



## CHAPTER I

### INTRODUCTION

There are some points of introduction; they are background of study, research problem, research objective, assumption, hypotheses, and significance of study, scope and limitation, and definition of key terms.

#### A. Background of Study

People have learned and used English language in this era. Language is an important thing for humans to communicate with others. Based on Cambridge Advanced Learners Dictionary, language is a system of communication that consists of words, sounds, and grammar. And also called as a system of communication that used by people in a particular country or type of work.<sup>1</sup> English becomes important language used in most countries in the world to communicate each other, and learning English is needed by people to communicate with anyone who has different language with them. In communicate with other person, we must understand one by one of vocabulary from the speaker.

According to Douglas Brown, he states that there are four skills in learning English, they are listening, speaking, reading, and writing.<sup>2</sup> And they have four aspects, namely vocabulary, pronunciation, grammar, and spelling. Vocabulary is the most important aspect, because vocabulary is basic subject

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<sup>1</sup> *Cambridge Advanced Learners Dictionary*

<sup>2</sup> H. Douglas Brown, *Teaching by Principle an Interactive Approach Language Pedagogy* (San Fransisco: Addison Wesley Longman, 2007).284.

in learning English. In Oxford, vocabulary is all of the words in a particular person that we know and we used.<sup>3</sup>

Penny Ur states that vocabulary is the word that we teach in the foreign language.<sup>4</sup> In other explanation, Siti Hajar states that vocabulary is important tool in communication, so it is important for the teacher to be creative and innovative in teaching vocabulary.<sup>5</sup> Moh. Nurman also states that vocabulary is important to support mastery of language skill and it is one of language elements considered necessary for language mastery.<sup>6</sup>

Playing a game is one of the ways to improve our vocabulary. Based on Cambridge Advanced Learners Dictionary, Game is an entertaining activity or sport.<sup>7</sup> This game is also suitable for use in teaching vocabulary.<sup>8</sup> One of games that are usually played by people in this era is free fire game. Free fire game is one of famous games used by people now. In free fire game, there are some vocabularies that can improve our vocabulary and we can practice those vocabularies in every day.

English lessons are difficult to understand for students, because the language is an international language. It is undeniable that students do not understand English questions during exams, there are even students who do not necessarily know how to read the exam questions even though they have learned English from elementary school. Therefore, they have to increase their

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<sup>3</sup> *Oxford Advanced Learner's Dictionary*

<sup>4</sup> Penny Ur, *A Course in Language Teaching* (New York: Cambridge University Press, 2001).60.

<sup>5</sup> Wahyuningtyas Siti Hajar, *The Effect of kim's memory game on students' vocabulary mastery viewed from students' motivation* (SMPN 2 Pedan, 2016/2017).2.

<sup>6</sup> Moh Nurman, "Improving the Students' Vocabulary BY Using Go Fish Game," *Journal of English Language Teaching* 5, Number 2 (December, 2018): 121.

<sup>7</sup> *Cambridge Advanced Learners Dictionary*

<sup>8</sup> Nur Hidayat, "Improving Students' Vocabulary Achievement through Word Game," *Journal of Educators Society* 1, Number 2 (October, 2016).96.

English vocabulary, both from dictionaries, games, and others. One of the games that can increase knowledge of English vocabulary is the free fire game, even though the vocabulary is not in English lessons but at least it can increase their English vocabulary. Some of the students of MA Hidayatut-Thalibin stated that before knowing the free fire game he did not know much English vocabulary and did not like English lessons. But since he got to know and play the free fire game, he knows a lot about English vocabulary because every vocabulary in free fire game will find out the meaning and he also starts to like English lessons. The vocabulary skills of the students of MA Hidayatut-Thalibin are below the average, meaning that they only master a small amount of English vocabulary.<sup>9</sup>

The researcher will conduct a research from that explanation, the title is **“The Effect of Free Fire Game to the Students’ Vocabulary Mastery at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep”**.

## **B. Research Problems**

Research problem is the statement about problems that want to research in a study. Research problems are the complete and detail statement about the scope of problems that will be researched.<sup>10</sup>

Based on the research problem which has been described, the researcher formulates the problem of study into some questions as follow:

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<sup>9</sup>Dian Rahmat, student of MA Hidayatut-Thalibin, wawancara lewat telepon, (25 April 2021).

<sup>10</sup> Akademik STAIN, *Pedoman Penulisan Karya Ilmiah*, Edisi Revisi (Pamekasan: STAIN Pamekasan Press, 2015).<sup>10</sup>.

1. Do the students who are taught by free fire game have higher achievement than before being taught by free fire game on their vocabulary mastery at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep?
2. How significance is the effect of free fire game to the students' vocabulary mastery at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep?

### **C. Research Objectives**

Research objective is the answer from the research problem in quantitative research. According to John W. Creswell, research objective is a statement of in a quantitative research that defines the goals the researcher plans to achieve in a study.<sup>11</sup>

To answer research problem above, researcher had determine the research objective as follow:

1. To investigate whether the students taught by free fire game have higher achievement than before being taught by free fire game on their vocabulary mastery at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.
2. To measure the significant effect of free fire game to the students' vocabulary mastery at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.

### **D. Assumption**

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<sup>11</sup> John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*, 4<sup>th</sup>ed (Boston: Pearson, 2012).111.

Assumption is the belief that someone has as a condition for that person to decide to do an activity.<sup>12</sup> Assumption is a basic opinion that believed by the researcher for deciding to do an activity. The researcher has an assumption that there is any effect of free fire game to the students' vocabulary.

### **E. Hypotheses**

Hypotheses are prediction or conjecture made by a researcher about the outcome of a relationship among attributes or characteristics.<sup>13</sup>

In this research, the Researcher stated two hypotheses according to its assumption as follow:

1. Null Hypothesis (Ho): The students who are not taught by free fire game have no higher achievement than before being taught by free fire game at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.
2. Alternative Hypothesis (Ha): The students who are taught by free fire game have higher achievement than before being taught by free fire game at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.

In this research, the researcher uses Alternative Hypothesis (Ha): The students who are taught by free fire game have higher achievement than

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<sup>12</sup>Moh. Adnan Latief, *Tanya Jawab Metode Penelitian Pembelajaran Bahasa* (Malang: Universitas Negeri Malang, 2010).52.

<sup>13</sup> John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*, 4<sup>th</sup>ed.,111.

before being taught by free fire game at the eleventh grade of MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.

## **F. Significance of study**

There are two kinds of research significance; they are theoretical significance and practical significance.

### **1. Theoretical Significance**

This research is important to know the effect of free fire game that used to the student's vocabulary mastery and also how far does statistically significance effect of this game.

### **2. Practical Significance**

#### **a. English Teacher**

This research help English teacher to make English teaching learning process interesting.

#### **b. Students**

This research is very important for students to make it easier for them to learn English subject and give them new experience to improve their vocabulary by free fire game.

#### **c. Other Researcher**

This research is able to be used input or information to conduct further research dialing with the related problem. This research can also be used to develop future research.

### **G. Scope and Limitation of Study**

The Scope of this research is the effect of free fire game to the students' vocabulary. The limitation of this research is the students' vocabulary at MA Hidayatut-Thalibin at Rembang Pragaan Daya Sumenep.

### **H. Definition of Key Terms**

#### **1. Game**

Game is an activity for having fun, light exercise, or freetime. It is usually done alone or together.

#### **2. Free Fire Game**

Free fire game is a famous game that usually played by the children in this era and it is a game where someone in this game looks for a bullet and then firing to the enemy.



