
Dropping Word Education Game Through Female Students' Vocabulary: An Experimental Study

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ABSTRACT

Dropping words is a game that is used to make it easier for someone to learn vocabulary, this game is also used by all levels and ages because this game of dropping words is quite easy to play. The discussion of this research focuses on how much the increase in female students understanding by using dropping words education games in learning English vocabulary and to determine the effectiveness of dropping word education games on female students' mastery of English vocabulary at SMP Ibrahimy 2 Sukorejo. This research is a quantitative research using a quasi-experimental method. The sampling technique in this study used purposive sampling. The number of samples used as many as 25 respondents. The data in this study used a pre-test and post-test as well as a questionnaire which was analyzed using SPSS version 19. Based on the results of the study, it can be concluded that first, the level of understanding of female students in the use of dropping word education games in learning English vocabulary can be seen from the final score (post-test) for the experimental group of 80.50 while the post-test of the control group is 67.17. Has a difference in the value of 13.33. Second, there is effectiveness in teaching vocabulary using dropping word education games to female students. This can be seen from the value of the t-test Pair 1 and Pair 2 obtained the value of Sig. of $0.000 < 0.05$.

1. Introduction

The nation could be said to be advanced seen from the level of education of the nation, therefore it is a barometer of progress and civilization. It is one of the main problems in the progress of society and the state, thus a developed country is a quality country and all its citizens are highly educated. The higher education of citizens, there will be significant changes to the progress of the country, (Page Beiter, 2006). It is not surprising then that a country regulates and makes education one of the important issues that must be addressed as well as possible. Education is a great engine of personal development, it is through education that the daughter of a farmer can become a doctor, the son of a miner can become a mine head, a son of a farm laborer can become the president of a great nation.

Education is one of the most important parts of life as well as distinguishing humans from other living things. (Anwar, 2014) states that the classical view of education is generally said to be an institution that can carry out three functions at once. First, it prepares the younger generation to play certain roles in the future. Second, transfers knowledge according to the expected role. Third, transferring values to maintain the integrity and unity of society is a prerequisite for the survival of society and civilization.

In this globalization era, education is one of the important aspects in uniting the world. The massive exchanges of information between countries through various media is one of the characteristics of globalization and foreign languages are an important part of this information exchange, (Khosiyono, 2018). Many countries in the world use English as their first foreign language. However, it is different from Indonesia, which makes English a foreign language or an international language.

As a foreign language, some students in Indonesia run into difficulties in learning and practicing English. According (Muliana, 2020) a Linguistic Community Service Journal declared that teaching English is still quite difficult for students, especially for students at the junior high school level. This is because students must have several skills which must be mastered such as mastery of words, pronunciation, writing, and also vocabulary according to English itself which is much different from Indonesian patterns. In addition, teaching difficulties are also based on teaching motivation, English intakes, infrastructure, teaching materials, and teaching environment.

Vocabulary is a basic competency that must be achieved by students to get other competencies. It is difficult to master other competencies without mastering and understanding vocabulary. Vocabulary is also one of the most important aspects of teaching a foreign language. (J.Ball Martin, 2013). Thornbury (2006) states that without grammar very little can be conveyed but without vocabulary, nothing can be conveyed. It could be concluded that vocabulary has a very important role in teaching a language.

According to (Rahayu & Fujiati, 2018) education games are games that are not only entertaining but also contain knowledge and on average students are more interested and faster in memorizing new vocabulary by teaching accompanied by playing games in class. Education games for English subjects are a medium that needs to be developed at SMP Ibrahimy 2 Sukorejo. With the design of interactive educational games to attract students' interest in teaching English, it is hoped that students can learn English more easily.

These education games have a fairly important role in carrying out English language teaching, especially in vocabulary, because when the researchers carried out field experience practice and based on the observations made, the students at SMP Ibrahimy 2 Sukorejo were quite active and enthusiastic when teaching English with games. But the problem is that they don't know

much English vocabulary, so sometimes they have a hard time. The existence of this educational game is expected to facilitate the teaching process and increase vocabulary for students at SMP Ibrahimy 2 Sukorejo.

The review of literature has the purpose to review of related literature. Those are about teaching vocabulary, vocabulary, education games, and dropping words.

2. Methods

In this study, researchers used a quantitative approach using the Quasi-Experimental Design method. This method has a control group but cannot function fully to control external variables that affect the implementation of the experiment.

This type of quasi-experimental method is a type of research that has groups and does not occur randomly. The group where the action is taken on the variable is called the experimental group (Experimental Group), while the group that is not subjected to any action or treatment is called the control group (Control Group).

The subject of this research are female students at SMP Ibrahimy 2 Sukorejo and used two groups, the first group was the experimental group which received special treatment by applying the dropping word education games method, while the second group is the control group by applying the conventional teaching model.

Tabel 1. Formula of Experimental Study

Group	Pretest	Treatment	Posttest
Experimet	O1	X1	O2
Control	O1	6	O2

As can be seen from the table above, there are two groups in this design. One group is an experimental group that gets treatment (X1), namely the education games dropping word. While the second group is the control group who did not receive any treatment. Here, both groups received a pre-test (O1) to obtain the first data. Finally, both groups were given a post-test (O2) to obtain the second data.

According to (Creswell, 2012) group of individuals who have the same characteristics is called a population. Another definition states that the population is all subjects or objects that exist in an area and meet certain requirements related to the research problem. The population in this study were all VIII grade female students at SMP Ibrahimy 2 Sukorejo, with a total of 25 female students. This is because the current situation and conditions that still use online classes make students not conducive, especially the male section. So, the researcher examine the female student by conducting this online research.

The sample is part of the number and characteristics possessed by the population (Sugiyono, 2018). The sample of this research use slovin (Yamane) formula in determining the number of samples.

$$n = \frac{N}{1+N(e)^2}$$

Description:

n = Sample size

N = Population size

e = Error tolerance limit

So in this study, it can be calculated and known the number of samples to be taken, namely:

$$n = \frac{N}{1 + N(e)^2}$$

$$n = \frac{25}{1 + 25(0,05)^2}$$

$$n = \frac{25}{1 + 25 (0,0025)}$$

$$n = \frac{25}{1 + 0,0625}$$

$$n = \frac{25}{1,0625}$$

$$n = 23,5 = 24 \text{ people}$$

So, in this study, the sample used was 24 female students consisting of 2 groups, namely the control group and the experimental group.

3. Result

In this case, the researcher took several steps in an effort to collect data relevant to this title, such as: the researcher made observations to SMP Ibrahimy 2 Sukorejo to find out how the situation and conditions at the school were. During the current pandemic, it is not possible for researchers to come to school to make observations.

So, the researcher contacted the school by telephone to ask for research permission and at the same time asked for information on matters related to the research that the researcher would carry out at SMP Ibrahimy 2 Sukorejo. Then the researcher contacted the head of class VIII to contact his classmates to create a Whatsapp r conducting the research. A rcher made 2 groups, namely the control group and the experimental group. The researcher gave pre-test questions to both groups at the beginning of the lesson to find out the extent of their ability in English vocabulary. Furthermore, the researcher gave treatment to the experimental group in the form of an game dropping word education game by zoom meeting due to the current pandemic situation, this aims to make it easier for female students and more interested in learning, recognizing and memorizing new vocabulary.

This education game was implemented in the following ways: First, the researcher started by giving directions on how to play the dropping word education game. Second, the researcher started the game by appointing one of the female students to continue the vocabulary with the letter endings called by the researcher. Third, the female student who finished answering appointed a friend who would continue the vocabulary by starting with the final letter of the vocabulary that had been mentioned. Meanwhile, in the control group, the researcher did not give treatment in the form of a dropping word education game but used conventional methods. Finally, the researcher gave a post-test to both groups to determine the extent of their ability in learning English vocabulary from the experimental group (using the dropping word education game treatment) and the control group (using conventional methods) in improving students' understanding of vocabulary.

This data is the value of the experimental group and control group which is carried out online through the google form. Pre-test data was taken before the material was delivered to find out how much female students understood vocabulary. While the post-test data was obtained after

implementing the lesson using the dropping word education game treatment specifically for the experimental class and after the conventional method in the control class.

Pre-test and Post-test Experiment

This data was showed about the result of students' pre-test and post-test through wrapping word game on students' vocabulary on experimental class.

Tabel 2. Pre-test and Post-test Experimental Class

<i>Student</i>	<i>Pretest</i>	<i>Posttest</i>
1	67	80
2	60	67
3	60	87
4	67	73
5	73	93
6	67	80
7	80	93
8	60	73
9	73	87
10	67	80
11	60	73
12	73	80
Total	807	966
Average	67,25	80,5

Pre-test and Post-test Control

This data was showed about the result of students' pre-test and post-test through wrapping word game on students' vocabulary on control class.

Tabel 3. Pre-test and Post-test Control Class

<i>Student</i>	<i>Pretest</i>	<i>Posttest</i>
1	40	53
2	53	60
3	60	60
4	47	67
5	53	73
6	67	73
7	73	80
8	40	53
9	53	67
10	60	73
11	73	87
12	40	60
Total	659	806
Average	54,9	67,1

T-test

This data was showed about the analysis of data on the students' vocabulary through Wrapping Word Game.

Table 4. Paired Samples Test of Experimental and Control Class

		Paired differences							
		Mean	Std. Deviation	Std. Error mean	95% Confidence Interval of the Difference		t	df	Sig.(2-tailed)
					Lower	Upper			
Pair 1	Pretest Experiment- Posttest Experiment	-13,250	5,770	1,666	-16,916	-9,584	-7,955	11	,000
Pair 2	Pretest Control Posttest Control	-12,250	6,269	1,810	-16,233	-8,267	-6,769	11	,000

Based on the data above, seen from Pair 1 obtained the value of Sig. of $0,000 < 0,05$. So it can be concluded that there is a difference in the average female student teaching outcomes for the pre-test experimental group and post-test experimental group.

Furthermore, based on the data above seen from Pair 2, the Sig value is obtained. of $0,000 < 0,05$. So it can be concluded that there is a difference in the average female student teaching outcomes for the experimental group pre-test and control group post-test.

From the results of the t-test, it can be seen that this dropping word education game is effective in increase English vocabulary teaching.

So, there is a significant difference in value between the experimental group and the control group. It can be seen from the mean value of the pre-test of the experimental group and the mean value of the post-test of the experimental group starting from the value of 67,25 to 80,50. Meanwhile, in the control group, the mean value of the pre-test and post-test can be seen from the value of 54,92 to 67,17.

From the data above, it can be concluded that the experimental group (the group that received the dropping word education games treatment) had a greater value than the control group (the group that received the conventional way of teaching).

4. Discussion

Increase female students understanding of the use of dropping word education games in teaching English vocabulary at SMP Ibrahimy 2 Sukorejo.

From the results of the analysis, it is known that there is a significant difference in values between the experimental group and the control group. It can be seen from the mean value of the pre-test of the experimental group and the mean value of the post-test of the experimental group starting from the value of 67,25 to 80,50.

Meanwhile, in the control group, the mean value of the pre-test and post-test can be seen from the value of 54,92 to 67,17. To find out how much the increase in the value of the experimental group compared to the value of the control group can be seen from the final results, the experimental post-test is 80,50 while the control group post-test is 67,17. The difference between

the final grades of female students in teaching vocabulary is 13,33. This difference in value can be used as a reference that the dropping word education games can be used as a treatment to increase students' understanding in teaching vocabulary.

From the data above, it is possible to answer the research objective to find out how much the increase in students' understanding by using the dropping word education games in teaching English vocabulary at SMP Ibrahimy 2 Sukorejo.

The game that the researcher uses, namely the word-dropping game, has a function to improve vocabulary mastery, increase vocabulary, recall subject matter, and make students more familiar with one another. This is under the results of the researcher's observations, before using the game-dropping word treatment, female students had difficulties in understanding English teaching materials, especially in the English vocabulary section. After using this treatment, the researcher saw a lot of progress from the female students, they seemed happier and more aware of the material presented by the researcher and they also found it easier and faster to learn new vocabulary.

5. Conclusion

Based on the discussion of this research, the researcher can conclude that the level of understanding of female students in the use of dropping word education games in teaching English vocabulary at SMP Ibrahimy 2 Sukorejo can be seen from the final score (post-test) for the experimental group of 80,50 while the post-test of the control group is 67,17. There is effectiveness in teaching vocabulary by using dropping words education games to female students at SMP Ibrahimy 2 Sukorejo.

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