



THE EFFECT OF WORDWALL GAME ON THE STUDENTS' VOCABULARY

MASTERY

SKRIPSI

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ABSTRACT

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This study aimed to investigate the effectiveness of Wordwall game on the student's vocabulary mastery. This research used quantitative research with quasi-experimental design. The research subject were eighth grade student of Diponegoro Junior high school which is located in Sumbermanjing, Malang, East Java. Research Participant are 8B, which was as controlled class, and 8A, as experimental class. The data were obtained through pre-test and post-test. The result of data analysis reveals there was any difference between the mean score of pre-test in experimental class (54.00) and controlled class (62.80). Meanwhile, in post-test mean result showed control class got 77.33 and experimental class got 86.45. This research calculated the effectiveness wordwall game used in experimental class by independent sample t-test of IBM SPSS software in version 26. It showed the effect of using wordwall.net in Sig. value 2-tailed was $0.020 < 0.050$. Alternative hypothesis (H_a) was accepted, while null hypothesis (H_0) was rejected. Therefore, there is an effect on student's vocabulary mastery after using wordwall game. In addition, wordwall game could stimulate student's motivation in learning new language with its features, such as game templates, theme, feedback section, and leaderboard.

CHAPTER I

INTRODUCTION

This chapter enlightens some topics related to the introduction of the study. They are background of the study, research problems, objective of the study, significances of the study, scope and limitation of study, and the definition of key terms.

1.1 Background of the Study

The learning of English in junior high schools has undergone many changes, referring to each curriculum that is applied. Starting from the KTSP curriculum in 2006, the K13 curriculum in 2013 and Merdeka curriculum in 2022. However, this does not guarantee the success of students in learning English. Based on research conducted by English First in 2020, Indonesia ranks number 80 in the world below Vietnam number 66 in the world. , Malaysia ranked 28th, Philippines 18th, Singapore 4th in the world. This should have been questioned considering that English is taught since grade 1 of elementary school, yet it has not shown the desired results.

Effective English learning methods are still a topic that has been being studied for years. Quality learning is highly attributed to student motivation and teacher creativity. Learners who have high motivation supported by teachers who are able to facilitate this motivation will lead to the successful achievement of learning targets. Learning targets can be measured through changes in students' attitudes and abilities through the learning process. Good learning design, supported by adequate facilities, coupled with teacher creativity will make it easier for students to achieve learning targets which are included 4 skills in english.

The primary competency that English language study aims to develop is communicative competence, which calls for high school students to be able to communicate both orally and in

writing in a variety of communication situations. Oral communication skills are very decisive towards written communication skills. Therefore, learning English in junior high school is emphasized so that students are able to communicate orally well and acceptably

One of the many languages spoken around the world that is vital to daily life is English. It is acknowledged as a language of science as well as a means of communication. It's not difficult to discover that English is widely spoken. For instance, online games, publications, articles, social media, commercials, TV shows, and job openings.

To master good English, student is required to have all of the skill needed. They are speaking, listening, reading and writing. In order to understand each of those skills the student need to master vocabularies because it is part of every skills. When a pupil wants to use the English language to communicate, they must not only understand the grammar but also the vocabulary. There are no other ways to learn a language than by mastering vocabulary, especially English vocabulary, as Scott Thornburg famously observed, "Without vocabulary nothing can be conveyed, without grammar very little can be conveyed."

Learning vocabulary is urgent for any foreign language learner. Mastering vocabulary is the basic need for them. Developing a better vocabulary surely help student understand the target language. Reading a lot is one approach to increase a student's vocabulary, as described in the book Step by Step to Read Skills. Your vocabulary will expand as you read more, which will expose you to additional words. It implies that children who read a lot will acquire a wide variety of vocabulary through reading.

Learning vocabulary presents several challenges for students. So that they have difficulties understanding all of the materials which explained by the teacher. For instance they may not know most of the vocabulary that they read. As a result, they have trouble

fully comprehending the lesson. They may also become discouraged and unmotivated as a result. In the other hand they try to translate it into bahasa. So they try to find out in dictionary. Another problem faced by students is the gap of sounds and English spelling. Student will find similar sounds and words in English. So it literally makes them confused. The last the student often forgot the vocabulary which they have learned, so they could not make a sentence properly in English.

The phenomenon that we are aware of is that we are dealing with current events. Another issue that students encounter is that teachers typically teach vocabulary using the old manner. They perceive it as a boring approach, which could cause pupils to become bored and inattentive during the teaching and learning process. In addition, vocabulary is typically taught by memorization of words and repetition of patterns. It suggests that their teacher instructed them to apply the stuff they had learned in this manner, which could also tire the students. Additionally, they frequently make learning language challenging.

A teacher must select appropriate methods, subjects, or materials and know how to use them in the classroom based on the prior description. To teach English vocabulary, teachers must be more inventive. The importance of vocabulary is well known to teachers of English as a second language, according to Allen V.F. 83. In light of this, the instructor must use more engaging teaching techniques to ensure that the students fully comprehend the subject matter and the significance of vocabulary in English language proficiency. Despite its importance in language teaching and learning,

In order to have better comprehension in addressing this problem let's elaborate with additional sample issues of traditional method of teaching and explanations. If anything, English vocabulary has always been a challenge. The tediousness of traditional teaching techniques like

translation, filling in the blanks, and the creation of short sentences has long been a complaint of learners who have to read and memorize foreign terms. It is evident that a language student will not be able to fully master a language by relying just on formal schooling, especially when it comes to terminology used in daily life. In fact, most teachers pay little attention to put a considerable emphasize on vocabulary not to mention that this attention fades along the way to higher levels of education. This case is not different from the case of the students of Diponegoro Junior high school. Regardless to their rather advanced level, they have always complained about the deficiency of vocabulary package and lack of appropriate words within different contexts of language use.

A part of the challenge in language learning and vocabulary in particular inhabits the fun factor. As a matter of fact, it became the order of the day to bring novelty and liveliness into vocabulary learning especially because it is an endless journey. Learning vocabulary is most fruitful and pleasant when it engages with daily fun activities such as technology and games. One suggested strategy that combines both aspects and in which learners may be able to practice and enrich vocabulary repertoire in a relaxed atmosphere is online games. Online games grant further potential of vocabulary learning through exposure and use of new items in authentic context along with its worldwide popularity. Though online games are perceived as a distraction when it is related to education, the application of online games as a strategy for language learning may have a great potential in enriching learners' foreign language vocabulary.

as the background of the study described above, the writer is interested in investigating
“The effect of World wall game on the student’s vocabulary mastery.

1.2 Research Problem

According to the study's backdrop mentioned above, the investigation looked into the following questions:

1. Is there any effect of online Wordwall game to English vocabulary mastery at eighth grade student of Diponegoro Junior high school?

1.3 The Objective of the Study

In response to the questions raised above, this study seeks to discover the following:

1. To identify the effect of online Wordwall game to English vocabulary mastery at eighth grade student of Diponegoro Junior high school

1.4 Significance of the Study

The study's importance is helpful both conceptually and practically. Theoretically, it is anticipated that this research will improve existing theories, particularly those related to teaching and learning vocabulary to students. Practically, teachers and students should be reminded of the primary factors and strategies for teaching and learning English, particularly vocabulary acquisition.

The study's findings were anticipated to be advantageous for:

- Teacher

The findings of this study can be a tremendous inspiration for teachers to broaden their pedagogical approaches. Teachers can assist their pupils in lowering their learning barriers by using conventional methods within or outside the classroom.

- Future researcher

Future researchers working on subjects related to the current study may find this research useful as a reference. Additionally, this research will assist the subsequent researcher in presenting an improved study.

- Students

For students learning English as a second language who want to advance their proficiency, this study may become well-known.

1.5 Scope and Limitation of the Study

The investigation was restricted to vocabulary development. As a result, the researcher exclusively focuses on the situation of vocabulary acquisition through English-language Wordwall online games. Students in the eighth grade were the subject of the researcher's investigation.

1.6 Definition of key forms

1. Wordwall is the easy way to create or use teaching resources. Make or use custom activities for your classroom. Quizzes, match ups, word *games*, and much more.
2. Data collection is taken from the score test that will be given later.

CHAPTER V

CONCLUSION AND SUGGESTIONS

5.1 Conclusion

This research used quantitative research with quasi-experimental design to gather information about the effect of using wordwall.net on student's vocabulary mastery in pronoun, verb, noun and adjective at Diponegoro Junior High School students the academic year 2021/2022.

According to the study result, the mean score of experimental class improved from 54.0 to 86.4 after got treatment by using wordwall.net platform. Meanwhile, the mean score of controlled class also improved from 62.8 to 77.3 after got treatment by using text-file without wordwall.net platform. Furthermore, the value of Sig. 2 tailed that calculated in finding section showed 0.020 lower than alpha score 0.050. The alternative hypothesis (H_a) was accepted and the null hypothesis (H_0) was rejected. To emphasize the significance, Cohen's calculation showed values 0.61 in moderate level. This study found that using wordwall.net on student's vocabulary mastery at Diponegoro Junior High School students in academic year 2021/2022 had a significant effect compared to not using it.

In addition, the researcher assumed that student's age and motivation caused the significance of student's vocabulary mastery after using wordwall.net platform. By looking the average of student's age, all of them included in alpha Generation which familiar to the digital technology, so using wordwall.net in their learning activities would not distressing them. Also, wordwall.net could stimulate student's intrinsic and extrinsic motivation with its features, such as the game templates, themes, feedback section and leaderboard, because it consisted content of challenging, curiosity, control and competition.

5.2 Suggestions

Based on the conclusion, the researcher would deliver some suggestions as follows:

5.2.1 For teachers

This research can help teacher to develop student's vocabulary mastery through playing games in the teaching learning process. Every student has different capability and problems in mastering English vocabulary. The teachers should facilitate more media, either for offline or online learning, to engage student's interest in mastering English vocabulary. Wordwall.net platform has proved that it is worth being used to improve student's vocabulary mastery. It can overcome students perceptible about remembering a lot of vocabulary through memorizing to the fun ways by playing games.

5.2.2 For students

Through wordwall.net platform, students are expected to increase their interest to master English vocabulary when learning English either in class or outside class. If students access vocabulary games in wordwall.net platform often, they can indirectly have higher vocabulary mastery.

5.2.3 For future researcher

Last but not least, this study could serve as a reference for future researchers who want to evaluate the efficiency of using wordwall.net. The future researcher should investigate



wordwall.net in other vocabulary field or other English language fields that can be more comprehend than this research. Because this research only explored the free templates, the researcher hopes that future researchers explore the unlimited feature which has many variation of fun learning. Besides that, the future researchers should motivate students to be more active doing the games in wordwall.net, even though wordwall.net was a fun game learning website, it will not successfully work if the students not have some motivation to do it.



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