

## **Chapter One**

### **Introduction**

This chapter examines several topics. The first topic is the background of the research. The background of the research discusses the topic that has been chosen and the facts that have occurred. The issues at the research site are examined in the identification of the problem. The scope and focus of this investigation are then present in the delimitation of the problem. The following topic discusses the research addition questions that guide the analysis also be present in this chapter. Then, the section on research objectives explores specific goals or objectives to be researched. The topic related to the importance of the analysis that has the benefits of this research for certain people discussed in the next.

### **Background of the Research**

In Indonesia, English is a foreign language. However, English language learning has been taught since elementary school to university. English is very important to learn because it is an international language that is used in various countries in the world. Apart from that, learning English is very beneficial in several aspects. Therefore, English is very important to learn. Salawazo et al. (2020) suggest for the following three reasons, that English is crucial for Indonesian students: it makes it simple to obtain a high-quality job, it allows you to communicate with people throughout the world, and it allows you to access scientific materials in your major field.

Vocabulary is a component of language because without vocabulary people cannot explain their ideas or opinion. Besides that, vocabulary affects other language skills such as writing, speaking, listening, and reading. For some students, usually when learning English, students often experience difficulties in learning because of a lack of knowledge of vocabulary. So, this can cause students to experience difficulties in understanding the information conveyed by the teacher or in carrying out the tasks given. Mukhtar et al. (2023) suggest it is crucial to learn a wide range of terms to expand one's vocabulary to help EFL students perform well in a textual context. Therefore, teachers should use effective and interesting learning methods to improve students' vocabulary mastery.

In vocabulary learning, it is very important to use learning media that is appropriate for students. Learning media greatly influences learning outcomes. Learning vocabulary by memorizing vocabulary directly is not an effective thing to use. Effective and interesting learning methods are needed to overcome the problem of students' minimum mastery of vocabulary. Puspitarini and Hanif (2019) stated that students can be motivated by using learning techniques such as games, and presenting new and relevant context-sensitive content or interactive media can stimulate them internally.

Lack of vocabulary mastery can be very detrimental in many situations, such as communication, education, and daily activities. Insufficient vocabulary mastery can hinder a person's capacity to express ideas, feelings, and thoughts clearly and effectively. Furthermore, lack of vocabulary mastery can cause students find difficulties in understanding reading material, remembering lesson content, and

obeying school rules. As a result, students' academic performance and cognitive development may suffer.

In this research, the researcher found strategies to overcome the problem of students' lack of vocabulary mastery. The researcher used the Make a Match game as a medium for learning vocabulary. It is hoped that the use of interesting learning media can train students' abilities in learning vocabulary. The Make a Match Game is a game that can hone students' abilities in learning vocabulary. By quickly matching the cards in their hands and locating their card partner, the Make a Match Game helped the children understand the meaning of new words (Utami et al., 2018).

Based on the result of research conducted by Haronis et al. (2022) match technique can enhance students' vocabulary mastery. Besides that, the research also explains that the suitability of choosing techniques in learning has an influence on learning outcomes. The research also states that matching games are very appropriate to be applied in areas that have limited network access, teachers can use this method as a learning medium in schools. Furthermore, another research by Destika (2022), stated that match technique can help students become more proficient in the language in the best way. This method has a positive impact on students' vocabulary mastery. Additionally, it makes teaching and learning vocabulary interesting for students. This method makes it easier to understand the subject matter.

The researcher chose the Make a Match Game as a vocabulary learning medium for several reasons, the first is that the Make a Match is a game that can be played by students while learning about vocabulary, and the second is that learning vocabulary through games is an interesting and effective way for students, learning by memorizing vocabulary directly is considered ineffective and inefficient because students tend to forget quickly and have difficulty memorizing. Therefore, researcher try to apply new learning through games to make it easier for students to memorize vocabulary, because if learning is carried out by paying attention to students' interests and abilities, students tend to be enthusiastic in learning and students motivated in learning.

### **Identification of the Problem**

English language learning in Indonesia has been provided from elementary schools to universities. However, students often experience difficulties in learning English because of limited vocabulary mastery. So, this can affect students' ability to understand the material presented. The researcher has made observations when carrying out teaching practices in the research location. Based on the results of observations made by the researcher, students have not been able to implement vocabulary in writing, speaking and there are errors in the use of English words, both in pronunciation and so on.

Based on the problems found by the researcher, the researcher tried to implement effective and interesting learning media for students to make it easier to learn vocabulary, especially to improve students' vocabulary mastery. Games are

an effective and interesting learning method that teachers can use in class during learning. Because, apart from being fun, learning using games can make students motivated to learn and can gain new knowledge and experiences. Several types of games can be used to improve vocabulary mastery for students, one of the examples is the Make a Match Game. According to Destika (2022), The Make a Match Game can help students improve their mastery of terminology. This method has a positive impact on students' language mastery. From the experiences experienced by the researcher, the researcher is interested in conducting experimental research to implement the Make a Match Game as a medium for learning to improve vocabulary mastery for junior high school students.

### **Delimitation of the Problem**

Vocabulary has many aspects, but this research only focuses on increasing knowledge of part of speech and degree of comparison which is carried out using the game method, namely the Make a Match Game. The researcher chose this topic because it suited the material studied by the students. This research aims to overcome the problem of the students' minimum vocabulary mastery, so the use of effective and interesting learning media to improve vocabulary mastery for students is very necessary. This research was conducted at a state junior high school located in Purwodadi, Central Java. The findings of this research discuss the implementation of the Make a Match Game as a media to improve English vocabulary mastery of junior high school students.

## **Research Questions**

Several research questions are employed in carrying out this research as guidelines for carrying out research. The following are the research questions:

1. How is the students' vocabulary mastery at one of the junior high schools located in Purwodadi, Central Java before implementing the Make a Match Game?
2. How is the students' vocabulary mastery at one of the junior high schools located in Purwodadi, Central Java after implementing the Make a Match Game?
3. Is there any significant difference between students' vocabulary mastery at one of the junior high school students located in Purwodadi, Central Java before and after implementing the Make a Math Game?

## **Research Objectives**

Based on the research questions above, the objectives of the research are:

1. To find out the students' vocabulary mastery at one of the junior high schools located in Purwodadi, Central Java before implementing the Make a Match Game.
2. To find out the students' vocabulary mastery at one of the junior high schools located at Purwodadi, Central Java after implementing the Make a Match Game.

3. To investigate if there is any significant difference between students' vocabulary mastery at one of the junior high schools located in Purwodadi, Central Java before and after implementing the Make a Match Game.

### **Significance of the Research**

The findings of the research are expected to provide benefits and knowledge for students, teachers, and future researchers:

**For the students.** This research can be used to find out how effective learning vocabulary is through Make a Match game for students. Students can use this research as a solution for learning to increase knowledge of English vocabulary using game-based learning media so that students can be more enthusiastic and motivated in learning.

**For the teachers.** Make a Match Game is one of the learning media games that can be used by teachers in learning English vocabulary. Therefore, the teacher can use this research as a reference to find out the effectiveness of the Make a Match game in vocabulary learning, so that the teachers can find out what can be done to increase students' motivation and enthusiasm in learning English.

**For the future researchers.** The results of this research can be used to increase knowledge for other researchers who have an interest in the same research field and can be used as a reference for other researchers who conduct research in the same field.

## **Organization of the Research**

There are five chapters in this research. The background of the study, identification of the problem, delimitation of the problem, research questions, research objectives, significance of the research, and organization of the chapter. The background of the study discusses the factors that led the researcher to select this particular subject for investigation. The problems listed in the problem statement are those that emerge from the background. The goal of the research is to answer the research questions. The goal of the study is why this research was conducted. The benefits of the research for students, teachers, and potential researcher are what make it significant.

The literature review and conceptual framework are covered in chapter two. Several theories that support this research are found in the literature review. The researcher explores the conceptual framework after describing a few theories. The study's hypothesis is then presented by the researcher.

The research methodology is covered in chapter three. This chapter outlines the researcher's plan for conducting this research. This chapter consists of several sections followed by the research design, research setting, population and sample, data collection method, research instrument, data collection procedure and lastly data analysis.

Findings and discussion are included in chapter four. The results show whether the implementation of the Make a Match Game can improve students' vocabulary mastery. The results of the research discussed at the end of this chapter.

Conclusions and suggestions are found in chapter five. This chapter offers broad responses to research-related queries as well as suggestions from academics. Teachers, students, and other researchers receive recommendations.