CHAPTER I

INTRODUCTION

A. Background of the Research

English has become an international language that is taught by many people in the world. By mastering English, people can communicate with other people especially with foreign people easily and it can reduce misunderstanding in communication. In Indonesia English is the foreign language which is taught to the students at school. Considering that English is the language of international communication, the students have to master English well both in oral and written forms. In learning English, students have to master the four basic language skills. There are listening, speaking, reading and writing. In addition to these, students should also be able to master the language components. They are structure, pronunciation, and vocabulary. Thus, to support the four skills above, we need vocabulary.

Vocabulary is one of the language components that should be mastered by learners. It has an important role in communication process both spoken and written. Vocabulary should be taught simultaneously with other English language skills, so that the students will be able to learn the target language comprehensively.

According to Ismaika (2014: 2), the reality shows that the students’ vocabulary is very low in Indonesia. The reason is the students cannot
memorize vocabulary easily. The process of vocabulary learning mastery gives influence for students to get the aims of the lesson. Therefore, finding the meaning of new words, then reciting and giving exercises can influence to master vocabulary, asks the students to memorize the new words, so the students will remember and use the vocabularies.

There are many methods or strategies of teaching that can be used by the teacher in teaching vocabulary, one of the strategies or methods that can be used to teach vocabulary is by using game. Therefore, it would be nice if teacher changes the technique of learning by providing a game in teaching English to make the teaching learning process runs well and make the students enjoy learning English.

During the learning process, game is an interesting activity. The students will be comfortable to study through game. Game can be used as a vehicle for transferring knowledge. It can also play as a media to explore the desires and ideas that increase enthusiasm and motivation. Characteristic of the young learners is easy to get bored so, the teacher has to be creative in delivering the knowledge to the students.

One of the games that can be applied by teacher for teaching vocabulary is Eat Bulaga game. It is kind of guessing game. So here, students guess the word by saying the definition of the object. It uses yes or no questions. Usually, the materials used in Eat Bulaga game consist of the definition of terms, antonym, synonym, name of tools or things and so on.
B. Reasons for Choosing the Topic

The writer choose the topic “The Effectiveness of Eat Bulaga Games in Teaching Vocabulary,” with some reasons as follows:

1. The use of vocabulary in junior high school is very important because vocabulary is the basic knowledge of someone to master all language skill in a higher study for the further knowledge.

2. Teaching English vocabulary in junior high school using Eat Bulaga game can help some students increase motivation to learn and make them enjoy in studying.

C. Problem of the Research

The problem of the research is “Is Eat Bulaga game effective in teaching vocabulary?”

D. The Aim of the Research

The aim of the research is to know the effectiveness of Eat Bulaga game in teaching vocabulary at junior high school.

E. Clarification of the Term

To make the topic clear, the writer wants to give definition of the term (The Effectiveness of Eat Bulaga Game in Teaching Vocabulary).

a. Effectiveness

In the oxford learners pocket dictionary is stated that the “Effectiveness” means producing the result that one want: having an
effect; able to bring about the result intended; making striking impression; actual or existing, fit for service. (Oxford University Press, 1994: 34)

b. Games

The definition of game is an activity that you do to have some fun (Hornby; 1995:486)

Games are an extremely effective way of motivating the students in the classroom. Language teachers through history have interspersed their grammar of course material with what often seem like hearted games but they do actually touch the language directly. The most important thing is the games are fun.

c. Eat Bulaga game

Eat Bulaga is a popular variety show in Philippine since 1976 which provide game and gift. Bulaga is a tagalog language which means surprise. There who wins the game will be surprised by the gift. The game is kind of guessing game. Eat Bulaga is a game that use yes or no questions to guess the word which is prepared.

d. Teaching

According to Brown (2000: 7) teaching is guiding and facilitating learning, enabling the learner to learn, setting the conditions for learning. Teaching cannot be defined a part from learning. Teaching is giving instruction to somebody to know or able to do something to give somebody (knowledge, skill, etc)
e. Vocabulary

Hornby (2000: 1447) vocabulary is all the words that a person knows or uses. And it is all the words in particular language or a list of words with their meanings, especially in a book for learning a foreign language.

F. Contribution

1. For the teacher
   a. The teacher can motivate the students in understanding vocabulary.
   b. The teacher can use this technique to help the students in understanding vocabulary easily.

2. For other researcher
   This research may be useful as a reference to do the same research more accurately next time.

3. For the school
   Eat Bulaga game can be used for all purposes English learning to develop the students’ skills and competence.