THE EFFECT OF VIDEO GAME FRUIT AND VEGETABLES, NUTS & BARRIES: PICTURE-QUIZ ON STUDENTS VOCABULARY ACQUISITION
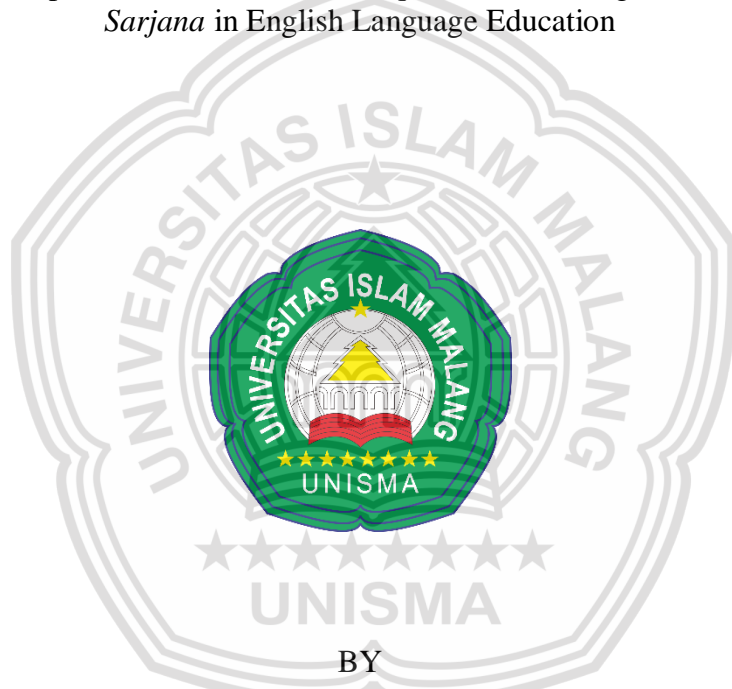
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ABSTRACT

In term of acquiring information reading skill is considered as basic competency that determines individuals' skill in receiving written information and general intellect of a society. Vide game in this era of technology can be accessed easily through gadget which offer access to information especially for newer generations. The availability of video game in the gadget allows the students to access all kinds of video game from around the world, it means that every individual in this world with internet coverage have the same opportunity to gain knowledge. For this reason, the researcher interested in conducting study about the student's vocabulary acquisition in wiritng skill through video game.

This study used pre-experimental quantitative research method using vocabulary test as the instrument. The data for this research were collected from 24 students of the 7th grade from SMPN 4 Sukadana, Kayong Utara. The data are analysed using quantitative analysis that consists of data scoring, calculating and comparing to get the data as a conclusion.

The result shows that the students' writing frequency is mostly determined by academic demands and necessity. All the students also preferred android video game due to its practicality, easy to use and availability of the apps on the gadget, and the students tend to choose android game. All the students give positive responses due to the convenience and familiarity of using video game. However, there are also difficulties encountered by students like visual problems, eyestrain, tiredness and technical issues like lack of internet, gadget battery
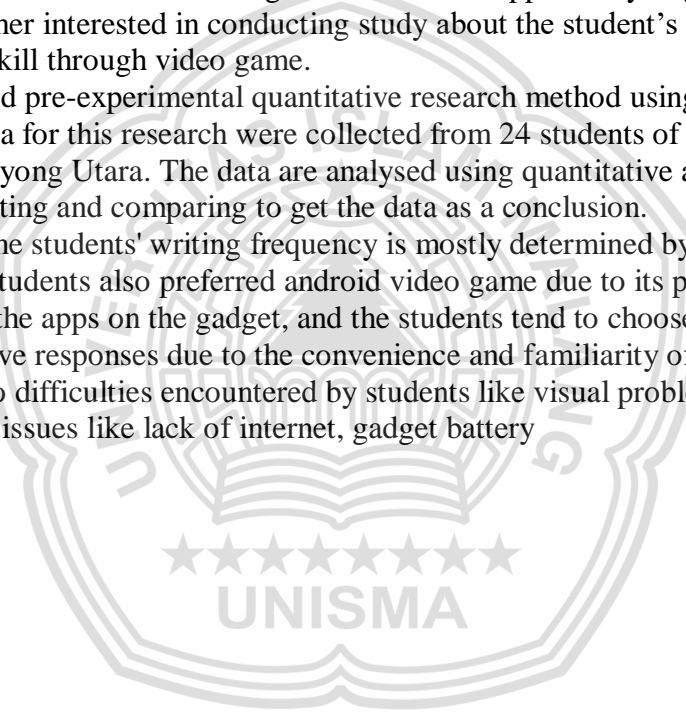
CHAPTER I

INTRODUCTION

In this chapter, the researcher presen background of the study, research problem, objective of research, hypothesis, significance of the research, scope and limitation of the research, definition of key terms.

1.1 Background of the Study

Vocabulary is one of the maximum vital factors in mastering abilities that need to be found out and taught. Learning vocabulary for learmers is fundamental. This is due to the fact whithout getting to know and recognize ing sure quantity of vocabularies, it can be tough to mastery language specifically English. It may be visible in actual state of affairs in our lifestyles for instance in talking English. The English college students can't talk English nicely due to the fact they've restrained vocabularies. In analyzing and listening abilities, the English college students do now no longer realize and recognize what they examine and listen Aprianti (2018).

Although maximum of human beings are aware about the significance of vocabulary mastery, however a few researchers who've carried out a studies nonetheless located that the scholars have the dearth vocabulary. In current years, but the coaching of vocabulary has obtained ever-growing interest from scholars in second-language coaching. Ebrahimzadeh (2017) said without an oversized vocabulary, it's not possible to use English language exactly and vividly.

The main drawback of the scholars in learning English is that the lack of vocabulary. it's similar of the students; opinion that they can't speak, comprehend and perceive the lesson as a result of they need lack of vocabulary. Eventhough the lecturers raise the students to

memorise the words, however it is not enough. The mastery of vocabulary could be a tough check to do, particularly English vocabulary that's complex, the difficulties arise from the words themselves. Based on these difficulties, it's not enough for land academics solely prepare glossary and raise students to learn the words, however conjointly they need to produce the attention-grabbing technique for the scholars Nasution (2019).

Intensive research is required to determine the best effective method for instructing students. Especially for the educators. They should develop all possible methods of measuring instrument the students in order to pique the students' interest in what they're learning and avoid boredom. In order to teach vocabulary, a variety of strategies and methods will be used. Mistreatment game is one of them. Participating in a game is considered successful, and the teacher inadvertently incorporates a little of pleasure or relaxation into vocabulary work. Its goal is to make the fabric more fascinating, enjoyable, and challenging, especially when it comes to learning new words. Putri (2019).

There are some ways to find out English, one among them is by enjoying video games, thusme folks accidentally perceive English vocabulary by playing video games, as a result of they scan the instruction from the sport or read a way to play the game, so it's going to become a talent for remembering, particularly for writing the repetition of words, chat, spoken communication or story in English. Video games will be a stimulant to create students imagine their role so as to boost students' ability in English vocabulary, because the scholars may apprehend some words that will be employed by their virtual character. Video game isn't solely regarding fun and joy, however it conjointly helpful for education setting, creating it a stimulating issue of contemporary learning expertise the utilization of games not only could modification the dynamic of sophistication but also the man of science facilitate student study simply and help the brain to find out a lot of effectively. The brain is muscle similar to any other. It has to be work out, tested and place into competitive things Nasution (2019) .

Victimization games might help you improve your vocabulary. To begin with, young people in general enjoy playing games. In their daily lives, they are compelled to play games. They compensate for a lot of leisure time spent playing. Second, games give a natural framework for them to communicate. They usually forget about their shies while they play games. Third, games will motivate youngsters to communicate in the foreign language they are learning. Furthermore, games may be used as a review for prior lessons. It makes the job of the instructor simpler. There were some previous studies regarding the matter higher than had been done the primary by Jhon (2015), who recommended teaching vocabulary using games during the first year of middle school. By using victimization games, she hoped to provide an alternative method of teaching vocabulary. The lecture focused on what kind of games are appropriate to employ and how they would be used in the first year of middle school to teach vocabulary through games.

The authors thought learning about vocabulary is the best way to acquiring language, whether second language or foreign language, vocabulary is very important in acquiring language Moghadama, Zainal & Ghaderpour (2012). For video games themselves, the age requirements of the players have been given, and how parents should act wisely, and parents should be smart in choosing video games for their children, so that unwanted things can be avoided.

According to Jhon (2015) to get the experience of learning English vocabulary and the right results, a video game does not need to be difficult and a very long phase, even playing easy and short video games can get a lot of vocabulary. The author's opinion greatly facilitates this research, so that easy and short video games can improve student vocabulary, and almost all games have a default setting in English, not to mention that there are objects, items, chat boxes, conversations, stories and talking to native speakers using audio features, so it is very easy for students to learn English vocabulary in an video games.

Some analysisers like Sudarmaji and Yusuf (2019) are conducted a study relating to game entitled The impact of Minecraft game on Students; english Vocavulary Mastery, the goal of his research was to invistigate whether or not there's a sigificance possitive effect when used Minecraft aplplication on students' vocabulary mastery for fifth grade elementary students. A quasi-experimental technique was employed in this research with sixty three students of SDN Poris Plawad one Tangerang, that separated into an experimental cluster (n=31) and an impact group (n=32) and the result was unconcealed that Minecraft has higher score result than the traditional method. Besides, the scholars' behavior additionally resulted to be higher than the conventional method. So, the students united that Minecraft was creating the training easier, less boring, less disagreeable and happier.

On the other side Saputra (2018) are conducted a study relating to game entitled Developing Students; Vocabulary Mastery Through Video Game, scientist attempting to investigate thirty-seven fifth semester students of Sophistication H at Sorong Muhammadiyah University evaluated the effects of the abusive video game on the students' development of vocabulary mastery using the scientific method before and after the test. The results of the t-test indicated that video games had a major impact on students' vocabulary proficiency. The result of the t-test was at the top of the t-table (8.96 >1.68830). So, the conclusion will be explicit the enjoying video game can develop studnets; vocabulary mastery.

In conclusion, English vocabulary is very important for students, wherever and whenever they can learn English vocabulary, one of which is by playing video games, hopefully this research can be useful for teaching English activities in Indonesia and at the international level. According to Dulfikri (2016) the video game that he used as an instrument not only improve the students' English vocabulary, but the video game also increased motivation among the students thereby encouraging them to learn English vocabulary. Playing video games not only improves intellectual intelligence but also increases emotional

intelligence, which is very useful when conversing with other people, and can also increase cooperation between students. In this study the writer wants to examine "students' english vocabulary acqusition on writing skill from video game (for seventh grade of State Junior High School 4 Sukadana)

1.2 Research Problem

Based on the discussion above, problem investigated is stated as follows:

"Is the use of video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz have significant different effect on students' English vocabulary acquisition at writing skill from Seventh Grade of State Junior High School 4 Sukadana ?"

1.3 Objective of Research

This study aims at investigating the effectiveness of video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz improve students' English vocabulary acquisition at writing skill from seventh grade of State Junior High School 4 Sukadana. This study is predicted to counterpoint the perceiving of computer game will building, shaping, and developing data similarly as developing English skills particularly vocabulary in writing skill. Besides, it's also expected to convey a wider understand ing of however the result of video game will be utilized for the sake of instructional functions in terms of its theory rather than the apply.

1.4 Hypothesis

As the hypothesis in this research, the researcher writes:

H-1: There is significant difference between students who after using video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz on English vocabulary acquisition.

H-1: Students who using video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz

may better achievement on English vocabulary acquisition. Than, those who not using

video game.

H-0: There is no significant difference between students who after using video game Fruit

and Vegetables, Nuts & Berries : Picture-Quiz on English vocabulary acquisition.

H-0: Students who using video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz

have not better achievement on English vocabulary acquisition. than those who not using

video game.

1.5 Significance of Research

On basis of the objective above, the significance of the study can be stated as follows:

1. Theoritical

a. The results of the study are expected to help students study the use of video game on

English vocabulary acquisition at writing skill.

b. The research may illustrate the benefits on English vocabulary acquisition for writing

skill through video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz.

2. Practical

a. The teachers

The study may facilitate academics notice a brand new way of teaching that follows the

technological improvement during this international that's easier, which may be some

way to learning and teaching exploitation video games, in order that lessons are helpful

and not monotonous.

b. The students

Learning vocabulary by video game may improve their vocabulary mastery and

encourage the scholars so as to be additional inquisitive about learning vocabulary.

c. The further researcher

This analysis is used as an inspiration in future to guide different researchers to finish the study. The research may additionally be used as a basis for more analysis. Since this work focuses on English vocabulary acquisition for writing ability.

1.6 Scope and Limitation of the Research

During the corona pand emic, many students were quarantined, playing video games was an alternative entertainment at that time, indirectly students learning English in video games. As it is known, there is a lot of students are lazy to learn English. Therefore, this study may find out how video games are an alternative for learning vocabulary for students.

As an experimental research, this study may conduct on the students at class seven of State Junior High School 4 Sukadana.

1.7 Definition of Key Terms

In order to avoid misunderstandings or to have the same perception of the terms used in the study, the following definitions are given:

1. Experiment

The term *experiment* in this study is an activity to find the results of an experiment that is used to find out whether the experiment was successful or not and useful or not, so that the results from these experiments can be used in academic or non-academic activities, the experiments themselves usually require people and objects to be used as subjects and tool of an experiment.

2. Improvement

improvement is the process of raising something or an activity effort to advance something in a direction that is better than before.

3. Vocabulary

The term refers to word-stock that use for communication and acquiring knowledge, the words in a langage or a special set of words human are trying to learn. Vocabulary is obtained from various sources, such as speaking, reading, listening, or writing, it is not uncommon for people to get vocabulary when watching movies, listening to music, reading books or writing.

4. Video Games

A video game played by computer or any display screen like a mobile phone. It contents lots of colour, shape and word. Each game has a conversation or rule which may give all players a clue, this is the point why video game can be an alternative for student learn English vocabulary, they may understand what the characters, plots, conflict and joy. Video games are often played by students as entertainment. Video games are growing rapidly with increasingly real visuals coupled with very sophisticated abilities so as to fulfill satisfaction for students. The good thing is that students are more confident in interacting and would make it easier for them to communicate, and are able to create high solidarity relationships, besides that video games also have a bad impact on their activities, such as spending time.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter, the researcher present conclusions and suggestions.

5.1 Conclusions

The study found that after completing the Pre-Experimental Research on The Improvement Of Students English Vocabulary Acquisition From Video Game (Fruit And Vegetables, Nuts & Berries: Picture-Quiz), Before utilizing the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz, the students in grade seventh of SMPN 4 Sukadana, Kayong Utara had a poor classification of their vocabulary. The pupils' vocabulary was extremely poor categorization, as seen by their mean pretest score of 26.6667 and standard deviation of 8.89757, and after therapy with the computer game Fruit and Vegetables, Nuts & Berries: Pictures Quiz. The mean score of the posttest 72.4792 and the standard deviation of the posttest 13,67756 show that there was a considerable improvement in the outcome.

Based on this result, the media used for teaching, such as video games, could improve students' vocabulary, which means that using media or video games in the classroom is important to arouse students' interest and help them acquire new vocabulary.

5.2 Suggestions

Based on the result of the conclusion above, the researcher would like to suggest as follow :

1. Students will be more engaged and driven to study English if the English instructor is more innovative in selecting media for vocabulary classes.

2. Use the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz or other video games to learn about fruits and vegetables, nuts, and berries. It should be utilized in English lessons, especially to boost vocabulary, because it encourages students to participate in class and helps them grasp what is being taught.

3. For further research, it is hoped that the number of subjects may be more, because in this research, the subjects was not too many but enough.

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