

CHAPTER I

INTRODUCTION

1.1 Background of the Study

Language is an important part of communication. Moreover, people need to be able to communicate with other people from other countries. They are expected to master more than one language, especially English as the international language. To be able to communicate well, people will need selection of English words known as vocabulary.

Vocabulary is the first step in learning a language. It is very important to find the effective technique of vocabulary teaching especially for young learners. In order to be able to communicate well in a foreign language, students should acquire vocabulary and should know how to use them accurately.

Vocabulary is one of the difficult parts for young learners when learning a foreign language. Therefore, it is a challenge for teachers of young learners to teach vocabulary and increase vocabulary to always keep in their mind. Harmer (2007) stated that teachers of young learners need to spend time understanding how their students think and operate. They need to be able to pick up on their students' current interests so that they can use them to motivate the children.

Different techniques are used by teachers for young learners, such as teaching vocabulary through lists, translation, synonyms, antonyms, contexts, and so on. Unfortunately, some techniques above are not interesting for young

learners. Those techniques are too traditional to teach young learners in this globalization era.

Nowadays, Digital games console have played an important place in most of the children's life. Most of them spend hours to play game such as Play station, Nintendo, Sega, PC, etc. It focuses on helping them develop and use words in different contexts by making the lessons enjoyable. This issue can be a new media of learning process for young learners. As Harmer (2007) stated that because children love discovering things, and because they respond well to being asked to use their imagination, they may well be involved in puzzle-like activities, in making things, in drawing things, in games in physical movement or in songs.

Huyen and Nga (2003) stated that 18 from 20 students claimed that they can retain the vocabulary longer in their mind through vocabulary games. Therefore, it is necessary to explore whether students learn vocabulary effectively through games and how they learn it. Besides that, Gul Keskil and Pasa Tevfik Cephe (2006:61) in Harmer (2007) note that ' While pupils who are 10 and 11 years old like game, puzzles and songs most, those who are 12 and 13 years old like activities built around dialogues, question-and-answer activities and matching exercises most'. Huang (1996:1) stated that learning through games can encourage the operation of certain psychological and intellectual factors which could facilitate communication heightened self-esteem, motivation and spontaneity, reinforcing learning, improving intonation and building confidence.

There are many advantages of using games. Most of games are of often characterized by a trial and error approach to overcome some challenges or

obstacles. Higgins (2000) in Kirriemuir and McFarlane (2003) say that many researchers have suggested that games can support the development of logical thinking and problem solving skills. Moreover, Richard Amato (1988:147) also stated that games can lower anxiety, thus making the acquisition of input more likely. They are highly motivating and entertaining, and they can give shy students more opportunity to express their opinions and feelings (Hansen, 1994) in Uberman (1998). In term of motivation, Patricia (2005) stated that electronic game can stimulate the subjects to learn while they are playing the games since the media provides subjects with entertainment, knowledge, moral value, information, etc.

Nga (2003) also stated that games usually involve friendly competition and they keep learners interested. These create the motivation for learners of English to get involved and participate actively in the learning activities. Digital console games can be one of media which include entertainment, education, knowledge, etc. Therefore, this study are beginning to find how successful this media in the teaching of English vocabulary to young learners to improve their vocabulary mastery.

For the reasons above, this study applied digital console game, especially PC game as media in the teaching of English vocabulary to young learners. One PC game, entitled; Paparazzi game is used in this study, since this game is equipped with visual and context. This game is given to respondents as a tool to learn vocabularies. With this idea, this study sets out to find out whether digital

console game can help to improve students' vocabulary mastery, focusing on computer-based vocabulary game.

1.2 The Scope of the Study

This study investigated only the effect of playing digital console game-based on vocabulary mastery of young learners. One of digital console game-based was chosen as a tool of learning vocabularies. The title of the game is *Paparazzi Game*.

1.3 Research Questions

This study aimed to answer these following questions:

1. Can digital console game-based vocabulary game help to improve students' vocabulary mastery in the fourth grade students of elementary school?
2. What are students' responses toward the use of digital console game-based vocabulary game series in the teaching of English vocabulary?

1.4 Objectives of the Study

The results expected from this research are:

1. To find out the improvement in vocabulary mastery by using digital console game-based vocabulary game to young learners.
2. To find out the students' responses toward the use of digital console game-based vocabulary game series in the teaching of English vocabulary.

1.5 Significance of the Study

Since vocabulary is a very important part of the language, a teacher has to prepare himself with up-to-date techniques and methods of teaching. So, the results of this study can be valuable for language teachers.

This study can also be useful and helpful for the teacher in teaching vocabulary through digital console games, especially PC games to young learners. This study may also give inspiration to try this method in teaching learning process.

Some of education practitioners may develop some teaching methods related how to teach vocabulary for young learners. Digital console games, especially PC games in this case, are expected to be one of teaching vocabulary method. Some of education practitioners and computer practitioners may cooperate to create some new education games in order to develop English teaching method, especially for young learners. It is because most of them are familiar with computer-based games. So, games will attract them to learn English.

1.6 Clarification of the Main Terms

There are some important terms related to this study:

1. Digital console game is sophisticated entertainment games which are very popular in recent years.
2. Play station, Nintendo, PC games, Sega are the leading console games in the world.
3. PC stands for Processor Computer.

4. Processor Computer game is a game console machine which provides simulations.
5. Paparazzi Game is one of famous PC game series from Game House.
6. Media is the way to communicate something.
7. Vocabulary is all the words in a particular language or the words that people use when they are talking about a particular subject.

1.7 Organization of the Paper

The Paper is divided into five chapters. Chapter I is the Introduction, Chapter II is the Theoretical Foundation, Chapter III is the Research Methodology, Chapter IV is Data Presentation and Discussion and Chapter V is the Conclusions and Suggestions.