

# CHAPTER I

## INTRODUCTION

This chapter discusses on the background of the study, problem statement, purpose of the study, significant of the study, scope and limitation of the study and definition of key terms.

### 1.1 Background Of Study

In this globalization era, English is as an international language. People should master English if they want to communicate with various people from other countries. Meanwhile, Agustiana (2012) stated that nowadays English has entered into globalization era, so that learning English is an obligation that had to be mastered and understood by people. Additionally, she also added that English is a foreign language that is taught in school starting from elementary, junior high, up to collage level.

The Decree of the Minister of Eduaction and Culture No. 060/U/1993 dated February 25<sup>th</sup>, 1993 stated that the elementary schools can provide early English material as local content and can start in 4th grade. Moreover based on PERMEN 22-23 TH 2006 – *Standart Kompetensi and Kompetensi Dasar SD-MI-SDLB*, the main goal of teaching English for elementary school is to develop communication competence orally for language accompanying action in the school. It means that the main goal of teaching English at elementary school is the students are able to master four skill in English, listening, reading, speaking and writing.

Vocabulary is the basic factor to learn English especially for young learners. According to the Huyen and Nga (2003), vocabulary is as a tool to link among four skills in English such as speaking, listening, writing and reading. Based on Richard and Renandya (2002), vocabulary is the core component of language proficiency and much of the basis how well learners speak, listen, read and write. According to Cahyono (2012), English vocabulary mastery for young learners is the basic and the important factor to build their speaking, listening, reading, and writing abilities. Those three statements above show that vocabulary as foundation to learn English because without understanding the vocabulary, someone is not able to catch the idea when she or he is listening, comprehending the text when reading, saying the idea when speaking, and writing words that have specific purpose when learning to write.

Vocabulary is taught to young learner must be appropriate with their level and fun such as by using games. Huyen and Nga (2003) stated that games are useful and effective tools to make lesson more interesting and enjoyable.

Furthermore, learning vocabulary should not only be done at school and in English lesson. Students can also learn vocabulary outside the English lesson . Bahrani and Sim (2012) stated that learning foreign language can be done outside the classroom, either through interaction with native speaker or by using technology.

Android is system operation that developed by Google, android is the platform that *Open Source*. Android gives a chance to people to develop their

own application. That is why every year android user increase until defeat blackberry and iOS. Nowadays android users application increase from 37,75 percent to 41,58 percent and in June increase to 43,75 percent. Moreover the iOS users decrease from 51,11 percent to 48,34 percent in June based on Net application survey in July 2014. That is why there are many application developers provide several kinds of application to ease on choosing what they want.

In Indonesia there are many application developers for android applications, For example; Rifki in his research and development study, he tries to develop tenses and adjective clause application by using android platform. This application can help people to study tenses whenever and wherever they want. Sugara, et al. (2013) in their study about English learning application by using android : *Speech to text*, they used *Eclipse* for developing their application. According to their research *Speech to text* application can help students learn vocabulary and improve their pronunciation as well.

Bien Chen (2013) tries to conduct an action research to investigate how students use tablet to learn English informal or outside of classroom and how to foster more effective usage of tablet for independent language learning. The result shows that tablet is ideal tool for creating an interactive and collaborative environment for learning English. Meanwhile, the students also felt enthusiastic and satisfied to learn English via tablet.

Based on the problem above, the reseacher attempts to develop English vocabulary game for young learners by using android platform : *Word Shooting*. This product expected to be useful for young learners, so that they

are not only use mobile technology for playing games, but also they can learn vocabulary by using their beloved mobile technology.

## **1.2 Problem Statement**

According to the background above, the problem statement is to develop English vocabulary game for young learners by using android platform : *Word Shooting*.

## **1.3 Purpose of the Study**

The purpose of this study is to develop vocabulary game for young learners by using android platform : *Word Shooting*.

## **1.4 Significance of the Study**

The result of the study is divided into two, including theoretical and practical significance:

### **a. Theoretical significance**

It is expected that the result of this research will generate ideas for others to be more creative and innovative in developing English lesson especially vocabulary lesson which is more useful for young learners.

### **b. Practical significance**

In practical significance this study is expected to give contribution to young learners. It is expected that developing English vocabulary by using android platform that can apply in mobile technology can be a good way for them to learn vocabulary easily and help them learn spell the word.

### **1.5 Scope and Limitation of the Study**

In order to make the discussion more specific, the researcher gives the scope only in developing English vocabulary game. However, vocabulary divided into several part of speech, including: adjectives, nouns, idioms, antonyms, synonyms, adverbs, and verbs. In developing vocabulary games the researcher focuses on nouns such as animal, dress, and vegetable. Furthermore, as an media to create an digital vocabulary game, the reseacher is used *Ai2.appinventor.mit.edu* which can apply in mobile technology. Then the reseacher limits this study only for young learners in 4<sup>th</sup> grade who aged 9-10 years old.

### **1.6 Definition of the Key Term**

#### **a. Vocabulary**

Vocabulary is an alphabetical list of words including nouns which is often defined and to be learned in the school.

#### **b. Android Platform**

Android platform is vocabulary digital learning media with colorful cartoon form which can be applied in mobile technology.

#### **c. Young Learner**

Young learner is children who aged 9-10 years old that usually belongs to students in 4<sup>th</sup> grade, that the students are able to divide towards concrete or real thing.

**d. Word Shooting**

Word shooting is vocabulary games with nouns topic such as animals, dresses, and vegetable by shooting word appropriate with picture.