

Chapter I

Introduction

Basic Consideration

When we try to learn foreign language especially English, it means that we should learn its vocabulary. Vocabulary consists of the words that we totally used for communication in either writing form or spoken form. According to Richards (2000, p.1) vocabulary and lexical unit is the core of communication. It refers to the meanings which have hugely contribution in human being especially in language.

Learning a language especially English as a foreign language is definitely difficult. The processes that we go through in learning a foreign language usually take effort. Wright, et al (2006, p. 2) stated that language learning is hard work; one must make an effort to understand. In learning English foreign language, vocabulary is main priority in learning English process beside grammar, spelling and pronunciations; hence, vocabulary is crucial one for getting meaning from written or oral form. If we lack of vocabulary, it is constantly influence to our ability in language.

Learning vocabulary is not totally easy to students as the learners. Hiebert et al (2005, p. 1) argue that words refer to a complexity, and it often has multiple meaning, and should be understood in the context of words itself. We need to learn and learn more about the vocabulary because learning vocabulary is the first main step that should we do before learn a foreign language. The limited of vocabulary, makes the students always find the difficulties of meaning (Sedita, 2005, p. 1)

There are several significant obstacles to develop vocabulary, first is students with limited or no knowledge of English, and the second is students who do not read outside of school, (as cited from Beck, McKnown & Kucan, 2002 in Sedita 2005, p. 1) In this case, the writer concerned more in second obstacle, where the students do not read outside the school, whereas, if the students spend their time with reading that could enrich their vocabulary automatically.

Nowadays, there are lots of students that often spending their time by doing something without learn or repeat material from the school in their home. In meaning, they do not read but just spending their time by playing videogame. And that truth makes it becomes phenomenon. Anderson et al (2007, p. 7) stated that “video game already influenced male and female children, teenager, even adults. There are no age’s limitation” (as cited from Buchman & Frank, 1996; Federal Trade Commission, 2000; Walsh, 1999).

Videogame inseparable from teenagers’ daily activity And videogame also being fastest growing like a media entertainment that really influences larger than the Hollywood (Media Wise, 2007) as result, there is one University in California already have conducted an exploration of videogame’s intensity by using online survey. A total 314 individuals completed the online survey, and 94% correspondents ($n = 297$) response that they play video game, and 75% of respondents said that they played videogame every day (Vorderer and Bryant, 2006, p. 2). We can see directly how influences videogame to the students, that always spending their time with playing videogame.

Based on those conditions. It makes inspiring the writer to find new way teaching media to overcome the problems and not to forget to motivate the

students. Vorderer et al (2006, p. 2) said videogame also will become of educational media for the students if we play positively. Videogame also contains of particular direction that can be showed in beginning of game, such as, reload, upload, start, and pause, seed, planting, and so on. This direction included of vocabulary can help the students who always play videogame but they have limited vocabulary.

In Summary, media such as a videogame has very significant roles to motivate the student to learn vocabulary and to make the atmosphere of teaching and learning activity more interesting, they will feel something new in other way from what they learn as usual in their class. It inspire the writer to conduct a research to enrich the students' vocabulary by using videogame to make them fell more appreciated and interested to improve their weakness about vocabulary.

Research Question

From the illustrated above, the problem can be described, "Can *Video game* significantly enrich the students' ability in mastering vocabulary?"

The Objective of Research

The objective of research is to find out whether Videogame technique can significantly enrich the ability of the students to mastering vocabulary or not.

Reason to Choose this Topic

There are several reasons, why the writer desire to choose this topic, based on whole following explanation and survey above;

1. First of all, it comes from students' problem that always find the difficulties to enriching their vocabulary

2. The writer want to analyzing to the students or young learner who are spending their time with playing video, because based on the writer exploration there are a lot of students always visiting videogame center to play videogame.
3. The writer want to know that videogame could be enriching students' vocabulary, because the based on writer experience, when the writer play videogame, it have a various vocabulary such as, start, pause, exit, quit, shoot, pass, etc. that can be help the student who always play videogame, so, the player can be getting a lot of advantages when play videogame, besides as fun media, videogame can become educational media also especially enriching vocabulary.

The Scope of Study

To limit the scope of study, the writer will only discuss such as follows:

- a. This study will be done in the ten grade students of SMA Negeri 1 Pinogaluman in the academic year 2012/2013
- b. This study talk about the use of videogame "Harvest Moon" game, which is effective to enrich students' ability in mastering vocabulary. It is done to find the effective way to teach vocabulary, especially four elements of part of speech (vocabulary) verb, adverb, noun, and adjective.

Significant Of Research

1. It is important for the students who often playing videogame, not only just have fun media, but also become an educative media especially videogame. It may motivate students to improve their interest in learning English since they will find out that learning English is not difficult to learn.

2. For English Department, hopefully this research will be informative and give a description about how to teach and motivate the students to learn about English in different particular teaching strategy especially the use of media “Videogame” could be a good variation in teaching vocabulary, where it would make the students enjoyed following lesson.