

THE USE OF SCRABBLE GAME APPLICATION IN IMPROVING STUDENS' VOCABULARY

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Abstract

Vocabulary is important to be taught in schools, especially English vocabulary. It is needed to help the students able to convey what they think or feel. The Impact of Using Scrabble Game Application for Improving Student Vocabulary is my tittle. This research aimed understand and know whether scrabble game can improve on the student vocabulary or whether by playing Scrabble game only make student fun and enjoy without any advantages. This research uses descriptive qualitative approach, it means the data which is used to support this research is in the form of sentence and paragraph.

Key words: Vocabulary, Scrabble game, application

INTRODUCTION

Vocabulary is important to be taught in schools, especially English vocabulary. It is needed to help the students able to convey what they think or feel. According to Agustin & Ayu (2021); Novanti & Suprayogi (2021) that vocabulary is the heart of language learning and language use. In fact, it is what makes the essence of language. Without vocabularies, speakers cannot convey the meaning and communicate with each other. And not only that, without having enough vocabulary, the students will have difficulties to know the meaning of what they listen and read as well as to express their aim in communication (Aminatun & Oktaviani, 2019; Qodriani, 2021; S. N. Sari & Aminatun, 2021).

Although the vocabulary is important in teaching English, but there are some problems found when teaching vocabulary. For example, the teachers are mostly confused what teaching methods or techniques should be used in teaching vocabulary (Ambarwati & Mandasari, 2020; Simamora & Oktaviani, 2020). They get difficulties in improving their students' vocabulary mastery. And the biggest problem the students face is their lack of vocabulary. Lack of vocabulary usually comes along with the disinterest of learning vocabulary itself (Booch et al., 1998; Mandasari et al., n.d.; F. M. Sari, n.d.). So, how to reduce student disinterest in learning vocabulary? Of course, the teaching vocabulary should be made enjoyable and meaningful to the students as it is central to language teaching. One way that can use as alternatives to teach English is by game, everyone

believes, teaching process through a game will give a fun. Based on Almuafiry et al., (2017); Ardyanto & Pamungkas (2018); Tiku Ali & Patombongi (2016) defined game as an activity with rules, a goal, and an element of fun. The element of fun in games provides the students more life situations with more chances to express their ideas in their own ways but under the rules.

One of the available games that can be used to teach vocabulary is Scrabble game application. Scrabble game is proven to improve students' vocabulary mastery. Based on research results Scrabble game effectively improved students' vocabulary mastery (Borman & Erma, 2018; Oktaviani, 2017; Suryono & Subriadi, 2016). And not only that teaching English is not totally organized in formal setting but also informal setting, informal setting means teaching vocabulary through by game, and Scrabble game is one of effective game in teaching vocabulary (Ayu, 2020a; Mandasari & Aminatun, 2020a; Mulyah et al., 2020).

LITERATURE REVIEW

Scrabble is a board game in which players try to make words from letters printed on small plastic blocks and connect them to words that have already been placed on the board (Apriyanti & Ayu, 2020; Sinaga & Oktaviani, 2020). Scrabble is a proprietary board game, which involves the building of words for point scores, for two or more players (or teams). Scrabble is a board games and a game for arranging letter that will be played by 2 or 4 people who set the point base on the score of word which is formed by letter on board game that it is forming square word/ cross word (15 rows and 15 columns).

Playing Scrabble regularly provides many advantages. Playing Scrabble can help you see the world with a different perspective, and keep your brain smart despite age. In addition, you will also be more sensitive in recognizing an opportunity. The former includes many types of game commonly used in second language learning. The latter includes Scrabble and puzzles, 'in which players use principles of a subject or discipline and solve related problems, as in math or spelling'. Scrabble can be used in developing problems solving skill and is motivating for students (Amelia, 2021; Ayu et al., 2017; Pranoto & Suprayogi, 2020).

Scrabble would make students excited in teaching learning process of vocabulary, because all skill of a language related with vocabulary. The students need much time to memorize some vocabulary. So, by using scrabble game, the teachers may help students easy to

memorize the vocabulary. To get the students do not feel bored, the teacher can provide the full color of letters. By arranging letter to be word, automatically they learn how to write well and the students know how to spell it (Ayu, 2020b; Mulyah & Aminatun, 2020; Yuliansyah & Ayu, 2021). In this case, the writer tries to know whether Scrabble game can improve on the student vocabulary or whether by playing Scrabble game only make student fun without any advantages.

METHOD

The research design of this research is descriptive qualitative design with one interview. Experimental are design to collect data in such a way that threats to the reliability and validity of the research are administered. The research applied interview design to know how far scrabble game to improve the students' vocabulary and to increase the students' interest in the learning process (Baker & Edwards, 2012; Fauzi & Sukoco, 2019; Pahdi et al., 2020).

The data collected using interview as the instruments. The interview used to collect qualitative data derived from the student impact, interest, like and dislike about the Scrabble game. According to research instrument is a device used by the researcher while collecting data to make his work become easier and to get better result, complete and systematic in order to make the data easy to process. Questionnaire is a list of questions to be answered by a group of people to get information. The Questionnaire collected data / information from the students based on the impact, needs, interest, like and dislike about scrabble game as the learning media. This questionnaire conducted at 7 December 2019, answers were by note taking.

RESULTS AND DISCUSSION

In this section, show the descriptive analysis result of the class and also answers the questions research are presented in this section. The questionnaire given to student in order to know and to find out how online Scrabble game influence and improve on vocabulary students. By give a mix question: Closed-ended questionnaire and Opened-ended questionnaire. Table 1 showed detailed result that were asked to the students.

In table 1, the researchers present the students answers.

Table 1. Closed-ended questionnaire given to student

No	Question	Yes	No
1	Do you know what online Scrabble game is?	30	-
2	Do you play online Scrabble game?	14	16
3	Did you ever use online Scrabble game?	25	5
4	Do you like online Scrabble game?	13	17
5	Do you often play online Scrabble game?	16	14
6	Do you think that online scrabble game can increasing your vocabulary?	15	15
7	Does the online Scrabble game that you used help you in learning vocabulary?	21	9
8	Do you feel enjoy and fun during played Scrabble game?	11	19

Table 2. Opened-ended questionnaire given to student

No	Question	1	2	3	4
1	Do you think by playing Scrabble game can improve your English vocabulary?	20	10	-	-
2	Do you think by using online Scrabble game helps you to memorize new words easier?	15	12	3	-
3	Does the online Scrabble game can enrich your vocabulary?	25	5	-	-
4	Do you think by playing scrabble game can reducing bored in learning vocabulary?	14	2	11	3

Information

1: Strongly Agree	2: Agree	3: Disagree	4: Strongly Disagree
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Discussion:

On the Table 1 showed the result Closed-ended questionnaire that given to student.

The result showed that for the first question All of students know about Scrabble game, but in other side only 14 students from 30 student that play Scrabble game. And from 30 students, there are 25 student who ever play Scrabble game, the rest only know about the Scrabble game but they don't play it. For the question no 4 showed that only 13 student who like to play Scrabble game and the rest students, they don't like it to play Scrabble game. For the question no 5 showed that there are 16 students who often play online Scrabble game, in this case, often means student can spent 2-3 hours in every single day just for playing Scrabble game (Sintaro, 2020). For questions no 6 showed that an equal between 15 student who think that online scrabble game can increasing your vocabulary and 15 for those who don't. And in other side there are 21 students agree that by playing online Scrabble game can help them in learning vocabulary (Mandasari & Aminatun, 2020b; Pratama & Surahman, 2020; Sandika & Mahfud, 2021). For the last questions, most of students they don't feel enjoy or fun during play online Scrabble game, it's about 19 students who don't fun during playing Scrabble game. Therefore, although there are 21 students who think that by playing Scrabble game can help them in in learning vocabulary but it's doesn't guarantee they feel enjoy and fun during play Scrabble game.

On the Table 2 showed the result Opened-ended questionnaire that given to student.

The result showed that almost all students strongly agree if by playing Scrabble game can improve their English vocabulary even though, there are 10 students that agree if playing Scrabble game can improve their English vocabulary (Aminatun, 2016; Heri Kuswoyo & Wahyudin, 2017). And for the second questions, showed that 15 students strongly agree if by using online Scrabble game helps them to memorize new words easier, but there are 3 students disagree about it. And almost all student strongly agrees if playing online Scrabble game can enrich their vocabulary, only 5 student who agree. For the last questions showed that only 14 students who strongly agree by playing scrabble game can reducing bored in learning vocabulary, but there are 11 students who disagree and there are 3 students who strongly disagree if playing scrabble game can reducing bored in learning vocabulary.

CONCLUSION

In this section, the researcher presents the conclusion of the research in order to create deeper understanding of research issue. This study is aimed to know the impact of playing online Scrabble game in improving student vocabulary. The writer concluded that by using online Scrabble game basically helped students in improving English vocabulary. The students can enrich their vocabulary during play Online Scrabble game, but in other side, playing Online Scrabble game is boring, almost half of participant bored during played Online Scrabble game. Therefore, even though playing Online Scrabble game is boring but by playing Online Scrabble game can helped and enrich English vocabulary (Novian et al., 2019; Pratiwi & Ayu, 2020; Putri & Aminatun, 2021).

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