Chapter I

Introduction

This chapter covers the basic theory of the research. It consists five sections such as background of study, problem statement, objective of research, significance of research and delimitation of study.

Background of Study

The success of learning English as a Foreign language is assumed the ability of students to communicate by using English. One of the most important aspects in learning English is mastering vocabulary. It is important because vocabulary become a foundation for learner to know or to understand language. By having various and many vocabularies will be helpful for the students. Hence, it is believed that vocabulary mastering is a very crucial aspect of learning English. Hornby (1993, p. 959) stated that the vocabulary is the total number of the words that will build up the language. It means vocabulary is all the words which are usually used by the speakers of a language. According to Richeck (2006, p. 2) students will have difficulty in learning language in school without having educate vocabulary.Therefore, without having vocabulary mastering the English learner will not be able to improve the four important skills in English such as: speaking, listening, writing and reading.

According to Bryne (1995, p. 172) the difficulties in mastering vocabularies can be solved towards several technique. For instance, by reading a lot of books or listening to songs and playing games. He further explained that the most interesting method or technique used by most people in enriching or improving the students' vocabulary is game. Game is not only provides the joy to the students but also it can stimulate the students to master vocabularies in the way that they can find happiness. Uberman (1998, p. 20) stated that game technique make the teaching learning process are more relax and fun. In addition, it also can be easier for the

students to communicate their ideas. Games also can be seen as a powerful expression of creative in learning English process. Game is structured activity, something that students do for fun and make students feel interested.

Moreover, based on pre-observation conducted by researcher to students of English Department study program at State University of Gorontalo in Intensive Course (IC) 2016/2017 academic year, it was found that several students still lack of vocabulary mastering. In the level of university especially in English Department students have to mastery vocabulary. It is very important to be emphasized because they will have an easier understand the English lesson to develop their study.

Nowadays, development of technology such as internet, computer, laptop, mobile phone and etc are spreading all over the world and most people can use. Internet is a very important thing for people. In fact, most of people spend their time using internet to refresh, bussiness, and communicate with each other. By development of internet people can easy to get games. There are many games online in media social like Facebook, especially for this game it is Criminal Case which is one of the game affects player curiosity and addictively to play. Criminal Case game is online game that interesting and fun game which is full of any challenge to play. This game is not only that has successfully stolen the attention of the children, but also teenagers and adults too. Then, to play Criminal Case game players have to mastering English because this game using English language and make player will sharpen their brain.

In the Criminal Case game player are required to solve the cases, discovery of the bodies, interogate suspect until the player get the real killer. Player have challenge to complete the crime scenes. The crime scenes have step by step will do by player such as, find the hidden object, find the differences, solving puzzle, etc. By doing each crime scene player should get

five stars, then to get stars players have to play repeatedly. In this game consists of more than 50 cases, each case must be different and the object to be searched varies. Thus, the further the case that player do, many vocabulary that would be obtained. There are some major vocabularies that often can be found in Criminal Case game, for example, hammer, banner, garbage can, scissors, syringe, screwdriver, rolling pin, etc. It means that players can easy to think and memorize the words in each crime scene.

This study examines the students mastering of vocabulary through criminal case game because this kind of game has the advantages and effectiveness in learning vocabularies in various ways. Therefore, the role of criminal case game in learning vocabulary cannot be denied. Students enjoy constructive plays the game. Criminal case game is not only motivating and fun activities, but also can provide excellent practice for improving the students' English vocabulary capacity.

Additionally, the researcher formulated this research entitled "The Effectiveness of Criminal Case Game in improving students' English vocabulary capacity".

Problem Statement

Based on the background of the research above, the researcher formulates the problem statement as follow: can the criminal case game improve students' English vocabulary capacity?

Objective of Research

The research objective of this research is to find out whether the Criminal Case game can improve students' English vocabulary capacity.

The significance of research

The significances of this research can help practically and theoritically. There are as follow:

Practically

Practically of this research hopefully could give benefit for school and institute of education in improving quality of education particularly the attempt in improving students' vocabulary.

Theoritically

Theoritically this research expected could improving a studying in improving students' vocabulary.

Delimitation of Study

To avoid misunderstanding and clarify the study, it needs delimitation of the study. In this case, the researcher limits this research only focusess by using Criminal Case game in improving vocabulary. Vocabulary is about noun.