

CHAPTER I

INTRODUCTION

1.1 The Background Of the Problem

language has a very important role, which is a tool for communication. English is one of the international languages. English is the language of communication in the international world so that there are almost no countries that do not learn it as a language of communication for students or business people. Therefore, it is necessary to understand and be able to communicate using that language. As said before, one of the basic things that is important to master in learning English is vocabulary mastery. The more English vocabulary mastered, the easier it will be to learn and understand the foreign language

Vocabulary is the vocabulary/property of words that is owned by a language which is an important part of mastering a word, everyone indirectly understands the word but they do not know the meaning behind the word. Learning a language cannot be separated from learning vocabulary, because vocabulary has a very vital role in maintaining fluency in communication. Communicating can be through various languages, including English. The existence of vocabulary in English is one of the requirements to be able to master English. Mastery of English, if you are aware of how to master vocabulary well because good vocabulary mastery will affect a person's skills in speaking. Given the increasingly advanced development of science and technology, the demand to be able to master a foreign language as a means of communication is a necessity. Having sufficient vocabulary is one of the requirements to master English.

Along with the times that are so rapid in various ways aspects of life, especially in terms of current technology both in the field education and other fields. There is a very important element in a learning process, namely learning strategies with utilizing learning media (Mulianah, 2021). One of the media that can be used in language learning is word order games. Media word

stacking game is a medium for learning English which is quite effective, easy to make and does not require a lot of money. Word order game media is one of the types of visual media which tends to be easier to procure because it can be selected from those that are relatively easy to obtain and often found in everyday life, while picture card media is one of the effective media for learning English. Through this word arrangement game media students can fill their time with positive things, unconsciously they have learned while playing.

Using a game application is an easy way to help students get to know new vocabulary, because they will do it in their daily activities. Playing vocabulary games is one way to broaden students' understanding of vocabulary. The application used by researchers is in the form of a puzzle called "WOW" (Words of Wonders), a very useful application to broaden students' horizons. with the use that can be played everyday which can increase the mastery of the student's vocabulary.

According to Suprijadi, (2014). Teaching vocabulary is a process that is quite difficult for both students and teachers, a process that requires many ways from both parties so that the teacher can convey it properly and students can receive it well. In Indonesia, English as a foreign language has an important role in international communication, especially in order to increase competitiveness between nations. Teaching junior high school vocabulary requires a creative, acceptable, and unconventional approach from the norm to engage children and keep them engaged in the learning process. Even if the topic is in their native language, teachers should encourage students to use terms they already know and come up with new terms related to the problem. Using songs is one tactic that can serve this purpose. Vocabulary is one aspect of language that must be considered. This is a major aspect of acquiring and understanding language. Vocabulary is generally defined as knowledge of words and word meanings.

As to where government regulations regarding learning English play an important role in education in Indonesia as one of the international languages. English is now one of the few national exam subjects for junior and senior

high schools, according to Government Regulation number 37 paragraph 3 of Law Number 12 of 2012 which reads "Foreign languages can be used as the language of instruction in Higher Education". Then, in number 33 paragraph 3 of Law Number 20 of 2003 which states, "Foreign languages can be used as the language of instruction in certain educational units to support students' foreign language skills". Meanwhile, number 29 paragraph 2 of Law Number 24 of 2009 reads "The language of instruction referred to in paragraph (1) may use a foreign language for purposes that support students' foreign language skills"

The objective vocabulary is that the students are expected to be able to use vocabulary with appropriate of contexts. To be able to communicate both in oral and written , vocabulary is one of science to be master of vocabular the way to communicate such as linguistics competence, socio cultural competence, discourse competence and functional competence. In order the students can produce many sentences in written or spoken form. The students also could be able to pronounce the vocabulary correctly. So, the teacher must anticipate how much vocabulary can be taught. In teaching vocabulary, the teacher can use this activity to make the students understand the meaning of words that students taught by the teachers. So that they can use vocabulary in their daily lives and they can communicate with immediate environment. With this, the researcher wants to see how the development of word-based game media based on this wow application is in understanding the mastery of student vocabulary.

WOW application are one approach that can be taken to address this issue. It is believed that students will study joyously, enjoy, and be interested in learning English by employing songs in the classroom, especially in mastering the Vocabularies will, of course, aid in achieving the learning objectives in the best way possible. The researcher is interested in performing a study with the title **The Effect of Using WOW Application on Students' Vocabulary Mastery at Arabic education Department Second Semester UIN North Sumatera** in response to the aforementioned issue.

1.2 The Identification of the Problem

Based on the research background, the following problems can be identified; Lack of students in understanding vocabulary, It is very difficult for students to understand and write English texts because their knowledge of vocabulary is limited, Lack of motivation in understanding English students' vocabulary by WOW Application. This error arises because of the lack of understanding of students in understanding vocabulary. Hopefully, using this wow application can motivate students to learn to deepen vocabulary, with the WOW application.

1.3 The Limitation of the Problem

Based on this assistance, the researchers limited and focused this research on the The Effect of Using WOW Application on Students' Vocabulary Mastery at Arabic education Department Second Semester UIN North Sumatera.

1.4 The Formulation of the Problem

Based to the background of the study above, there is question that may arise. "Is there the significant Effect of Using Wow Application on Students' Vocabulary Mastery At Arabic Department Second Semester UIN North Sumatera?"

1.5 The Objective of the Research

Based on formulation of study, the objective of study are to know to find out the effect of Using Wow Application on Students' Vocabulary Mastery At Arabic Department Second Semester UIN North Sumatera

1.6 The Significant of the Research

The results of this research are expected to be useful theoretically and practically. Because this research is very important.

- a. For the students, this research is expected to be useful to make the students interested and motivated in improving mastery vocabulary.

- b. For teachers, this research is expected to be useful for learning English as an alternative technique to prohibit vocabulary.
- c. For researchers, this research can be useful for researchers themselves, and for other researchers to conduct studies that are relevant to various research objects



UNIVERSITAS ISLAM NEGERI
SUMATERA UTARA MEDAN