

**DESIGNING POCAB AS A MEDIA FOR TEACHING ADJECTIVES TO 7TH
GRADE STUDENTS BY USING POWER POINT**

**(A Development Research in Teaching Vocabulary for 7th Grade Students of
SMP Sentosa Pemangkat)**

A THESIS

*Submitted to fulfill one of the Requirements for Bachelor Degree Examination in
English Education Study Program, Language and Arts Education Department,
Teacher Training and Education Faculty of Universitas Tanjungpura*

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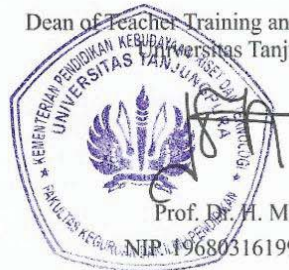
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Finally, the researcher realizes that there are weaknesses in this thesis. The researcher makes this thesis a stepping stone to be better and hopes to become a better person in the future.

Pontianak, November 2021

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STATEMENT OF ORIGINALITY

This is to certify that to the best of my knowledge, the content of this thesis is my own work. This thesis has not been submitted for any degree or any purposes.

I certify that the intellectual content of this thesis is the product of my own work and that all the assistance received in preparing this thesis and sources have been acknowledged.

I make this statement with truly and if in the future there is untruth in this statement, then I am willing to accept the academic sanction according to the rules at Universitas Tanjungpura Pontianak.

Pontianak, 26 November 2021



ABSTRACT

Calvin 2021. Designing POCAB as a Media for Teaching Adjectives to 7th Grade Students by Using Power Point

Development Research in Teaching Vocabulary for 7th Grade Students of SMP Sentosa Pemangkat

Supervisors I : Dwi Riyanti, M. A., Ph. D.

Supervisors II : Wardah, M. Pd.

The research was conducted in order to create POCAB game as a media in teaching English. The research focused on vocabulary exercises to assist the students to learn descriptive adjective vocabulary. The objective of this research was to see whether POCAB game is applicable or not to teach vocabulary especially descriptive adjective vocabulary. The method of this research was Development research. There were four phases of ADDIE method implemented during the process of creating POCAB game. The use of hyperlink features and slide animation from Microsoft Power Point application were combined to create an attractive game. This product was implemented to 11 students of 7th grade students at SMP Sentosa Pemangkat. The findings of this research found that POCAB game is applicable as a media to teach vocabulary materials especially descriptive adjective vocabulary. It was proven by the recommendation percentage of the product both by the teacher and students that were 95% recommendation from the teacher and 93% recommendation from the students, it means the product was categorized “very good”. From the research result, it could be concluded that POCAB game is applicable as a media to teach descriptive adjective vocabulary and categorized as a very good product.

Keywords: Development Research, POCAB Game, Media, Descriptive Adjective Vocabulary, 7th Grade Students

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CHAPTER 1

INTRODUCTION

In this section, the researcher provided a description addressed in this research and in this chapter included several parts: research background, research questions, research purposes, research significance, scope of research and research terminology.

1.1. Research Background

Vocabulary plays important role in learning, especially English language. Vocabulary is also a primary skill for learning to speak, listen, read and write. Without enough vocabulary, the learners could not deliver or express their feelings or thoughts both in written and oral form validly. “Without grammar very little can be conveyed, without vocabulary nothing can be conveyed” (Wilkins in Thornbury 2002, p. 13). The statements above showed us that the vocabulary is essential in learning English language. It means someone with a good grammar is useless if he or she lacks of vocabulary. Therefore, the teachers were expected to deliver more ways in teaching vocabulary for the students.

In this era of teaching and learning, using multimedia is one of the keys to be success in achieving goals in the learning process. It could create a good educational environment for both teachers and students. In addition, “Teachers can use multimedia technology to create more colorful and stimulating language classes” (Pun 2013, p. 31). Based on the researcher’s analysis, the teacher said that using multimedia in learning process gained good responses and likewise the students become more interested in learning. There were numbers of studies about using multimedia and games in order to increase students’ vocabulary. Research conducted by De Leon et. al (2013) with the title The Effectiveness of Using Power Point for Teaching Vocabulary to Increase the Vocabulary Knowledge for the Reading Skill, in this research, they only used the Microsoft Power Point as a media

to present the existed materials and resulted that teaching vocabulary by using Power Point is effective for teaching vocabulary knowledge for the reading skill. A research conducted by Satya Permadi (2013) with the title Developing Supplementary English Vocabulary Games for the Seventh Grade Students of SMP Negeri 2 Singaraja, resulted that the English supplementary games is recommended to be applied as supplementary material for students in order to increase their vocabulary. Regarding to those two previous studies' result, the researcher decided to manage another study on developing vocabulary games by using Microsoft Power Point application especially with hyperlink features and slide animation to make it more attractive as a learning media to teach descriptive adjectives vocabulary.

Based on the researcher's pre-observation with the teacher of 7th grade of SMP Sentosa Pemangkat, found that the students were lack of adjectives vocabulary and interest. The teacher mentioned they felt difficult to speak out some words in English especially adjectives vocabulary when they were asked by the teacher. For example, when the teacher asked the student A to describe the shape of the volley ball, student A could not answer the question because the student A did not know the name of shapes in English. Besides, the students were lack of interest to learn the materials because the teacher still used traditional media in teaching adjectives vocabulary which was only used books. The researcher chose 7th grade of SMP Sentosa Pemangkat as a subject of research because the students encountered problems in learning adjectives vocabulary. The researcher focused on descriptive adjectives vocabulary. Moreover, adjectives vocabulary is one of the materials in syllabus of K13 curriculum and school in Indonesia currently used the K13 curriculum as their guidance in teaching learning process.

According to the problems above, the product of this research was suitable for the learning process like nowadays. It was easy to get, multi-platform application

and using multimedia (pictures, animation). The materials in this product could be customized by the teachers or even the parents with the user manual created by the researcher. Likewise, the product could be operated on laptop or phone.

In this research, the researcher used ADDIE model. “ADDIE is an acronym for Analyze, Design, Develop, Implement, and Evaluate.” (Branch 2009, p. 20). In addition, “ADDIE model is an approach that helps instructional designers, any content’s developer, or even teachers to create an efficient, effective teaching design by applying the processes of the ADDIE model on any instructional product.” (Aldoobie 2015, p. 68). The researcher used four phases of ADDIE model. The researcher did not include the evaluation phase since this research was a development research, it did not need to be evaluated. Furthermore, this research did not meet the criteria of evaluation in ADDIE model which were one to one formative evaluation and formative evaluation on trial in field. POCAB was a combined name from Power Point and vocabulary. POCAB was a media designed by the researcher which was focused on adjectives vocabulary exercises. This product was created by using hyperlink features and slide animation from the Microsoft Power Point application. Moreover, this product was exceptionally simple to utilize and not so big in term of size. In this product, the researcher combined the use of slides, attractive images, shapes and texts to create the adjectives vocabulary games such as Fill in the Gaps, Antonym or Synonym and Find the Meaning.

1.2. Research Questions

According to the research background above, the researcher formulated two research questions as followed:

1. How is the design of POCAB by using Power Point to help teacher to teach English vocabulary for 7th grade student?
2. Is the POCAB applicable or not as a media?

1.3. Research Purposes

Based on the problems that the researcher stated above, the purposes were:

1. To design POCAB by using Power Point to help teacher to teach English vocabulary for 7th grade student.
2. To know the POCAB is applicable or not as a media.

1.4. Research Significance

The topic of this research was “**Designing POCAB as a Media for Teaching Adjectives to 7th Grade Students by Using Power Point.**” According to the researcher’s pre-observation with the teacher of 7th grade of SMP Sentosa Pemangkat, found that the students felt difficult to speak out some words in English especially adjectives vocabulary when they were asked by the teacher. For example, when the teacher asked the student A to describe the shape of the volley ball, the student A could not answer the question because the student A did not know the name of shapes in English. Likewise, the students were lack of interest to learn the materials because the teacher still used traditional media in teaching adjectives vocabulary which was only used books.

For teacher, the researcher provided the product which was an English vocabulary games that helped the teacher in order to teach vocabulary lesson, especially descriptive adjectives. In addition, the researcher provided the user manual to design their own vocabulary exercises in the product. In order to create the product, the researcher combined pictures, animations, and games. For students, they were expected to be able to learn and enjoy the exercises as well. This product included games such as Fill in the Gaps, Synonym or Antonym and Find the Meaning. Moreover, this product could be launched in devices with Microsoft Power Point application such as laptop and phone.

1.5. Scope of Research

In accordance to achieve the purposes of this research effectively, the scope of this research were limited as followed:

1. This research was focused on designing POCAB as a media by using Microsoft Power Point application.
2. The target users of the product were the English teachers and the 7th grade students of SMP Sentosa Pemangkat.

1.6. Research Terminology

In order to avoid misunderstanding of the terms in this research, the researcher explained the terminologies as followed:

1. Instructional Design

Instructional design is defined as the process by which learning products and experiences are designed, developed, and delivered.

2. Instructional Product

Instructional product is the learning product that created by the designer include online courses, video tutorials, learning simulations, etc.

3. Media

Media in teaching learning English is a tool like pictures, projector, charts, and so on, these all used to make students easier in understanding the lesson and help the teacher to deliver their lesson or material.

4. Vocabulary

Vocabulary is one of the most important core of English language teaching. The vocabulary that contained in the product is made by the researcher standard. It adjusted according to the level of the targets.

5. Descriptive Adjective Vocabulary

Descriptive adjective is a word that describes a noun or pronoun. For example, a word like beautiful, cute, tall, annoying, loud, nice, long, so on.

6. POCAB

POCAB is a combined name from Power Point and vocabulary. POCAB is a media designed by the researcher which is focused on adjectives vocabulary exercises in game form. This product can be used by the teachers to assist the 7th grade students to learn vocabularies.