

THE EFFECT OF VIDEO GAME FRUIT AND VEGETABLES, NUTS & BARRIES: PICTURE-QUIZ ON STUDENTS VOCABULARY ACQUISITION

Aditya Bhayu Nugraha¹, Hamiddin², Nuse Aliyah Rahmati³

Universitas Islam Malang

nugraha346@gmail.com¹, hamiddin79@gmail.com², nuse.rahmati@gmail.com³

Abstract:

In term of acquiring information reading skill is considered as basic competency that determines individuals' skill in receiving written information and general intellect of a society. Vide game in this era of technology can be accessed easily through gadget which offer access to information especially for newer generations. The availability of video game in the gadget allows the students to access all kinds of video game from around the world, it means that every individual in this world with internet coverage have the same opportunity to gain knowledge. For this reason, the researcher interested in conducting study about the student's vocabulary acquisition in writng skill through video game. This study used pre-experimental quantitative research method using vocabulary test as the instrument. The data for this research were collected from 24 students of the 7 th grade from SMPN 4 Sukadana, Kayong Utara. The data are analysed using quantitative analysis that consists of data scoring, calculating and comparing to get the data as a conclusion. The result shows that the students' writing frequency is mostly determined by academic demands and necessity. All the students also preferred android video game due to its practicality, easy to use and availability of the apps on the gadget, and the students tend to choose android game. All the students give positive responses due to the convenience and familiarity of using video game. However, there are also difficulties encountered by students like visual problems, eyestrain, tiredness and technical issues like lack of internet, gadget battery.

Keywords: Vocabulary, Video game, Writing Skill, English.

INTRODUCTION

Vocabulary is one of the maximum vital factors in mastering abilities that need to be found out and taught. Learning vocabulary for learners is fundamental. This is due to the fact whithout getting to know and recognize ing sure quantity of vocabularies, it can be tough to mastery language specifically English. It may be visible in actual state of affairs in our

lifestyles for instance in talking English. The English college students can't talk English nicely due to the fact they've restrained vocabularies. In analyzing and listening abilities, the English college students do now no longer realize and recognize what they examine and listen Aprianti (2018).

The mastery of vocabulary could be a tough check to do, particularly English vocabulary that's complex, the difficulties arise from the words themselves. Based on these difficulties, it's not enough for land academics solely prepare glossary and raise students to learn the words, however conjointly they need to produce the attention-grabbing technique for the scholars Nasution (2019).

Intensive research is required to determine the best effective method for instructing students. Especially for the educators. They should develop all possible methods of measuring instrument the students in order to pique the students' interest in what they're learning and avoid boredom. In order to teach vocabulary, a variety of strategies and methods will be used. Mistreatment game is one of them.

Participating in a game is considered successful, and the teacher inadvertently incorporates a little of pleasure or relaxation into vocabulary work. Its goal is to make the fabric more fascinating, enjoyable, and challenging, especially when it comes to learning new words. Putri (2019).

There are some ways to find out English, one among them is by enjoying video games, thusme folks accidentally perceive English vocabulary by playing video games, as a result of they scan the instruction from the sport or read a way to play the game, so it's going to

become a talent for remembering, particularly for writing the repetition of words, chat, spoken communication or story in English.

Video games will be a stimulant to create students imagine their role so as to boost students' ability in English vocabulary, because the scholars may apprehend some words that will be employed by their virtual character. Video game isn't solely regarding fun and joy, however it conjointly helpful for education setting, creating it a stimulating issue of contemporary learning expertise the utilization of games not only could modification the dynamic of sophistication but also the man of science facilitate student study simply and help the brain to find out a lot of effectively. The brain is muscle similar to any other. It has to be work out, tested and place into competitive things Nasution (2019).

Some analysisers like Sudarmaji and Yusuf (2019) are conducted a study relating to game entitled The impact of Minecraft game on Students; english Vocavulary Mastery, the goal of his research was to invistigate whether or not there's a sigificance possitive effect when used Minecraft aplplication on students' vocabulary mastery for fifth grade elementary students. A quasi-experimental technique was employed in this research with sixty three students of SDN Poris Plawad one Tangerang, that separated into an experimental cluster (n=31) and an impact group (n=32) and the result was unconcealed that Minecraft has higher score result than the traditional method.

Based on the discussion above, problem investigated is stated as follows "Is the use of video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz have significant different effect on students' English vocabulary acquisition at writing skill from Seventh Grade of State Junior High School 4 Sukadana ?"

METHOD

This study aims at investigating the effectiveness of video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz improve students' English vocabulary acquisition at writing skill from seventh grade of State Junior High School 4 Sukadana. This method study used quantitative data, the researcher employed a One Group Pretest-Posttest Design to conduct pre-experimental research. A single group was pretested (O), subjected to a treatment (X), and posttested in the one-group pretest-posttest design (O).

In doing the pre-experimental research, the researcher used a number of techniques to acquire data.

1. the researcher gave pretest, the researcher gave take a look at approximately a number of vocabulary.
2. The researchers teach vocabulary to the experimental class and students playing video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz.
3. The researchers created an English vocabulary list based on the video game Fruit and Vegetables, Nuts & Berries : Picture-Quiz.
4. The researcher administered a posttest, which had the same content as the pretest.

In the analysis the data, the data was collected through pretest and posttest. The researcher used the formula as follows:

Score 91-100	Very Good
Score 76-90	Good
Score 61-75	Fairly
Score 51-60	Poor
Score less than 50	Very Poor

that if the t-test value is less than or equal to the t-table value, the null hypothesis is accepted and the alternative hypothesis is rejected, and if the t-test value is greater than or equal to the t-table value, the null hypothesis is rejected and the alternative hypothesis is accepted.

Comparison	Hypothesis	
	H0	Ha
t-test < t-table	Accepted	Rejected
t-test > t-table	Rejected	Accepted

The table above meant that if the t-test value is less than or equal to the t-table value, the null hypothesis is accepted and the alternative hypothesis is rejected, and if the t-test value is greater than or equal to the t-table value, the null hypothesis is rejected and the alternative hypothesis is accepted.

FINDINGS

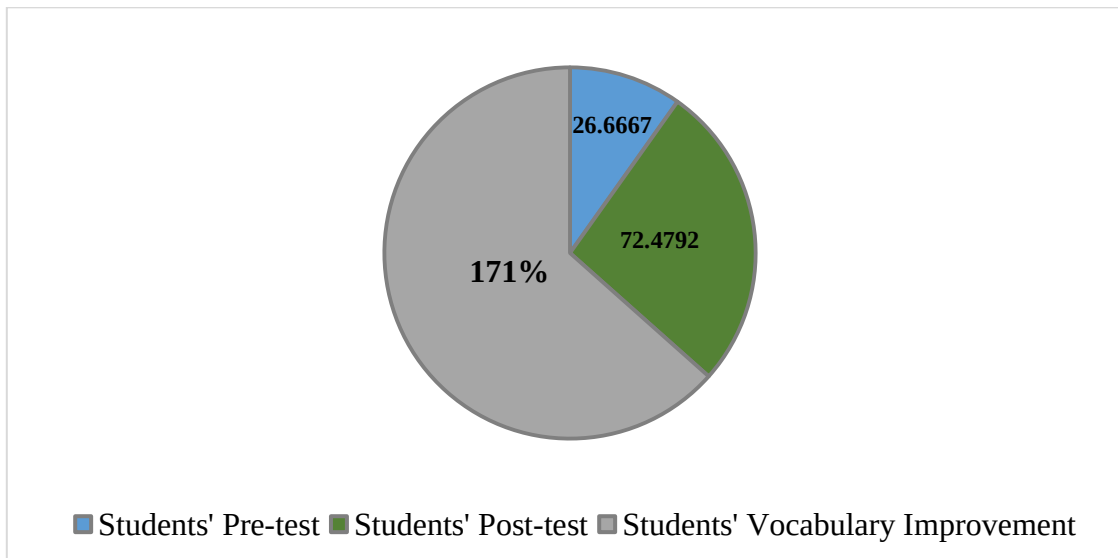
Once the researcher has done collecting the data, then the researcher presented the results of the data. The researcher compares the effects of the pretest and posttest, if the posttest end result is better than the pretest, then the media utilized by the researcher for this treatment is effective.

The Improvement of Students's Vocabulary

	N	Sum	Mean	Std. Deviation	
	Statistic	Statistic	Statistic	Std. Error	Statistic
Pretest	24	640.00	26.6667	1.81621	8.89757
Posttest	24	1739.50	72.4792	2.79192	13.67756
Valid N (listwise)	24				

The table revealed that 24 students as a sample in the pretest and posttest, as well as the sum and mean score of students' vocabulary, with the sum score of students being about 640 in the pretest and 1739.50 in the posttest. The mean vocabulary score of students was 26.6667 in the pretest, with a standard deviation of 8.89757 and a standard error of 1.81621, and 72.4792 in the posttest, with a standard deviation of 13.67756 and a standard error of 2.79192. The students' mean pre-test and post-test scores, which are higher and considerably better than the mean pre-test score following therapy, are reported.

The Improvement of the Students' Vocabulary



Based the figures above shows the improvement of students scores from pretest to posttest. The percentage of students' vocabulary improvement was obtained after processing the mean scores from pretest and posttest. The mean score increased significantly from 26.6667 in pretest to 72.4792 in posttest. This is evidence that the use of video game (Fruit and Vegetables Nuts & Berries : Pictures Quiz) as a media in teaching vocabulary was increased by 171%.

The Frequency and Percentage of the Students' Vocabulary

NO	SCORE	Category	PRETEST		POSTTEST	
			Frequency	Percentage	Frequency	Percentage
1.	91-100	Very good	0	0	2	8%

	76-90	Good	0	0	7	29%
2.						
3.	61-75	Fairly	0	0	10	42%
4.	51-60	Poor	0	0	3	13%
	Score less than	Very Poor	24	100%	2	8%
5.	50					
		Total	24	100%	24	100%

On the data above, showed that in the pretest, 24 students or 100% scored in the very poor category. Then the post test result was also shown in the table. 2 students or 8% were classified as very good, 7 students or 29% as good, 10 students or 42% as adequate, 3 students or 13% as poor and 2 students as bad or 8% in the Poor or Poor category. In the Very Poor category, this means that the vocabulary score and percentage of students after Test were better than the pre-test because the percentage of rate after the test was higher than the percentage before the test.

The T-test of the Students' Improvement

Component	t-test	t-table	Description
Vocabulary	19.508	3.484	Significance

The table above shows that the t-test value is higher than the t-table value. The table shows the results $19.508 > 3.484$. From the data, it can be seen that there is an increase in students' vocabulary mastery before and after being given treatment using video game (Fruits, Vegetables, Nuts & Berries: Picture Quiz) as teaching media for seventh grade students of SMPN 4 Sukadana, Kayong Utara.

DISCUSSION

In this part, the discussion includes the interpretation of research findings derived from students' vocabulary results. For example, research by Vásquez & Ovalle (2019) shows the bond between video games and vocabulary acquisition and takes issue with the ideas people seem to have about the relationship between video games and language learning. Virtual interactions seem to influence interactions in the classroom. For example, participants experience and interact with words.

The results of students' replies before and after treatment with the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz were then used in this study. The researcher believes that students lack vocabulary and have difficulties remembering language as a result of their inability to pay attention. As a result, they are less able to retain vocabulary and frequently use a dictionary during class. They also seldom repeat learning at home.

As research that has been done by Vásquez & Ovalle (2019) also shows that they are more attentive and participative. Students experience different perspectives and different paths throughout the game. When sharing experiences with games, participants seemed curious to know what their classmates were doing. They use different linguistic devices in

social interaction interaction, not only learned vocabulary, but also, they implemented narrative language.

The results of this study indicate that the vocabulary mastery of students in the seventh grade of SMPN 4 Sukadana in the 2021/2022 academic year has increased. Based on the results of the application of the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz as a learning medium It was better than previously when it came to treating pupils. There were 24 kids in the sample who were in the extremely bad group before to therapy, which meant they lacked language knowledge. Students' vocabulary was increased in a study utilizing video games Fruit and Vegetables, Nuts & Berries: Pictures Quiz because using video games in learning was interesting and all students wanted to play video games instead of reading textbooks. They become enthusiastic about the lesson and make them serious about memorizing vocabulary.

CONCLUSION AND SUGGESTION

The result found that after completing the Pre-Experimental Research on The Improvement Of Students English Vocabulary Acquisition From Video Game (Fruit And Vegetables, Nuts & Berries: Picture-Quiz), Before utilizing the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz, the students in grade seventh of SMPN 4 Sukadana, Kayong Utara had a poor classification of their vocabulary. The pupils' vocabulary was extremely poor categorization, as seen by their mean pretest score of 26.6667 and standard deviation of 8.89757, and after therapy with the computer game Fruit and Vegetables, Nuts & Berries: Pictures Quiz. The mean score of the posttest 72.4792 and the

standard deviation of the posttest 13,67756 show that there was a considerable improvement in the outcome.

Based on this result, the media used for teaching, such as video games, could improve students' vocabulary, which means that using media or video games in the classroom is important to arouse students' interest and help them acquire new vocabulary.

The writer would like to suggest Students will be more engaged and driven to study English if the English instructor is more innovative in selecting media for vocabulary classes. Next suggestion is for using the video game Fruit and Vegetables, Nuts & Berries: Pictures Quiz or other video games to learn about fruits and vegetables, nuts, and berries. It should be utilized in English lessons, especially to boost vocabulary, because it encourages students to participate in class and helps them grasp what is being taught. Last, the researcher would like to suggest future research it is hoped that the number of subjects may be more, because in this research, the subjects was not too many but enough.

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