

CHAPTER I

INTRODUCTION

In this chapter discusses about: (1) background, (2) the problem of the research, (3) the objectives of the research, (4) the significances of the research

1.1 Background

English is a worldwide language that everyone should know for its importance. According to Rao (2019), English is widely utilized in trade, commerce, education, technology, science, business, engineering, tourism, and culture. English is also taught and utilize as a first, second, and foreign language in some countries around the world. We could argue that because English is used in almost every field in today's globalize society, it is essential that we study it fully.

Being social beings, humans engage in various forms of interaction with their surroundings through their senses, included sight, heard, touch, and smell. One could communicate with the environment in one direction (via radio, television, etc.), in two directions, or in groups. It is usual to communicate in order to receive and transmit information. Humans require language in order to communicate precisely and effectively; otherwise, information would be meaningless if speakers or listeners could not grasp each other's submitted language. The usage of language is the most crucial factor to took into account when communicated.

During their English education, students must develop four language skills in order to speak effectively in English. Speaking is one of the four fundamental language abilities, and it is critical for both teaching and learning English. Muzzamil (2015) emphasize speaking is one of the English language's skills or

abilities that allows us to ask questions and provide an answer, as well as to express our opinions and comment on or reject those of others when they conflict with our own.

In addition, to the grew prevalence of globalization, speaking abilities English was essential for mastered the idea statement English is a language used throughout the world since, in the event that one was unable to speak English in a nation where Indonesian was not the primary language of instruction, one would be unable to communicate with locals and may become lost in the nation. At that time, being ability to communicate effectively and accurately infer information was also essential. Speaking abilities also affect how well a conversation goes; a lack of speaking abilities might make it difficult to understood what was being said. Speaking abilities could be viewed as either non-linguistic or linguistic: by used these characteristics correctly and accurately, one could made things.

There are some skills that very important for students to acquire included speaking, reading, writing, listening, but we would be focused on speaking skills. Speaking is the ability to express an idea, emotion, and fact in a language. It is consistent with a study conducted by Leong and Ahmadi (2017). They show that proper speaking skill trained is the learner's that required further attention. Speaking is the act of used both spoken and nonverbal cues in a particular language, place, and situation to express oneself or a series of ideas among members of a community, Colle (2022). The ability to communicate with others in English while expressed one's thoughts, opinions, and feelings is known as the ability to speak, Nainggolan (2015).

Speaking is considered to be the most crucial language in the world while learning to communicate in English, Jaya, Hermansyah, and Rosmiyati (2019). Learning speaking present several challenges, students frequently have limit opportunities for speaking in the classroom. Second, there is a lack of flexibility in instructional strategies used by teachers during speaking lessons. Finally repetitive teaching practices might lead to student boredom and disinterest in studied English.

Speaking is the ability to converse orally with others used language. Speaking in the context of language learning refers to the capacity to articulate words, phrases, and concepts in the target language with accuracy and fluency. According to Herliani (2013) that speaking is an essential language ability that learners of foreign languages should endeavour to acquire. Factor such as context, participant, and communication aim impact speak language form and meaning. Speaking English would become essential for many people, especially those engaged in formal educational or English classes. Student are increasingly seeking session cantered on English conversation. Effective communication requires a thorough understood of several components, highlighted the complexity of language skills. It is quite difficult for students to become proficient in their second language. One of the abilities that students should acquire in the classroom is speaking, especially for direct communication. Through speaking, students can share knowledge and communicate their opinions (Crisianita & Mandasari, 2022).

Accurate pronunciations are essential for effective communication ensured clear and understandable words for listeners. Facing these complexities, educator is encouraged to used creative methods to design their teaching and learning. Teacher

may create an environment that not only deals with speaking issues but also made the learning process more engaged and pleasurable for students by incorporate creativity into their English language session. This proactive approach creates a positive and inspired environment for language learning while also provided learners with the language skills they need to communicate effectively.

As vocabulary, sometimes referred to as a lexicon, is a collection of words, typically the set that is known to a person or the set that is inherent in a language. Vocabulary is becoming the most important component of language learning. Interesting methods would be used to introduce it. According to Lewis and Hill, who were referenced by Kumalasari (2018), learners' attitudes about the learning process will have an impact on their accomplishment. Vocabulary in a certain language is the ser of terms that a person is familiar with and uses.. This involves being able to recall and used words when speaking, writing, or reading texts, as well as comprehending the meaning of words and employed them in the right context. On a deeper level, broadening one's vocabulary also entails knowing antonyms, synonyms, and the different ways that words could be used in different settings of communication. Proficiency in vocabulary is crucial for developing expressive and useful language abilities.

In everyday English teaching and learning activities, vocabulary was important for students to understood. Teachers were required to be more creative in developed learning media in accordance with must have quoted from Priansa (2017) Teachers must have adequate initiative, knowledge, and competence supported by adequate conceptual and knowledge resources in order to implement learning and

development strategies. Therefore, a learning media so that students were more interested in learning was really needed so that students do not get bored with monotonous classes.

The game is organized activity or kind of recreation typically conducted for pleasure, amusement, or entertainment. It involved participants, known as players, who engage in competitive or cooperative challenges, often governed by a set of rules or objectives. Games could take various forms, ranged from physical activities like sports to mental exercises such as board games, video games, and puzzles. At the core of any game is the concept of rules, which define the parameters and constraints within which students and teacher operate. These rules establish boundaries, determine permissible actions, and outline the conditions for achieved victory or success within the game's framework. Rules also ensure fairness and provide structure, facilitated orderly gameplay and allowed players to understand their roles and interactions within the game environment.

In the game Guess the Word, players must used the provided clues to guess specific words or phrases. These games usually entail given players hints to guess the word or phrase in question, such as definitions, synonyms, antonyms, or other descriptions. These games could be played alone or with others, and they're frequently employed as amusement or educational resources. The advantage of the "Guess the Word Game" was a) interactive and fun, b) improve concentration and focus, c) increase creativity and critical thinking, d) improve vocabulary. The aim of this research is to influence the game "Guess the Word" in improving the English-speaking skills of seventh grade students at Junior High School 30

Palembang. Through this research, it is hoped that this game method would made learning English more interested for students who are less interest in the subject, so that they could improve their speaking skills more effectively.

Based on the previous explanation, the writer decided to conducted research entitled **“Using Guess the Word Game in Enhancing the Speaking Ability of Seventh Grade Students at State Junior High School Number 30 Palembang”** with the aim of helped students know about vocabulary.

1.2 The Problems of the Research

1.2.1 Limiting the Scope of the Problem

There are several scopes of problems that would limit, among others.

- a. Changed monotonous environment in the classroom.
- b. Aim to deepen understanding of various vocabulary.
- c. Comparison between students who teach used the guess the word game and those who not used this method.

1.2.2 Formulation of the Problem

The writer would choose the following research problem based on previously provide explanation **“Is the Guess the Word Game Effective in Enhancing Speaking Achievement Among Seventh Grade Students at Junior High School 30 Palembang?”**.

1.3 The Objectives of the Research

From the problem formulation above, the writer wanted to examine the effectiveness of teaching Guess the Word Game in enhancing students speaking achievement.

1.4 The Significances of the Research

It is anticipated that the study's conclusion would help educators, learners, and upcoming writer in both theory and practice.

1. For Student

This study would useful for students who want to learn more about how English is acquired, particularly those who want to improve their speaking abilities.

2. For Teachers

This study is regarded to be beneficial for educators since it has potential to be a useful teaching tool, assisted in the transmission of knowledge and improved students' learning experiences.

3. For Future Research

This research could add to the verbal guess the word game and offer some knowledge. Future researcher could utilize this to compare with other comparable investigations.

4. For the Writer

It is intended that this study would help writer gain expertise in educational research and advance our understanding of students' speaking abilities, both

strong and weak. As a result, writer would be able to made better plans for when they eventually start teaching.