get an understanding of the vocabulary. They can know the importance of mastering vocabulary and they can easily find out the meaning of vocabulary. This can also be the anticipation for students in mastering word cities where they can know what their difficulties are in mastering vocabulary.

#### **b. For the teachers**

For teachers, this can provide information related to teaching techniques in mastering vocabulary. In addition, it can find out what difficulties students have in mastering vocabulary. They can find out the essence of mastering English vocabulary, and can also find out the factors that cause students to have difficulty mastering vocabulary. And can find the right steps to overcoming these problems.

#### **c. For the school**

After conducting this research, it is hoped that the school will be interested in this research method. This can also be a reflection to improve effective and efficient teaching. And can make innovative teaching.

### **2. Theoretical Significance**

For other researcher, the researcher hoped that this research can be a reference for them researching vocabulary mastery. That way this research can be useful for them as an additional reference.

**F. Action Hypothesis**

The hypothesis of this research is Blindfold Game can improve the students' vocabulary mastery with the eighth grade students of SMP Negeri 2 Hulu Gurung in the academic year of 2021/2022.