CHAPTER I
INTRODUCTION

A. Background of Study

People are not only master one language and even do not hesitate to learn another language at this time. In daily activities, language has a very important role in communicating. Without communication, people will be left behind.

Several benefits such as obtaining information, knowledge, and even culture can be obtained through communication. Because communication is also likened to a bridge that can deliver information from one country to another. For Indonesians, the need to use English as an international language is an awareness that has existed in the thinking that has emerged as a developing country. In Indonesian education, English has been taught since elementary school as the main subject of schools, middle schools and high schools which contain four skills, namely reading, writing, speaking, and listening. To become proficient in English, students must master four English skills and the most important element to master is vocabulary skills.

In communicating English, one very important aspect of language is vocabulary. Because if someone only has a little bit vocabulary, they will find it difficult to express something be it feelings or even ideas to others. Another reason why vocabulary is so important is that when students read they also have to understand the text. Having a lot of vocabulary can also help people speak and answer some questions in both spoken and written form. Fauziati said that generally vocabulary is the center of language and is very important for students' language.[1] Lack of mastery of vocabulary will result in a person communicating effectively and also makes it possible to make it difficult for students to convey what students think. This can be happened both orally and in writing. From these things, the researcher has the main point that vocabulary is the first focus of the English learning process.

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[1] Endang Fauziati. *Teaching English as a Foreign Language (TEFL).* (Surakarta: PT. Era Pustaka. 2010). P. 61.

As the same as the case with the students of senior high school to learn and explore more English vocabulary following the needs of the students. Students should understand and be able to use vocabulary that will be used in daily life. By using AnagrApp, students will be introduced to new vocabulary that is commonly used in conversation and some of the familiar vocabulary that might be rarely used by students.[2]

In language teaching, vocabulary mastery is very important. According to Rivers, when students have a lot of vocabulary it will have an impact on the success of mastering a second language because students will not be able to use structures and functions that might have been learned without a lot of vocabulary, resulting in communication that is difficult to understand.[3]

At the written session, when students are confused about what words students should use, they still can ask a friend or open a dictionary to find the right words. When speaking students will continue to think about the next vocabulary which will break the concentration and make students stop talking while saying "hmm", or even say the word in Indonesian. Indeed, it usually happens around us, especially in the learning process, but if students who aren't master vocabulary talk to native English speakers or foreigners spoken English, of course this will be a serious problem.

Moreover, researcher have also experienced the same thing. When the debate competition was held and researcher got difficult titles and positions enough. As a result, researcher find it difficult to express ideas and of course the arguments that are spoken are uncontrollable and make no sense.

In the learning process nowadays the teacher is challenged to improve students' vocabulary mastery. By using appropriate learning media, these problems will be easy to solve. Based on what the researchers observed, high

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[2] Sholihatul Hamidah Daulay, et. al. "Sara's Cooking Party Games as a Media to Enrich Students' English Vocabulary". International Journal of Psychosocial Rehabilitation. Vol.24. No. 8. (2020). P. 15250.

[3] David Nunan. *Language Teaching Methodology: A Textbook for Teacher.* (United Kingdom: Prentice Hall International. 1991). P. 117

school level students still love to play. Therefore, using games to improve students' vocabulary skills will be interesting to apply. The students' feeling of competing in learning vocabulary while playing motivates them to continue learning together so that it will unconsciously improve students' vocabulary skills. In addition, games are also closely related to feelings of happiness, because games are activities that have rules and an element of fun. That is what makes students memorize words more effectively.

In this research, AnagrApp is an application that the researcher will be used to improve students' vocabulary mastery. AnagrApp which released on February 17th, 2016 is kind of an offline word game where students are required to arrange several available letters into some different words. In some levels, students may be felt so hard but this application provides limited hints to help the students. AnagrApp will show the instruction for the first time students open the game. The students only need to tap letter by letter to make a word and find the possible word of available letters. The screen will show the indicator for the students to find how many word can be created. The application will be scrambled the same letter based on the indicator after students get one correct word. If students failed in finding the word the application will scramble automatically until the students get the correct one. AnagrApp is the new inovation of Anagram which teacher commonly use at the class by using paper or blackboard. While teacher decides to use Anagram in the class, teacher should check the result paper by paper, create the scramble letters and the keywords even spend a lot of time then using AnagrApp which shows the percentage for every stage automatically.

The word anagram is a term that comes from Greek and is a combination of two words, namely the word "*ana*" and the word "gram". The word *ana* which when translated can have the meaning again / repeat, while the word gram can mean letters / words / phrases. While people who are skilled and usually involved in making anagrams are often referred to as anagrammatists.

Dale and O'Rourke said that when using word games such as riddles, crossword puzzles, anagrams, and palindromes, students can enjoy games and

practice.[4] Anagrams are able to emphasize the importance of the position of the letters in relation to the meaning of the word. That is why students' curiosity to find deeper information about words by arranging random letters repeatedly to get meaningful words and it is possible to increase students' vocabulary. And it makes AnagrApp being one of the best word game which can improve students' vocabulary and trainning students' brain to find the new word by arranging the available letters.

Now, from the origin of the word, we can slightly interpret that anagram is a game using words, phrases or sentences which when the words, phrases or sentences are rearranged it will produce a new meaning of the word. In other words, from one arrangement of a word we can make another new word, which is each of rearranged word may consist of one or more new words that can be made.

Then what makes the difference between anagrams and AnagrApp? Of course AnagrApp is an anagram embodied in an application that can be downloaded via the App Store or Google Play Store. The bright colour of the icon will attract the interest of student to download it as soon as possible. The simple design graphic makes students enjoy while playing the game. This will certainly be more interesting considering that the current generation is more interested in using smartphones than manual games that use paper or whiteboards. In addition, this game can also be done anytime and anywhere.

Pict. 1 AnagrApp on the Play Store
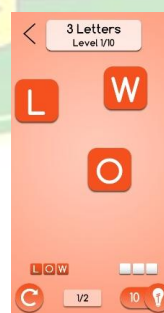
Pict. 2 View of AnagrApp

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[4] Edgar Dale and Joseph O'Rourke. *Techniques of Teaching Vocabulary*. (San Fransisco: The Benjamin/Cummings Publishing Company. 1971). P. 302.

B. Problem of study

1. How is the students' improvement vocabulary mastery before using AnagrApp?

2. How is the implementation of AnagrApp in students' vocabulary mastery?

3. How is the students' improvement vocabulary mastery after using AnagrApp?

C. Objective of study

The goal of the research is to know the students' vocabulary mastery before playing AnagrApp, while the researcher does the implementation by using AnagrApp and whether using AnagrApp can improve the students' vocabulary mastery or on the contrary.

D. Significance of study

1. For students

The researcher expected the result of this study can improve vocabulary mastery of student by using an application namely AnagrApp. Improving students' vocabulary mastery will have the other impact such as students will be easier to write, to speak even comprehend the reading as good as well.

2. For teachers

This study is important to teacher while guiding English learning especially in improving students' vocabulary. So the teacher know how to improve students' vocabulary in the fun ways and support students to omit the students' difficulties within the limited vocabulary.