CHAPTER II

THEOROTICAL REVIEW

2.1 Theoretical Framework

2.1.1 Vocabulary Mastery

2.1.1.1 Definition of Vocabulary

These are several vocabulary definitions. "Vocabulary mastery is the ability to communicate the meaning of words, patterns with information, whereas passive vocabulary denotes the ability of identifying the form and the meaning of words," explain (Hiebert & Kamil, 2005) cited in (Dalimunthe & Haryadi, 2022). -words, the creation of word patterns. The meaning of words is the vocabulary in question. As stated by Thornbury (2022:13) You cannot communicate anything without vocabulary. It implies that without vocabulary, communication cannot convey any meaning of value to the other party. It aids students in comprehending the communication's message.. A key component of learning a foreign language is developing one's vocabulary.

According Solihatul (2015) Vocabulary is commonly defined as "all the words known and used by particular person". Knowing a word , however ,is not as simple as simply being able to recognize or use it. there are several aspects of word know knowledge which are used to measure word knowledge.(Daulay, 2015)

According Solihatul (2021) Vocabulary is crucial in the teaching and learning of languages. Vocabulary is one of the language components that has a direct impact on mastering the four language skills: hearing, speaking, reading, and writing. Without vocabulary, we couldn't learn a language. The development of vocabulary is crucial to learning English as a foreign language. If there are numerous vocabularies on the minds of the kids, the situation will be very different. Students must necessarily master vocabularies because they are important components of language for the fundamentals of language learning. According to Kridalaksana, vocabulary is a part of language that contains all of the knowledge necessary for a speaker, listener, writer, and reader to understand

the meaning and appropriate use of words. English words are made up of a collection of letters.(Daulay, 2007)

As the foundation of language, vocabulary is crucial for students studying various languages. Everyone will have a restricted understanding if they have an endless vocabulary. By mastering vocabulary, the students will be easy to learn English. in terms of reading, writing, speaking, and listening. One issue with not being able to clearly communicate with others is vocabulary. One component of language to learn when learning a language is vocabulary.

According Rafida, T. (2017) that a speaker's or writer's vocabulary was their collection of words at their disposal. The terms refer to all the words and expressions in my vocabulary, such as the writer's or speaker's inventory. This expression refers to complete words and phrases that have been utilized in particular variations like dialects, registers, or generic terminology. specific variety-dialect-register, terminology, or phrasing a term from the vocabulary

Allah SWT has given us the ability to do everything even to communicate especially in developing vocabulary. He said the words in the Qur'an Surah (QS. As-Saff verses 2-3)

$$\text{..يٰٓاَيُّهَا الَّذِيْنَ اٰمَنُوْا لِمَ تَقُوْلُوْنَ مَا لَا تَفْعَلُوْنَ 2. كَبُرَ مَقْتًا عِنْدَ اللهِ اَنْ تَقُوْلُوا مَا لَا تَفْعَلُوْنَ 3}$$

Meaning : O you who believe! Why do you say what you don't? (iu) is very hated in the sight of Allah if you say something that you do not do (QS. As-Saff verses 2-3).

(Translation by Dr. Mustafa Khattab, from qur'an.com)

As a result, the first verse emphasizes that people cannot understand what is going on in their daily lives (*tidak tahu).* The process of teaching about how Allah taught Adam's name from every circumstance may be seen in the learning of vocabulary. And every person who already knows a word must be held accountable for what he said.

In order for humans to live, some process called "education" must exist. Man already has the tools necessary to discern the letters from the names of things, according to Allah SWT. This is the fact that if a person knows the name of someone or something, they can communicate effectively (e-Murcia, 2001). It is impossible to start learning a language by starting to learn vocabulary. Vocabulary supports speakers to express opinions, ideas, and feelings through communication. Vocabulary is the most important component because it affects the four language skills: speaking, reading, and writing. Learning new vocabulary is very important for learning a language, be it a first, second, or foreign language.

According to Linse (2005) "The collection of words that a person knows is their vocabulary. Nouns are the only words that can be featured without difficulty. Although nouns are significant, it's crucial to keep in mind that vocabulary encompasses more than just nouns. It's crucial that you integrate verbs, adjective adverbs, and prepositions into your vocabulary program as a teacher.

Due to the students' active participation in researching the new vocabulary in their class, vocabulary self-collection is included in interactive strategies (Rudell, 2005). Getsempena English Education Journal (GEEJ) Vol. 8 No. 1 May 2021 When students actively engage in identifying the significant terms from their reading to share with other students in their class, the vocabulary self-collection technique fosters word consciousness (Maghfuri, 2017). In this instance, after reading a text, the students are asked to suggest a word or term that they would want to learn more about or that they believe should be included to the class vocabulary list.(Daulay et al, 2021)

2.1.1.2 Definition Mastery

Meanwhile, mastery means natural or specially acquired facilities activity: ability, skill, art, command, craft, skill, expertise, dexterity, proficiency, skill, technique. It can be said that mastery is mastery of skills, skills, and techniques in carrying out a particular activity. Mastering vocabulary deal with learning words at first. Learning words is a cyclical process encountering new words and initial learning, followed by encountering these words again and again, each time

expanding knowledge of the meaning of the word and how they are used in a foreign language.

According Solihatul (2021) Vocabulary mastery is related to all language learning and is concerned with all four language skills as learning, speaking, reading, and writing. According to Logman (2007) mastery is complete control or power over someone or something through understanding or great skill. Knowledge is important thing to the students to get more information and minimalist misunderstanding. Knowing words and their meanings is only one aspect of vocabulary mastering; another is understanding the words' sounds and context-specific usage. Possessing thorough understanding of a group of terms used by someone is referred to as mastering their vocabulary. The ability to know words and their meanings is known as vocabulary mastery. In addition to knowing words, teachers expect students to understand their meanings.

2.1.1.3 The importance of Vocabulary

When we want to learn a language, a question generally occurs in our mind that what is the role of vocabulary. Truly speaking vocabulary is crucial to express our thoughts effectively. Vocabulary means words. To learn any language we need to have excellent knowledge of grammar and vocabulary. Now let us assume that we aim to master the English language. When a thought is generated in our respective native language we need to know the appropriate English words for it and place it in the correct grammatical structure. Once we do that we can express ourselves precisely. In case we are unaware of the meaning we fail to utilize words. Thus getting across the message is compromised

In addition to the other English elements and skills, vocabulary is the first thing English learners should study in order to understand the language successfully. It meaning that vocabulary is a key component of communication in all forms. Although most children absorb vocabulary in a passive manner, they are aware of its significance when learning a language. They find it tedious when the teacher explains how to grasp or define words as well as how to pronounce, spell, and use grammar. Second, the majority of the time, students only encounter new terminology in their textbooks or in English classes. The pupils' limited

knowledge of English vocabulary, particularly in academic subjects, also prevents many of them from understanding spoken or written English when interacting with others. So, learning vocabulary is likely to be one of the biggest challenges that student will face in their studies.

To be skilled in spoken English, we should learn multiple words along with its connotation and implementation. Initially, we should start by learning fundamental words and then upgrade our level by using synonyms of the same terminology. Enhanced vocabulary beautifies the language. It magnifies the personality of the speaker.

2.1.1.4 Types of Vocabulary

The experts discuss several categories of terminology. Thornbury also claims that there are eight types of words, including

a. Nouns : are used to refer to things. like bits, pieces, records, and players

b. Personal, possessive, reciprocal, reflexive, demonstrative, relative, interrogative, and indefinite pronouns. like: I, them

c. Verbs are used to indicate an action. Examples are looking, doing, and to look. d. Modification caused by a property. like old, second, and new.

d. verb, an adjective, or another verb's meaning can be modified by an adverb. Including: up, joyfully.

e. Prepositions are words that are used in front of nouns or pronouns to indicate how one item or person relates to another. for instance: like.

f. Conjunction is a word that merely connects sentences and occasionally words. like: and, or.

g. Determiners are words that appear before nouns and call attention to them rather than characterizing them in the same manner that adjectives do. For instance, in the statement that odd woman is my boy friend. My and that are determiner words.

2.1.2 WOW Application

2.1.2.1 Definition game

The development of information and communication technology or what is often known as ICT (Information and Communication Technologies) in the current era is running very fast in Indonesia. The acceleration of this development has an impact on various fields. Education is one field that cannot be separated from the development of ICT. Learning by utilizing or integrating ICT can make it easier for both teachers and students because it provides opportunities for students to learn dynamically and interactively. Technologicaldevelopments play a role in the development of the game itself so that today's games can be played from anywhere and whenever desired Game technology develops from time to time as an alternative learning media.

Game technology develops from time to time as an alternative learning media. This media has advantages in learning materials. In terms of material demands, educational games make learning into a game where students learn when they face or encounter missions, challenges, and obstacles in educational games. Using games in the process of language teachinglearning is not restricted for any language level; it helps all students to feel comfortable and more confi dent in acquiring a new language. However, this technique is much more applicable and benefi cent with beginners -of interest in the present research-.

Currently, the use of games is still used on the basis of mere entertainment. The existence of game themes that are increasingly developing is still not enough to accommodate games with educational themes. Moreover, attention to the maintenance of Indonesian culture is decreasing. Currently, the use of games is still used on the basis of mere entertainment. The existence of game themes that are increasingly developing is still not enough to accommodate games with educational themes. Moreover, attention to the care of Indonesian culture is decreasing. Currently game learning media has moved to Android-based applications, including games for learning. Android is a technology that can be utilized as an open source-based operating system that frees users to develop applications. Android and iPhone are platforms that are widely used to find

learning applications, social media and others. By using a smartphone students can use it as an interactive and fun learning tool.

2.1.2.2 Definition of Wow Application

Word of wonders (WOW) is an online based game that is used to train new vocabulary. This application is an application to hone students' knowledge of new vocabulary and is arranged with letters that are somewhat limited, according to the ongoing level, the researchers themselves use the application as daily activities to increase understanding of new vocabulary. By using this application students can add insight into knowledge by composing existing sentences.

Picture 2.12
WOW Application

Games are one strategy that can be used in improving vocabulary. Game is enjoyment in the language lesson. Many teachers find games effective to apply in classrooms for foreign language learning. Sometime students get bored with books and worksheets. Using games and interactive tools can keep students focused and learning for extended periods.

The design of this WOW is to fulfill the need to design follow-up activities after learning English vocabulary at school. It serves as a complementary material or tool in learning vocabulary students. Students have accessed WOW after school hours. The words included in the WOW are categorized into themes according to

their units. WOW was designed for research to introduce players to 200+ vocabulary words. And designed according to the level being player

According to Silberman, (2013: 325) Crossword Puzzle is "composing a replacement test again in the form of a crossword puzzle that will invite student interest and participation, crossword puzzles can be completed individually or in groups". Therefore the researchers themselves want

WOW (words of wonders) is a spelling competition for kids. They are also introduced to a complex thought process when they receive multiple prompts for correct spelling of words, Alternative pronunciations and types of words (nouns, adjectives, verbs) and use of words in texts. According to the National Wow, the aim of this game is to help students with skills in spelling, vocabulary, and concepts develop their thinking patterns to their right.

2.1.2.3 The advantages and disadvantages game laearning vocabulary

The advantages of word searches include:

a. Helping with word recognition;

b. Helping with context clue learning.

c. They support pattern recognition development

d. They revisit and introduce vocabulary

e. They are enjoyable

f. You can raise their level

The disadvantages aspects of word searches

a. Spending a lot of time on this puzzle

b. As the riddles were thought to be insignificant, some students may not have taken the assignment seriously. Based on the aforementioned statement, it can be inferred that the drawbacks of employing word search puzzles include time wastage and the fact that they discourage pupils from taking the game seriously.

2.1.2.4 Teaching vocabulary through game

English language learners must contend with new vocabulary as they learn the language. Students should engage in various task-based activities in their classroom, including as guessing games and descriptive tasks, in order to acquire and recall new vocabulary or conversation in discourse. These exercises also feature vocabulary games, which put a special emphasis on assisting students in developing and using words in a variety of contexts by making the lessons fun. It is vital to investigate whether and how children learn vocabulary, as well as whether doing so through games, is helpful.

According to Nation (2013), there are six principles in teaching vocabulary to learners:

  a. Easy to understand. Avoid giving them complex justifications.
  b. Use patterns to help pupils relate the lessons being taught right now to their prior knowledge.
  c. Instruct them verbally and in writing (write it on the whiteboard as the teacher give explanation).
  d. Pay more attention to unfamiliar terms.
  e. Let the kids know if the words are significant and will be utilized later.
  f. Avoid using additional unfamiliar words as synonyms or opposites.

Games can be used in the classroom by teachers. Students who play games are more likely to like learning English. Students should not worry about the new grammatical structures they must learn. Games are frequently used by teachers in the classroom because they enable pupils to relax and reduce stress while learning. Students who strive so hard to master the target language can experience stress.
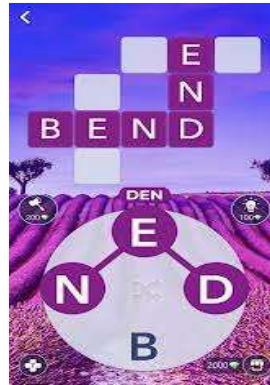
Picture 2.1.2

WOW (word of wonders) application game

In addition to preparation, there are several WOW (word of wonders) game procedures that are played

1. The teacher asks students to download games on their previous cell phones.
2. After that, ask students to follow the directions from the application to the page where they play the Wow game itself
3. The teacher asks to write word for word which the students do not know the meaning of.
4. Arrange the words that are late arranged in a puzzle that contains descending lines, and is flat
5. Select the letters provided by the application until the puzzle is complete.
6. Play to a high level.

A language game can make conversation sessions more enjoyable and interesting. Both the manipulative and communicative aspects of language acquisition can benefit from them. Of course, for the greatest benefit The teacher should only choose the finest language game in any case from the hundreds of accessible options.

2.2   Related Study

This research is related to studies of three additional undergraduate students. The research displays the following research projects completed by English education :

1)   Nurhalima (2020) in this research entiled improving students vocabulary mastery through word search puzzle media at the seventh grade of SmpN 2 Palopo. She employed classroom action research, and this research applied first cycle and second cycle. The findings of this study, the students pre-test score (55) and was gather than post-test (95).

2)   Ambiyatul (2019) emtiled the influence of using word search puzzle game towards students vocabulary mastery at the first semester of the eight grade of Smp N 1 ambharawapringsewu in the academic year of 2017/2018. She employed a experimental design use quasi experimental research with pre- test and post test designs. The finding of this study the students pre-test (85.676) was greater than the post-test (171.092).

3)   Syafiqah Hasram, M. Khalid M. Nasir, Maslawati Mohamad, Md. Yusoff Daud,   Mohd Jasmy Abd Rahman, Wan Muna Ruzanna Wan Mohammad (2021) the entiled The Effects of WordWall Online Games (WOW) on English Language Vocabulary Learning Among Year 5 Pupils. They methodology quantitative expremental study. And in finding The study is limited to the development of the English vocabulary of the Year 5 KSSR syllabus. Other than that, this study only measured pupils' views of online vocabulary games on one platform. Hence, pupils' perceptions could not be generalised towards other English vocabulary online games. Exposing learners to multiple online games may require better resources and a longer time for the researchers to produce games on multiple virtual platforms that is of similar standard based on the national syllabus

4)   Suci Kurnia Sari   (2016) entiled the The Effectiveness of Crossword Puzzle Game towards Students' Vocabulary Mastery (An Experimental Study at the Second Grade of SMP Puspita Bangsa Ciputat). The method of this study is an experimental lThe finding of this study led into the conclusion that using crossword puzzle game was effective

towards students' vocabulary mastery at the second grade of SMP Puspita Bangsa Ciputat. This was based on the T-test result which showed that tcount > ttable (4.11 > 2.38) in the degree significance 1%. It means that Ha was accepted and Ho was rejected. Therefore, it can be concluded crossword puzzle game is effective towards students' vocabulary mastery

5. Rina Ratna Dila (2020) entiled The Influence Of Using Crossword Puzzle Game Toward English Vocabulary Mastery At Tenth Grade Students Of Sma Negeri 4 Palu. The method of research experimental (classroom action research). Pretest and posttest were the data gathering tools. The students' prior knowledge was assessed using a pretest, and their knowledge growth following treatment was assessed using a posttest. The mean scores of the two classes were compared using the t-test. The experimental class's pretest score of 89.92 and the control class's score of 83.84 differ significantly, whereas the experimental class's posttest score of 95.38 and the control class's (88.08) differ significantly. Using 24 degrees of freedom, the level of significance was fixed at 0.05 (df = 13+13-2=24). The study of the data shows that t-counted (0.641) is greater than t-table (0.028). It denotes acceptance of the theory. The Influence Of Using Crossword Puzzle Game Toward English Vocabulary Mastery At Tenth Grade Students Of SMA Negeri 4 Palu.

Based on the 5 related studies above the authors found differences between this study an 5 previous studies the first study use classroom action research (CAR), with the results that the vocabulary mastery through word search puzzle media. The second study use expremental design use quasi expremental research. using word search puzzle game towards students vocabulary mastery. The third study use quantitative research with the result Effects of WordWall Online Games (WOW) on English Language Vocabulary Learning. The fourth study use an expremental design with the effectiveness of crossword puzzle game towards students' vocabulary mastery. The five study the data use expremental design with the results The Influence Of Using Crossword Puzzle Game Toward English Vocabulary Mastery At Tenth Grade Students Of SMA Negeri 4 PALU.

2.3   Conceptual Framework

Vocabulary in the Big Indonesian Dictionary (KBBI) is vocabulary, all the words we save will be ejected through communication. Vocabulary is an important part of communication, from the mother tongue, which is first mastered and understood by someone when they first know the language and learn to speak from birth through interaction with fellow members of the community. Therefore vocabulary is an important part of adding insight into words. As with foreign languages. English is the second language in our country. Therefore if we master English, then we will be young to communicate. So from an early age we have instilled mastery of vocabulary in English.

So, students must understand and know the vocabulary to make it easier for students to communicate, and get it, students can do speaking, reading, listening and writing. That way we will be easy to master a vocabulary.

Wow (word of wonders) is an application that is a kind of puzzle game, a word search puzzle that can be done in daily activities. This application is very useful for students who want to understand new vocabulary, and after you complete the level mission, you will climb the level above again. Which makes us think what is the meaning and content behind the empty word puzzle.

This research was conducted to determine The Effect of Using WOW Application on Students' Vocabulary Mastery At Arabic Department Second Semester. That way researchers take 2 variables. The first variables; the first is Wow application as the "X " variable, and the students' vocabulary mastery "Y".

2.4   Hypothesis

H_1 : There is significant The Effect of Using Wow Application on Students' Vocabulary Mastery At Arabic Department Second Semester UIN North Sumatera.

H_0 : There is no significant The Effect of Using Wow Application on Students' Vocabulary Mastery At Arabic Department Second Semester UIN North Sumatera.