

CHAPTER I

INTRODUCTION

A. Research Background

Mastering vocabulary is item learning that is also called network building that the student needs to make multiple decisions about words. The more decisions the student makes about words, and the more cognitively demanding these decisions, the better the word is remembered (Thornbuy, 2002, p.25). Mastering vocabulary to master these main items, either content words or function words. Contents words are words that have meaning, such as; verbs, nouns, and adjectives. Function words are words that express a construction grammatical, they include prepositions, conjunctions, pronouns, adverbs, and verbs. Therefore, without vocabulary, it is hard for the students to master the language.

According to Harmer (2001), one of the greatest enemies of successful teaching is student boredom. This is often caused by the deadening predictability of much classroom time (p.5). The need for surprise and variety within the lesson could attract the students to get involved, so they can enjoy the learning. Moreover, a board race game is a fun game that is classified under the language board games category. It can be taught to practice the students' English vocabulary while enjoying the competition (Kusumawati, 2017).

Based on the researcher's experience in practice teaching, the researcher identified the classroom's problem successfully. Those problems are found such as the students getting bored and they do not pay attention to the learning process. When they were asked to write down their daily activities, they seem to struggle by

deciding the words. It means that the students need to come up with their ideas about the words that they have already learned. Thus, in this research, the researcher is interested in solving the problem by using board race games as media to improve students' vocabulary mastery. Because, to make the students have fun, to attract their motivation, and increase their vocabulary optimally. So that using the game of vocabulary activities in the classroom could engage the student to practice.

In this research, the researcher uses the Journal articles as the subject of research that is related to the title of research: Population is students; Intervention is the use of board race game; Comparison is n/a; Outcomes is the improvement of vocabulary mastery. Considering Has the use of Board Race Game improved the students' vocabulary mastery? and decides to use systematic literature review as the method. The aim is to provide the data for evidence and the basis for deciding whether the use of the Board Race Game improved the students' vocabulary mastery.

There are tenth national Journal articles findings is successfully identified to mention concerning this research: the first one is after the researchers have treated the game in four meetings, the students' vocabulary mastery has increased significantly (Pratiwi & Nur, 2019); the second one is board race method was effective to improve students' vocabulary mastery in term of nouns and verbs (Zaenal, 2020); the third research is there is significant influence of using board race game towards students' vocabulary mastery at Civil Engineering Students in Muhammadiyah University of Metro academic year 2017/2018 (Kusumawati, 2017); the fourth research is the test result showed that "Broad Races" game is able

to improve students' vocabulary, and facilitate students in memorizing vocabulary (Ningsih, Jubaedah, & Syathroh, 2020); the fifth research is according to the result of the investigation done in this action research and after observing the implementation of the using Pictionary board game Technique, it can be concluded that the technique can improve students' vocabulary mastery (Dwi, 2017); the sixth research is the result of this research showed that the use of Board Race game can develop students vocabulary (Rahmawati, 2019); the seventh research is based on the data analyzed, board race game can improve the students three basic tenses (Ikhwan, 2019); the eighth research is it can be conclude that using Touch and Go game was effective to teach vocabulary (Nawayanti, 2013); the ninth research is "the result of analysis showed that there was development on students' ability in memorizing countable noun vocabulary (Santoso, 2018); the tenth research is run to the board game can improve vocabulary (Mifta, 2020).

In this research, the researcher uses systematic literature review as a method of research, and the strategies to make a review of research literature systematically. Therefore, there are the tenth national journal articles as the subject of this research. These national journal articles are as mentioned above and related to the researcher's title is "*The Use of Board Race Game: A Library Research on Improvement of Students' Vocabulary Mastery*".

B. Research Questions

Based on the background of the study above, the research question can be formulated as; Has the use of Board Race Game improved the students' vocabulary mastery?

C. Research Purpose

The aim is to provide the data for evidence and the basis for deciding whether the use of the Board Race Game improved the students' vocabulary mastery.

D. Terminology

To avoid misunderstanding and misinterpretation, several terms used in this research are provided as follow:

1. Board Race Game is a board race language game media. It's commonly illustrated as a draw to a vertical line in the middle of the board, and write a topic at the top of the board. Then, the students write as many words as the teacher requires related to the topic in the form of a relay race.
2. Vocabulary is all the words known and used by the student. The researcher focused on enhancing students' vocabulary mastery of new vocabularies that were previously learned by the students.
3. Vocabulary Mastery is the competence to master either content words or function words. Contents words are words that have meaning, such as; verbs, nouns, and adjectives. Function words are words that express a construction grammatical.

4. Improvement is enhanced value or excellence. This research refers to the students' score achievements in vocabulary tests to be better by implementing Board Race Game as media in teaching.