

## **CHAPTER I INTRODUCTION**

### **A. Research Background**

Vocabulary is an important component in language use. That is one of the elements that connects the four language skills such as listening, speaking, reading, and writing. So it is a must for students to know the word count and how to use it. This is necessary so that they can communicate well in English because communicating is a way to provide knowledge or information to other people so that they can influence thinking, change attitudes, and encourage other people to do certain things (Nguyen & Nga, 2003) .

English vocabulary is important in everyday life. For this reason, it is taught to look for vocabulary because each sentence consists of vocabulary. It cannot be denied that vocabulary is always present in every language in everyday life, such as in speaking, writing, listening and reading. Efrizal (2018) states that to master the four language skills, vocabulary is a very important element of language. Language skills require several skills such as reading, listening, writing, and speaking, therefore because students must master these four skills, memorizing and learning vocabulary is very important to master these four skills.

The teaching and learning process will be successful if the teacher knows who the students are. The teacher must also be able to choose and create the right technique in the teaching and learning process. The game is one variation of the available techniques. Teachers can use several games to practice vocabulary. Baker & Westrup (2000:38) mentions that there are many games to increase vocabulary, such as: card games, bingo, crosswords, alphabetical lists, rote lists, simple scrabble etc. One such game is a card game. Card games are one of the favorite games for children in the teaching and learning process.

There are many ideas for using media to teach vocabulary. As we know, it has been a long time since images were introduced as a medium for teaching English for the first time. In its development, images have been developed into various kinds by previous researchers such as flash cards, posters, picture series, dominoes, etc. vocabulary. In this case, the researcher will use domino cards to increase the students' vocabulary. According to Lebedova (2011) Dominoes is a very useful, easy and entertaining game to practice any vocabulary. This game can be played in groups or in pairs, has the necessary competitive aspect and forces learners to easily learn vocabulary, memorize and memorize it. Games can be easily modified by working on body parts vocabulary, storing vocabulary in memory, and encouraging communication and cooperation.

In learning English, of course, not a few of us encounter difficulties in the learning process. the difficulties in learning English in general are a lack of self-confidence, the use of inappropriate learning methods this will hinder the English learning process so that children will find it difficult to accept learning English due to choosing the wrong learning method then a lack of motivation in the learning process namely convincing students that they are capable of learning English and there are many more difficulties in the process of learning English in elementary schools

Based on the internship experience at SMP Negeri 03 Sungai Raya, there are several problems that cause students to get scores below mastery such as teaching still using traditional techniques such as memorization, and teaching only using textbooks to explain vocabulary. Therefore, they are not interested in the teaching and learning process. Thus, they experience difficulties in teaching and learning English, especially in mastering vocabulary.

In this study, the researcher uses a modified domino card to make students interested in learning vocabulary because it has the necessary competition aspects and forces students to learn vocabulary, store it in

memory and remember it. Researchers believe by using modified dominoes, students will be more interested in learning English. It provides a way to make teaching vocabulary easy, effective, and fun. According to Baker & Westrup (2000:38), students can play different games with dominoes, for example: They can find words and pictures or reach words in their first language with words in English, or reach words with their definitions. .

The use of domino card games is one of the many media that researchers expect to make students enjoy learning to break a pleasant situation. This media student can play while studying so that new vocabulary can be mastered well. All of the explanations above hopefully can inspire researchers to conduct classroom action research, researchers only want to know the extent of the ability of students to use the domino card games that are applied to students in the eighth grade of SMP Negeri 03 Sungai Raya.

## **B. Research Question**

Based on the background explanation above, the researcher concludes that the research problem of this study is:

1. How can the Domino Card Game improve students' vocabulary mastery at the Eighth Grade Students of SMP Negeri 03 Sungai Raya in the Academic Year of 2022/2023?
2. How is the classroom situation when Domino Card Game is implemented to teach vocabulary mastery to the Eighth Grade Students of SMP Negeri 03 Sungai Raya in the Academic Year of 2022/2023?

## **C. Research Purpose**

Based on the problems above the researcher has some purpose for this research as follows:

1. To investigate whether the Domino Card Game can improve students' vocabulary mastery at the Eighth Grade Students of SMP Negeri 03 Sungai Raya in the Academic Year of 2022/2023?
2. To describe the classroom situation when Domino Card Game is implemented to teach vocabulary mastery to the Eighth Grade Students of SMP Negeri 03 Sungai Raya in the Academic Year of 2022/2023?

#### **D. Scope of Research**

##### **1. Research Variable**

Research variables are very useful for researchers in making measurements or observations. Creswell (2012:112) states that research variables are characteristics or attributes that are measured or observed in each individual or organization under study. From here it can be seen that the research variable is the existence of an object of research to be studied in a certain way such as through measurement. The object of research can be a phenomenon, person, object, situation, social situation, and so on. This study uses a single variable that will be applied to Eighth Grade students of SMP Negeri 03 Sungai Raya. The single variable in this study is about improving students' vocabulary mastery by using a domino card game.

##### **2. Terminology**

The researcher feels the need to explain the terms used so that there is no misunderstanding, the terms in this research are as follows:

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

Vocabulary mastery is the ability of students to memorize vocabulary and can practice them in everyday life. The term mastery of vocabulary in this study is intended for students with mastery of English vocabulary. Vocabulary is always there when

someone reads, listens, writes, and speaks because vocabulary is a parent of language skills.

b. Domino Card Game

Domino card games are card games that connect cards that are usually played by two or more people. Domino card games are usually called gapple which is a card game played by several people, but the term in this study is domino cards played more towards learning English, where domino cards have been modified to contain interrelated English vocabulary. Researchers used domino cards to train students in increasing vocabulary. Playing dominoes usually places cards that are connected to the previous card in turn.

c. SMP Negeri 03 Sungai Raya

SMP Negeri 03 Sungai Raya is stated as a government junior high school which is located at Jln. Adi Sucipto, Gg. Sepakat, Limbung, Kec. Sungai Raya, Kab. Kubu Raya, Prov. Kalimantan Barat. The researcher conducted research in one of the VIII classes.

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

### **1. Practical Significance**

a. For the students

For students, this game can build a fun situation and it is also useful in improving vocabulary games. With a domino card game, students can play while learning and arouse enthusiasm in learning vocabulary.

b. For the teacher

Teachers get an approach to students and familiarize each other between teachers and students so that students see the teacher as having a pleasant character in the teaching and learning process.

c. For the school

Schools can use media in this study for innovative learning in each class and make school situations the class become more enthusiastic in the learning process.

d. For other researcher

For other researchers, it can be used as a reference and knowing the results, processes, and impacts on domino card game media to increase the mastery of vocabulary.

2. Theoretical Significance

This research is expected to be able to improve the ability to master English vocabulary in a pleasant atmosphere by learning while playing the domino card game.

**F. Action Hypothesis**

The hypothesis of this research is Domino Card Game can improve the students' vocabulary mastery with the eighth grade students of SMP Negeri 03 Sungai Raya in the academic year of 2022/2023.