

## USING WORD GAME AS THE INTERESTING WAY FOR STUDENT TO LEARNING AND ENRICH VOCABULARIES

Ayu Mulianti

English Education Department, Universitas Muhammadiyah Yogyakarta

Email: nonayume24@gmail.com

HP: 083129755795

### Abstract

*Learning and enrich vocabularies are two important point that have major rule for support to use of language. For non-native English, learning English as their foreign language needs extra learning. Many avenues offered for learning English mainly for enrich vocabularies that we have. In many cases, the common ways for learning vocabularies like reading English literature and join English class still difficult to understand to non-native English. However, this problem has conventional solve way like watching a movie although that ways still difficult to understand for some people. Thus, a more interesting way to learning and enrich vocabularies is effective way to be used. According, to the researcher suggests word game would be an interesting way to learning and enrich English vocabularies. Scrabble is board games that play with words and it famous because this game indicates the level of intellectual. This game may gives new challenge especially for new player to use their English with minimum word that they get randomly in a pocket word. The researcher used library method obtained from internet browsing for analyzed a word game "Scrabble" to undertaken seek the rule of this game to learning and enrich vocabularies. In this paper, researcher attempted to find a more interesting way to learning and enrich English vocabularies as foreign language by using word game.*

**Key words:** *word game, scrabble, learning, enriches vocabularies.*

### A. INTRODUCTION

In globalization era, languages are not only belonging to one nation. Foreign language become mandatory for controlled especially English as international language. That is one of the important points that must be controlled by many people. English is a language for communicate in many aspects such as business, education and entertain. It does not matter English as they first language or not, English is already use in everywhere. Wilkinson (1986), English is the main thing that to be controlled by Indonesia people to influence, interact, explore, explain, their identity. For non - native speaker like Indonesian, English is still difficult to understand. English vocabulary mastery still needs extra learning. Because of the importance of English, many people decided to learn it. They try many ways like to join English intensive class, listening English music, watching English movie and playing game that using English as intermediate language. Therefore, the interesting method to learn English is really needed for make learning English not so be difficult.

Vocabulary is main part of English Language Teaching (ELT). Vocabulary is the main foundation to learning language including English, but there are many factors that make people get lazy to learning English such as vocabulary. In this case, many aspects will make student get

bored like uninteresting learning way, less motivation to learn, and lack of availability of study tools. All this time, many teachers are less using exiting media for teaching English. Common teacher using formal way to teach and it reduce the sense of fun in learning. It will make boring state during study English. Therefore, they will easy to get bored when they learning English. The research questions are written as follows:

1. What method those prefer in learning English?
2. How word game helps to learning and enriches vocabularies?

## **B. DISCUSSION**

English as international language is has many aspects to mastery. One of the main points that people need to speak and write English is vocabularies. That also the important point how we learn it by interesting way.

### **Interesting way to learning**

According to Oxford Dictionary, there are the definition of interesting, way and learning. Interesting definition is holding or catching the attention. Way definitions are method, style, or manner of doing something, an optional or alternative form of action. Learning is the acquisition of knowledge or skills through study, experience, or being taught. From the definition, interesting way to learning is style to get catching the attention when we want to mastery knowledge. When we want to mastery knowledge especially English as foreign language, we need different way such as media. Gangne Sudiman (1996: 6) media is different types of component in a student improvement that can be simulating student to learn. Media is something that we can use to deliver our expression to anyone. Antonius Rachmad (2005) Media is everything used to convey message from sender to receiver so it will inflame thoughts, feelings, concerns and willingness of students to learn. Entertainment media like song, movie, and game has become interesting media to learn English. Study with Entertainment media different when student use textbook for learning. Because they will feel fun when they are use entertainment media. Using interesting way to learn also will make the student give great attention when they study English.

### **Vocabulary**

From Wikipedia, (2013) vocabulary is defined as the set of all words are understood by the people or all the words that are likely to be used by the person to arrange new sentences. Vocabulary mastery helps people when they want to convey the idea. It is also occur when we learn foreign language. How much vocabulary that we know will show our level of understanding about the language. Hapsari (2003), vocabulary is an important aspect of learning a foreign language in particular languages. Therefore, vocabulary mastery always is decisive language acquisition.

### **Word game**

Learn while playing is one of method for teaching. There are many manners to do that such us using game. Wikipedia (2013), word games are generally engaged as a source of entertainment, but have been found to serve an educational purpose as well. Utama (1993: 213 - 214), there are four kind of word game;

- a. Puzzle
- b. Game of sentence structure
- c. Game of coached vocabulary
- d. Game to practice reading and answer the questions in writing

Word game aim is to make student interest in learning. Giving game with scoring will makes them feel challenge to show their best. That will make them learning well to improve them self.

### **Scrabble game**

Scrabble is word game that using tile contain letter on them. In this game, there are used playground equipments that we need; a board with 4 shelf, and 100 tiles. 98 tiles with letter and 2 empty tiles. In scrabble, there are 178.691 possibilities of words that we can make from the tiles.

There are the rules for playing scrabble:

- Two or four players play this game with seven tiles for every player.
- Before the game start, players should agree on the dictionary they use.
- They start playing game with take a tile in opaque bag.
- Who get letter that are closer to A start first.
- For every turn, they have to make a word with horizontal or vertical from the existing letters preceding.
- Nevertheless, they cannot make a word if there are two adjacent letters.
- After they make a word in the board, they allowed taking the other tile in opaque bag as many letters are in use. Therefore, their tiles will back to seven tiles.
- It will be great game when the word can be read from left to right or from top to bottom.
- Empty tile could symbolize any letter but not worth the points and it not entitled to bonuses.
- After playing a turn, the opponent reserves the right to ask the word. If the word is invalid, return the word pulled from the game board and the tile return to shelf.
- In the end of game, total points of each player reduced by the total points from remaining letters.
- The result from reduced the total point and get high score is become the winner.

## **Methodology**

The researcher use qualitative method for the research. Raharjo (2010), the purpose of qualitative research is to understand a social phenomenon with more emphasis on complete picture of the phenomenon being studied them in detail rather than variables that are interrelated. The researcher using case studies as the selected research of qualitative method. The researcher focus in two ways; interview and using library method obtained from internet browsing for analyzed a word game “Scrabble”. This research conducted through interview to student in English Education Department Muhammadiyah University of Yogyakarta randomly. The interview is held during 3 July 2013 until 10 July 2013. The interview conducted by face-to-face between interviewing and interviewer. Researcher as the interviewer, because all process of collecting data conducted by researchers themselves. Researcher will offer the interviewing questions and record their answers using audio recording. Besides that, the researcher also uses library method for obtaining information from previous research to be done. This segment is presented the data of analysis to answer the two research questions. According to the interview, researcher concluded their answers about learning English especially about scrabble game that become the researcher focus in this research.

## **Saturation point when learning English**

Asd (2012). Humans have a saturation point which cannot be restrained as strong as any. However we love something, of course we can boredom or lazy to do it. It is also applicable when we learn something. In English, many cases happen because they are bored by the way of teaching that too common. From the participants, the interviewer knew if teacher and method that teacher use to teaching it could be the causes of saturation point in learning. Using non-picture textbook, less interactive media and focus to an assignment are little reason for student to feels bored. The participants in this research coincide if playing a game or hang out is one of favorite thing that they will do when the saturation point come to them when they learn English.

## **Play a beneficial game**

Three of the participants gave the interviewer same response for the second question about what are they doing when they get flatness in learn. They said playing something would switch they tedium. In learning age, play is not only for fun and entertainment but it is also could be some interesting way to learning. There are many games that applying learning method, soft skill and hard skill method such as Scrabble. Soeparno (1980 : 60), language game is a kind of game that causes excitement, and there was language skills of trained. Scrabble as one of language game that focus to compose letter game apparently felt one of interesting way to learn English. Although some time, they feel upset if they cannot make a good word on the board. However, it will be motivate them to play again and make good score in scrabble game.

## **Scrabble as the interesting way to study**

Two last questions in interview is limn how rule of scrabble game in their English vocabulary. One of interviewing Anni said “Scrabble is one way to learn that we can feel enjoy, fun without serious. With scrabble, we also can find new friends and broaden the insight. It is same like chess, practices forbearance. Scrabble is also honing our vocabularies from earlier times until now”. For three of them, playing scrabble is for not only fun but also it an interesting

media to learn, scrabble for sharpening the brain (Nina) and scrabble is the better way to learn without books (Dela). Improving vocabulary with fun way is become the reason why scrabble is the interesting way to learn and enriches vocabularies.

“Tell me and I forget, teach me and I may remember, involve me and I learn.” Benjamin Franklin. “Involve me and I learn”. A sentence fragment from Franklin is has many meanings in education world. Involve student to active in join the class it will be one of the ways to learn. Although occasionally learning English sometimes seem boring. The researcher believes language is not only about study but also about practice. However, practice English is not simple about speaking and about test. Using media to challenge them self will be an interesting way to practice English. An entertainment media like scrabble game will be one option to use. It also will be an attractive media to learning and enrich vocabulary because they have the opponent that will challenge them self with limited letters to make a word. In this research, the researcher know using word game especially scrabble is one of interesting media to help them in learning English. They will feeling challenged when they play scrabble, challenged to be a winner and challenged to test the English language skills. From this game, we can know how far our comprehension in English vocabularies. This game also became media to enrich vocabulary because sometime we do not understand what words are made by opponent. Thus scrabble is one media to improve and enrich vocabularies.

### C. CONCLUSION

Learning and enrich vocabularies in two important point in a language. There are many way to mastery language such as game. This research is focus on word game “scrabble” as the learning media. Using a word game like “scrabble” as the way to overcome the boredom, without having much of learning vocabularies. Scrabble as interesting learning media because the players get a challenge during games, that make them carious to arrange a word, and looking for the other word. Besides that, the participant in this research coincident if using word game is one method of learning that is interesting to enrich vocabularies.

Accordingly, the researcher would recommend to student, teacher and lecturer for some time to use game as alternative learn method. In this case, game will make the different atmosphere that can be enjoyed by the student. The researcher also recommend to the subsequent research to equip the research because this research is still far from perfection.

### BIBLIOGRAPHY

- Aad (16 march 2012). [Fakta] *Teori Admiral*. Retrived July 03, 2013 from Heavlymoon.com
- Drs.Sumanto.M.A , 1995 , *Metodologi Penelitian Sosial Dan Pendidikan* , Yogyakarta: Andi Offset.
- Hapsari, Iriani Indri. 2003. *Efektifitas Ludo Word Game*. INSAN Media Psikologi Surabaya
- Soeparno. 1980. *Media Pengajaran Bahasa*. Yogyakarta: Proyek Peningkatan/ Pengembangan Perguruan Tinggi IKIP Yogyakarta.
- Tim. 2005. Kuri Rachmad, Antonius. 2005. *Fakultas Teknik Informatika Universitas Kristen Duta Wacana.p.5*.Pengantar Multimedia. Yogyakarta
- Rahardjo, Mudjia. (01 June 2010). *Jenis dan Metode Penelitian Kualitatif*. Retrieved July 01 2013 from mudjiaraharjo.com
- Rahardjo, Mudjia. (01 June 2010). *Metode Pengmpulan Data Kualitatif*. Retrieved July