# CHAPTER 1
## INTRODUCTION

### A. Research Background

Vocabulary play an important role in learning English, it has been widely studied by people around the world because it is the main element to master of English. Vocabulary is one of the most important basic parts when student learn English besides Reading, Writing, Listening, and speaking skills. Student will learn English more easier if they are mastered vocabulary first. Has good capability in vocabulary are needed because it can affect all component in English. The teacher should find the best or the effective technique to teach English vocabulary. It is also used to stimulate the students' motivation and students' interest to the lesson (Rosada Bara, 2016). In addition to interesting techniques or ways of learning, teacher also have an important role in providing direction and explanations to students, so that the teaching and learning process becomes effective and easy for students to understand.

Students encounter many obstacles when it comes to learning vocabulary. The lack of interesting learning media tends to make students bored to learn and make the learning and teaching process less effective in the classroom. Departing on pre-observation at XI IPS 3 at SMAN 2 Sintang, researcher find out there are still many students who use vocabulary incorrectly because they are confused about placing the correct use of vocabulary. Spelling is also an aspect that still often makes students wrong because many words in English are written and spelled differently, thus making students tend to make mistakes in spelling. In answering questions about the meaning of vocabulary, students also tend to be silent when asked about the meaning of vocabulary, some guess or just say what they are thinking because in English there are many vocabularies which mean almost the same and the lack of understanding of students is one of the inhibiting factors in thinking for students. In pronunciation, students still often experience errors and confusion because words that are spelled the same can be pronounced in different ways; English also has many more vowel sounds so that it makes English more difficult to learn. Students tend to pronounce English words such as reading the word reading rules in Indonesian vocabulary because they do not understand how to pronounce English correctly.

Students as educational centers need practical and easy-to-understand methods that are appropriate for vocabulary learning so that the learning process becomes fun. If students have good knowledge in comprehending the meaningful of words in vocabulary,

it will be easy for them to conduct good communication (Indrawati & Resti, 2020). If students have studied and understood the basics in learning English first, then other aspects will be understood significantly.

Vocabulary can be learned in various ways that can make it easier for students to learn it and make learning methods more diverse and interesting. One method that is easy and effective to implement is Anagram. Anagram is a type of word play, the result of rearranging the letters of a word or phrase to produce a new word or phrase, using all the original letters exactly once. By using anagram, students will not feel bored while learning because anagram tends to match the characteristics of students who like to play, because anagram is a word game. A lot of vocabulary is obtained by using this method, automatically, the students' vocabulary understanding also increases, by applying this method means helping students to increase their curiosity to master more vocabulary. All the letters of the name or phrase must be used once and only once. This is the basic rule of anagramming (sartika manurung 2014).

In a way that is fairly easy to understand, anagram can stimulate students to think creatively and encourage curiosity to find many new words from just one word. Anagram is a simple and effective game. Therefore, students will be facilitative with anagram in expending knowledge and vocabulary mastery (Rosadi, 2017). Facilitating students with interesting games or learning techniques can help increase students' knowledge and experience in the learning process.

Studies on Anagram to improve vocabulary mastery have been carried out by several researchers. According to Nasution & Sinaga (2020) proved that the students who were taught by anagram game got better result. In summary, the researcher found all the related findings support this research. The researchers found the positive effect to the students' vocabulary mastery. On the other year, Kartikasari *et al* (2021) was examining the effect of anagram game on eighth students' vocabulary mastery at SMPN 3 Balaraja, based on the result of this research, it can be concluded that there is any significant different result between the students who are taught by using Anagram Game and the students who are taught without Anagram Game in term of English vocabulary mastery the eighth grade students of SMPN 3 Balaraja in academic year 2020/2021.

The other study was explaining The Effect of Using Anagram Game on Students' Vocabulary Mastery (A Study at the Eleventh Grade of SMA Harapan Padang sidimpuan) proved that there is a significant effect of anagram game on students' vocabularymastery

at the eleventh gradestudents of SMA Harapan Padangsidimpuan (Sihombing & Pricilia, 2020).

In this research, the researcher conducted research in a different media from the previous study, in this research, researcher used flashcard as a medium to support anagram to increase students' vocabulary.

Last but not least, this research aims to focus Improving and find out how efficient anagram are to help students understand students' Vocabulary Mastery at SMAN 2 SINTANG especially eleventh-grade students.

## B. Research Question

Based on the background beforehand, the researcher will address one question on this topic, "How can anagram improve the students' vocabulary mastery to the XI IPS 3 grade students of SMAN 2 Sintang in academic year of 2022/2023?"

## C. Research Purpose

According to the question research above, the researcher wants to find out how can anagram improve students' vocabulary mastery through anagram.

## D. Scope Of Research

1. Research Variable

Variable is a concept of the research, which needs to be observed, discussed, answered, explained, and concluded by the researcher. According to Creswell (2012) Variable is a characteristic or element of an individual or an organization that can be measure or observe by the researcher. The researcher preferable the variable of this research is the improvement of students' vocabulary mastery through anagram.

2. Research Terminology

There are several terms included in this study to avoid misunderstandings between researcher and readers, as follows:

a. Game

Game is a structured form to play or an activity or sport usually to implove skills, knowledge, and chance to find solution from problems.

b. Anagram

Anagram is a word game technique to find or identify other words from just one word. Media that can be applied to assist anagram technique is flashcard.

c. Vocabulary Mastery

Vocabulary mastery is an ability to comprehend vocabulary by using anagram as learning method.

## E. Significance of The Research

This study wants to find out the effectiveness of anagram to develop students' vocabulary. In this study, there are two benefits based on Theoretical benefit and Practical benefit, which are:

1. Theoretical significance

The results of this study were conducted with the aim of adding information for teachers and researcher about the effectiveness of anagram to improve students' vocabulary mastery, and also to be used as a guide for distance research.

2. Practical significance

With the completion of this research, the researcher hopes to be able to explain new learning methods that can have positive roles and benefits for the process of learning English in the future, especially for students, teachers/lecturers and other researchers.

1. To students

The researcher hopes that the positive results of this study can be used as a reference for students to use as advanced learning methods for vocabulary mastery. Learning vocabulary mastery using anagram can make the student learning process fun because it is a method that is easy to understand so that students become more creative and can express ideas in the learning process.

2. To teachers/lecturers

The results of this study can be a reference for teachers to apply the anagram game for learning to increase vocabulary so that the learning process will be more creative and attract students' interest in learning and make students' learning motivation better with interesting and creative learning method.

3. To other researchers

This result of this study can be a benchmark for the next researcher in future research who interested to conduct research about the effect of anagram to enhance students' vocabulary mastery.

**F. Action Hypothesis**

The hypothesis of this research is Anagram can improve the students' vocabulary mastery with XI IPS 3 grade of students of SMAN 2 Sintang in academic year of 2022/2023.