

CHAPTER 1

INTRODUCTION

1.1 Background

The use of English is considered important in the educational field. It is because the English language is widely used and spoken all over the world, and it has evolved into a global language, including in Indonesia (Rusdi, 2019; Tambaritji & Atmawidjaja, 2020). Manullang et al. (2020) stated that teaching English as a foreign language in Indonesia has been taught starting from elementary schools, junior high schools, and senior high schools. In teaching English it is important to provide vocabulary teaching to students, so that they can well understand the materials. Unfortunately, some of the students found it difficult to learn vocabulary and needed more effort to increase their vocabulary, they get blank when it comes to saying or writing vocabulary (Imbenay & Katemba, 2019).

Vocabulary is very important in order to learn new languages, especially English. Having enough vocabulary is a basic requirement the students' needs as it can help students master four language skills; listening, speaking, reading, and writing (Nurteteng & Nopitasari, 2019). Through the vocabulary, it will be easier for students to quickly master the language. As stated by Kholis and Aziz (2020) vocabulary plays a significant role in assisting successful English students. However, teaching and learning vocabulary is likely to be boring and needs more effort for both the teacher and the student (Ardiansyah, 2021). The monotonous teaching and learning vocabulary activities sometimes lead to boredom for the student and perhaps they may not engage with the teaching and learning process (Rahmi et al., 2021). Therefore, there is needed an appropriate media that can make it easier for students to learn this vocabulary such as songs, pictures, and games that gain the positive attitude, motivate students while learning and can be entertaining (Bakhsh, 2016; Carpenter & Olson, 2012; Phisutthangkoon, 2016).

The use of games in teaching vocabulary is considered effective and can motivate students. According to Derakhshan and Khatir (2015), the role of real context in learning vocabulary can improve students' ability to use English in a flexible, communicative way. One of the games that can be utilized in the classroom is Crossword puzzle games. Crossword puzzle games is a word game that asks players to fill in words in the available empty boxes as a solution to the question, from the clue that has been given. It is a game that can help the users to enhance their vocabulary since it will utilize their logic to fill in the blanks. Crossword puzzle games are considered an effective medium for teaching and learning vocabulary (Hafizhah & Pratolo, 2022). Nugroho and Suprpto (2017) stated that utilizing games in the classroom may help students feel engaged and motivated while studying, especially when teaching vocabulary.

The previous research about teaching vocabulary by using crossword puzzle (Ekayanti et al., 2019; Hafizhah & Pratolo, 2022; Rochmadhoni et al., 2022) said that this game may be one of the activities in vocabulary practice that can help students become more familiar with the words, recognize the words, and recall the words. The studies showed that students demonstrated their attitudes, responsibilities, and ability to learn while engaging with crossword puzzles. The crossword puzzle game helps both students and teachers in carrying out a vocabulary mastery teaching-learning activity. The researchers suggested the English teachers to use crossword puzzles to teach English. This strategy adds insight to the student's grasp of the English language while also making lessons enjoyable (Biantara, 2019; Fachrozi et al., 2021; Kasor, 2018; Sadiyah et al., 2019; Sukirman & Ningsih, 2016).

Based on the previous studies, the researcher is interested in conducting a similar research entitled, the influence of Crossword Puzzle games on junior high school students' vocabulary. This research was conducted since researchers found that the use of games as a learning medium was still underused so that students have difficulty remembering vocabulary. Thus, the researcher focuses on the use of

crossword puzzle games as teaching media in the classroom and students who are still lacking vocabulary in different settings from the previous research.

1.2 Formulation of the Problem

This research focuses on answering “Does Crossword Puzzle Games influence Junior High School students’ Vocabulary?”

1.3 Operational Definitions

- 1.3.1 Vocabulary** : Vocabulary is a collection of words to make sentences in order to get and understand new ideas. The theme of vocabulary that taught are hobbies, place, and job.
- 1.3.2 Crossword Puzzle Games** : Crossword Puzzle Games are used as learning media to help students learn new vocabulary.
- 1.3.3 Teaching Vocabulary** : Teaching new vocabulary to 7th grade students related to the learning material that has activities to increase students’ vocabulary, with drilling strategy.

1.4 Aim of the Study

The aims of this research are to get to know the influence of Crossword Puzzle Games on Junior High School students’ Vocabulary.

1.5 Significances of the Study

- 1.5.1 Theoretical Use** : This research complements previous studies about the influence of crossword puzzle games on teaching junior high school students' vocabulary
- 1.5.2 Practical Use** : This research shows the use of crossword puzzle games as teaching and learning medium on junior high school students' vocabulary. It also can be expected to be useful for students, teachers and other people.
- 1.5.3 Empirical Use** : This research provides beneficial information for future studies that want to investigate towards Crossword Puzzle Games.