

CHAPTER I

INTRODUCTION

Basic Consideration

Using game in English class is very effective to improve students' listening skill, it can make the students enjoy in English learning process. However, learning by using game can help the students to master listening English because when the students play games, they will repeat new words. So, they will remember the words that can make the students interest and easy to learn listening. Therefore, the researcher will try to use game in English learning process.

There are some problems that can make students difficult in mastering English, as what Fadlieha (2011) state that, there are some reasons that make students difficult in mastering English: Firstly, English is a foreign language for the students. Secondly, students do not want to know the benefits of learning English. Thirdly, there are many subjects that must be master by the students. Based on the explanation above, it can be concluded that English is difficult to be mastered by the students.

In fact, based on the observation that has conducted in SMP N 4 Paguyaman, teacher give some materials and the question to the students in the class, but the situation in the classroom is very variety, there are some students just play with their friends, but the other students listen to the teacher, some of them are sleepy in learning process.

The condition in the classroom was shows that the students' motivation in listening is still low. Therefore, to improve the students' comprehension in listening

skill, the teacher needs to know the best facilitate students' learning activity. Indeed, researcher will try one way which can make students enjoy and more interest to learn English listening by using Flash Voice Game. Actually, some people have done research about using game in the learning process by using card guessing game. The result of the research was the students very enthusiastic to guess and give their answer. However, there are some problems: The students became rowdy and the other class will be interrupted by loud voice and sometimes the students do not want to stop (Trisno, 2008:32). Therefore, using game in English learning process can make students enjoy and not bored in class. Moreover, using game in learning process will make the students easier to remember the vocabulary and more interest to practice their listening skill.

Sometimes, students usually bored in English learning process and it can see when they lazy to read and practice their listening. They usually think that is difficult to master listening. This research about using game to improve students' listening skill and it will find out the students' skill in listening, after researcher give the method of learning by using game. In addition, teacher sometimes has difficult to share their knowledge to the students. So this research will try one way to teach listening by using game and make the students easier to master listening or vocabularies. The researcher believe that learning by using game can make students happy in learning English process, easy to remember vocabularies and more interest to learn English.

As well as we know that, every research have advantages and disadvantages. Trisno (2008), has wrote the disadvantages of game by using card. The disadvantages are: The students became rowdy and the other class will be interrupted by loud voice, and sometimes the students do not want to stop the game. Whereas in Hapsari and Suminar research (2010) just focus in vocabularies. The advantages of this research is students' very interesting to evoke children' spirit to play the game. moreover, this research success to improve students' vocabulary by using one type of games, and the disadvantages are students sometimes became bored with the game, because they must play with the same game. Whereas Trisno (2008) has done his research with one tool, but many types of game could done. For example: Trisno just using card, but many game can do. Such as: playing questing word card, playing hide the word card, playing guess pictures card, playing flash word, and playing odd one out card. Meanwhile, my research will be conducted one game without tools. It's easy to me to give the game to the students than use many tools which will difficult to find. Researcher will use flash voiced game in my research. Researcher choose thus games because researcher believed the game can practice to the beginner listening students especially for junior high school.

This research is important because listening is one of important skills in English especially to conduct in junior high school. Without listening, students automatically can't speak English well. Because the students get the first listening in this place. In addition, teacher difficult to give share their knowledge to the students. Learning by flash voiced game, students will get new word when they playing game.

In addition, students will repeat the word for many times and in the end of the meeting they will remember the word. So, that will make students practice their listening skill without bored by listening to the tape recorder and they will get more happiness in the learning process.

From the basic consideration, researcher can do this research for fix the problem in teaching listening. The purpose of this research is to Improve students' English skill especially in listening by using flash voice game.

Research Question

Can Flash Voice game improve students' listening skill?

Hypothesis

The use of Flash Voice Game can improve students competence in mastering listening.

Significances

This research is conducted to give many advantages to the students and teachers. For students this used to build the students' motivation, to improve the students listening skill, that will also clarify the meaning of teaching material and can create fun in learning in english situation at the classroom. For teachers, the teaching methods would be varied as the using of Flash Voice Game can be applied in classroom or outdoor learning.

Delimitation

In this research, the researcher limits the study in using the Flash Voice game to improve students' ability in mastering English listening skill. Because this research only focuses on English listening skill, the material is limited in 'attention, please' theme. The population of this research was limited for the second grade of junior high school students of SMPN 4 Paguyaman.

