

CHAPTER I

INTRODUCTION

This chapter provides information about background of the research, statements of problems, purposes of research, significant of research, hypothesis, rational, research methodology, clarification of main terms, and paper organization.

I.1 Background of Problem

As an international language, English becomes the dominant language in communication. Nowadays, the knowledge of English is required in many fields, profession, and occupations, such as science, business, aviation, entertainment, diplomacy, and internet. Since English is considered as international language, some countries in the world mandate the teaching of English to educational institution (public and private school).

The government of Indonesia which considers English as a foreign language also mandates educational institution, especially the formal ones (schools) to teach English as a compulsory subject. English has been introduced to students since primary school, even kindergarten, in order to prepare Indonesian in facing globalization era.

Although English has been learned by Indonesian students since kindergarten, but students still feel difficult and strange to master English vocabularies. In the other hand, the progress of science and technology has made English to be the most prestigious language among other, because most science

and technology almost use English. This phenomenon makes some people interest to make English course in some regions for helping student's ability in English, and this situation interests student to join some English courses for studying more about English.

There are four skills to master English, they are: reading, writing, speaking, and listening. All of them have close relationship with vocabulary, because Vocabulary is the important element to master those skills. It becomes basic aspect to master a foreign language. The more vocabularies one has, the more possibilities one has to master language skill.

Because of the importance of vocabulary, students are demanded to master vocabulary. Commonly, students get vocabulary from their schools when they are studying English. But we cannot deny that they can get vocabulary from their environment beyond school, such as television, radio, music, magazine, newspaper, and games.

Game is an interactive multimedia in which the human as game player has control over the main" character" in a game world (Koojimans: 2004). Game appeared for the first time in the early 1970. This inception was accepted well by people. Even until now, it has had a major impact on how people spend their leisure time. This condition caused the video game industry grew by leaps and bounds.

Computer game uses English language for the content of game. It can be a language learning source or language acquisition for children, especially for mastering English vocabulary. Saprudin and Winaputra (1991:65) as cited in

Djamarah and Zain (2006:122) say that learning sources are categorized into five: 1) human being 2) book/library 3) mass media 4) Environment and 5) education media. It is indicated that computer game can be vocabulary learning source or vocabulary acquisition source.

Language acquisition is the process by which humans acquire the capacity to perceive, produce and use words to understand and communicate. This capacity involves the picking up of diverse capacities including syntax, phonetics, and an extensive vocabulary. When children play computer game they will acquire new language, especially new vocabulary and it can increase children's vocabulary indirectly. Basically, when children play computer game, they do not learn English vocabulary expressly, but they play computer game just for enjoy and spending their leisure time.

Computer games are a part of entertainment that uses English. Computer game can give advantages. Mcfarlane, Sparrowhawk, Heald (2001) have done the research for a department of education and skill of United Kingdom, about the game contribution for education process. This research reports that the nature of learning supported by games could be broadly divided into three types learning as a result of tasks simulated by the content of the games. Knowledge develops through the content of the game. Skill is arising as a result of playing the game. This last one can be subdivided into direct and indirect learning. Besides that, there are other researches that were done by educational researches and policy makers reported the advantages and disadvantages of computer game and its relevance for education.

Those researches are based on the phenomenon that occurs. Computer games become popular for children. They spend much time for playing games. There are many reasons they like games. They consider games as very pleasurable and entertaining activity, but also at time frustrating bad challenging activity.

I.2 Statements of Problem

English as an international language has been learned by Indonesian students from kindergarten until university, but English still is considered as difficult subject by students especially kindergarten students and elementary school students. On the other hand, the progress of science and technology made English to be the most a prestigious language among other, because most science and technology almost use English. It is included computer. Computer is one of technology which uses English, and many children use computer for playing game.

This phenomenon makes students more interested to play computer games that uses English and it can be used as one way to enrich English vocabulary. To prove the statement above (playing computer game can raise motivation and enrich vocabularies) the writer takes two types classes, they are experimental class (learning English using computer game) and control class (learning English without using computer game), in order to know the differences of students' ability in vocabulary between experimental class and control class.

In short, the writer can identify the statement of problem, they are:

1. How much is the improvement of students' English vocabulary in the experimental class?

2. What are the differences between experimental class and control class in their English vocabulary enrichment?
3. What are the students' perceptions to a computer game using English as its instruction?

I.3 Purpose and Significance of Research

I.3.1 Purposes of Research

The purposes of this research are to answer the questions above. The writer expects:

1. To know the improvement of students' English vocabulary in the experimental class.
2. To know the differences between experimental class and control class in their English vocabulary enrichment.
3. To know the students' perception to a computer game using English as its instruction.

I.3.2 Significance of Research

The significance of this research is expected that this research will contribute to the academic society. The significance is that students can get additional English vocabularies through computer game as a learning source.

I.4 Hypothesis

The study focuses on elementary students who learn English using computer game. Its hypothesis can be formulated that there is the significant improvement on students' vocabulary mastery after playing computer game.

According to Riduwan (2008), if there is a significant difference between two variables, the hypothesis is called H_a (alternative hypothesis). If there is no significant difference between two variables the hypothesis is called H_0 (null hypothesis).

I.5 Clarification of The Key Terms

In order to avoid unnecessary misunderstanding, some terms are clarified as follow:

1. Effectiveness refers to a different effect which procedures a better result in enrichment vocabularies through the implementation of computer game.
2. Vocabulary: list of word and its meaning. It has a correlation in comprehension ability. The more vocabulary we have, the better comprehensive we have.
3. Computer game: treatment in learning English vocabulary to enrich students' vocabulary.
4. Language acquisition is the process by which humans acquire the capacity to perceive, produce and use words to understand and communicate. This capacity involves the picking up of diverse capacities including syntax, phonetics, and an extensive vocabulary.

I.6 Organization of the Paper

This paper is presented in five chapters. They are:

Chapter I is introduction. It provides information about background of the research, statements of problems, purposes of research, significant of research,

hypothesis, rational, research methodology, clarification of main terms, and paper organization.

Chapter II is theoretical analysis. This chapter provides the theoretical foundation of the study which becomes the source of references for investigating the research problems.

Chapter III is methodology. It elaborates the procedures of the study in order to find out the answer of the questions stated previously in chapter I.

Chapter IV is result and discussions. This chapter gives clear answer to the study questions that have been proposed before. The result and discussions are presented based on the data that have been analyzed and also they are related to theoretical in chapter two.

Chapter V is conclusions and suggestions. This chapter presents conclusions of this study and also suggestions for further study.