

## CHAPTER I

### INTRODUCTION

This chapter would like explain about research context, research focus, research objective, significance of research, definition of key term, and also previous research.

#### **A. Research Context**

Language is a system of arbitrary of conventionalized vocal, written, or gestural symbol that enable members of a given community to communicate intelligibly with one another.<sup>1</sup> It is used to express the idea thoughts, and feelings of others. People in society use language, which is understood together to communicate with others. Now language is a means of communication and social control. Without language we can't communicate, express our feelings, and share with others around the world. Since English is used as a means of communication between nations of the world we must master it well. Although English is not the greatest number of native speakers or the first language, it is spoken by many around the world as their second language. English is one of the international languages spoken in many countries of the world, including Indonesia.

English language consists of four skills: listening, speaking, reading and writing. Vocabulary is one of component of those skills. People can't express his

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<sup>1</sup> Parmi, "The Use of Cue Card in Cooperative Learning for Teaching Vocabulary," Journal of English Language Teaching Vol 8, No.2, (2019), 129

idea if he lacks of vocabulary. Vocabulary is important for the member to support their four language skills.<sup>2</sup>

The vocabulary is one important aspect of English learning. The vocabulary will be of great help when someone is learning a foreign language. It will also make it easy for member to understand the subject in English Vocabulary was used in any situation, either in spoken or written language. We must have adequate vocabulary to improve the language skills. Without a vocabulary there is nothing to convey.

In the vocabulary learning process, to make the members more interested, some methods or techniques uses by the tutor are needed. Methods or techniques are important for tutors because they make it easier for tutor to teach in class and make members more happy when they participate in activities.

In the teaching and learning process, English tutor must have several goals, namely to make members feel interested and pay more attention, and members are more active during class. One way to make members interested during the teaching and learning process, tutor uses games in the vocabulary teaching and learning process, because it will make members enjoy more and not get bored during the teaching and learning process and also games help members easily.

Andrew wright state that games is an activity which entertaining and engaging, often challenging, and activity in which the learners play and usually interact with others.<sup>3</sup> The statements above suggests that the tutor must bring the games when they are teaching the English language. In order to the members are

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<sup>2</sup> Fathul Munir, "The effectiveness of Teaching Vocabulary by Using Cartoon Film toward Vocabulary Mastery of EFL Student", *Journal of English Language Teaching and Linguistics*, Vol.1, 2016, 14

<sup>3</sup> Andrew Wright dkk, *Games for Language Learning Third Edition*, (Cambridge: University Press, 2006), 1

not feeling bored and lazy when they are learning English. Games are usually used for teaching language for young learners, because it is fun and motivating. Learning by games is suitable for young learner, give the member opportunity to learn her language experience through fun and play. Whisper game is one of the game that can be used in English teaching to improve vocabulary.

In Al-Falah kadur there is a special program dormitory called ECD (English Club Dormitory) which has existed since 2015, at the beginning of the existence of this special English dormitory because of the interest of students in foreign languages so that PP Al-Falah provides program dormitories. In Al-Falah tutor uses whisper game on teaching vocabulary. Whisper game is one of the games that makes members feel happy and excited. This game can improve vocabulary. In the whisper game, the tutor whispers a message or information to the members. The first member whispers the message or information to the second members. The second member whispers the message to the third member. And so on in a chain. The last member says the message in a clear voice in front of the class activities.<sup>4</sup>

Whisper game is one of the language games. Language games have the purpose of gaining excitement and practicing certain skills. As for the benefits are as follows: The first, fostering the spirit of healthy competition or beating each other. The second, encourage members to observe and participate in various games. The third, motivate themselves to do their best. The last, learn to work together in a job or achieve victory.<sup>5</sup>

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<sup>4</sup> Dr. Amin, S. Pd.,M.Si, Linda Yurike Susan Sumendap, M.Pd. *164 Model Pembelajaran Kontemporer*, (Pusat Penerbitan Lppm: Universitas Islam 45 Bekasi, 2022), 62

<sup>5</sup> Ibid, 62

Researcher conducted research because there are some members who feel bored with the activities carried out when only vocabulary deposits, so the tutor uses whisper games as an attraction for members to be enthusiastic about learning vocabulary and also in learning not only the theory needed but the comfort of members when learning to quickly understand the vocabulary uses. And also from the results of my interview with one of the members with this whisper game can easily stimulate members to know vocabulary easily, and not only that this whisper game can also increase the cohesion among each other, and also this game is very fun.<sup>6</sup>

From the above phenomenon, the researcher is interested in conducting a study entitled The use of whisper games on teaching vocabulary at ECD (English Club Dormitory) members Al-Falah Kadur Pamekasan.

## **B. Research Focus**

The researcher must provide the formulation of the problem of this research in order to make the readers know the focus of this research. Creswell stated in his book that research problems are the educational issues, controversies, or concern that guide the need for researcher to carry out research.<sup>7</sup> In this research, the researcher focuses are described as below:

1. How does the tutor use whisper game on teaching vocabulary at ECD Al-Falah Kadur Pamekasan?

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<sup>6</sup> Alviana Firdatus Shalihah, the members, Pra Interview (15 October 2023)

<sup>7</sup> John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research, Fourth Edition* (Boston: Pearson, 2012), 59

2. What are the advantage and disadvantage of whisper game on teaching vocabulary At ECD Al-Falah Kadur Pamekasan

### **C. Research Objective**

The researcher provides information about the purpose of this research. Research conducted by researcher aims to solve problems. Therefore, this section contains a description of what goals the researcher wants to achieve in the research.<sup>8</sup> Based on the research problems above, the objective to be achieved by the researcher are:

1. To describe the tutor uses whisper game on teaching vocabulary at ECD Al-Falah Kadur Pamekasan
2. To identify the advantage and disadvantage of whisper game on teaching vocabulary At ECD Al-Falah Kadur Pamekasan

### **D. Significance of Research**

The significance of the research is describing the importance, usefulness, or urgency of research, either scientific use (theoretical) and/or social use (practical).<sup>9</sup> The significance of this research is:

1. Theoretically Significance

The results of this study are to find out the media used by tutor for members in developing vocabulary in the teaching and learning process at ECD Al-Falah Kadur Pamekasan

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<sup>8</sup> *Pedoman Penulisan Karya Ilmiah* (Pamekasan: Institut Agama Islam Negeri Madura, 2020), 38.

<sup>9</sup> *Ibid*, 39

## 2. Practically Significance

### a. For the Tutor

To find out that the whisper game is an alternative game used by tutor in increasing vocabulary.

### b. For the Members

To know this whisper game can help members to increase the vocabulary of the members.

### c. For the Researcher

The researcher can give additional knowledge and experience for her/himself.

The researcher will know the teaching and learning process in using Whisper Game that is suitable for English vocabulary skill.

## **E. Definition of Key Term**

Definition of key term is needed to avoid the differences of understanding or unclearly meaning. The terms that are needed to explain are terms that concerned with the main concepts in thesis.<sup>10</sup>

From this definition the researcher wants to discuss about understanding that state the information such as:

### 1. Definition Whisper Game

Is a game that whispers or passes the message from person to person in a group, and the last person will announce the message that he/she gets and compares it with the first person to see the similarity.

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<sup>10</sup> John W Creswell, 82.

## 2. Definition Vocabulary

Vocabulary is the very basic part in every language that we must know when we just learn some languages.

### **F. Previous Research**

Previous studies are the results of previous research, which can serve as material for analysis based on the framework theoretically built and as a differentiator with research that has been done before. The function of the previous research namely determines the position of research (similarities and differences) with the latest research.

The first research is conducted by Windasari D with the title “ The Use of Whispering Game In Teaching Vocabulary Skill At The Eight Grade SMP PMDS Putri Palopo” This research explains the use of whisper games in learning vocabulary skills whether it is effective in learning activities for eighth grade students and this study applies experimental research methods with a population of 110 students and a sample of 20 students uses a purposive sampling technique.<sup>11</sup>

The similarity between previous research and this research is the focus on the use of whisper games in learning vocabulary. and the differences in this research is obtaining data that uses an experimental approach and collecting data uses population and samples this research using a qualitative approach in collecting data using observation techniques interviews and documentation.

The second research is conducted by Wiji Soviana with the title “ The Use Whispering Game To Increase The Student’ Vocabulary Mastery At the Eighth Graders SMPN 1 Punggur Central Lampung” In this research explains this

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<sup>11</sup> Windasari D, The Use of Whispering Game in Teaching Vocabulary Skill At the Eight Grade SMP Pmds Putri Palopo, 28

whispering game can improve students' vocabulary mastery in the learning process. The objects in this study were 35 students class VIII at SMPN 1 Punggur Central Lampung. This research carried out in 2 stages (cycles). Each cycle consists of four stages, namely planning, implementing, observing, and reflection.<sup>12</sup>

The similarity between previous research have in common with this research is the focus on using whispering games in vocabulary learning, and the difference in this research is in obtaining data that uses tests, documentation, observation, field notes. This research uses qualitative approach in data collection. Interview observation and documentation techniques.

The last related research is conducted by Raudatul Jennah with the title “The Use of Snake and Ladder Game in Teaching vocabulary at the Seventh Grade of SMP Negeri 3 Sampang” In this research explains the use of snake and ladders games in vocabulary learning used by teachers and wants to know student’s responses and benefits of using snakes and ladders games in vocabulary learning.<sup>13</sup>

The similarity between previous research and this research is in obtaining data that uses a qualitative approach and the difference in this research lies in the focus of the research, previous research uses snakes and ladder games and this research uses whisper game.

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<sup>12</sup> Wiji Soviana, The Use Whispering Game to Increase the Student’ Vocabulary Mastery At the Eighth Graders SMPN 1 Punggur Central Lampung, 30

<sup>13</sup> Raudatul Jennah, The Use of Snake and Ladder Game in Teaching Vocabulary at the Seventh Grade of SMP Negeri 3 Sampang, 28



