

CHAPTER I

INTRODUCTION

In this chapter, there are some explanations for the introduction of the research; Background of the research, research questions, objective of the study, Significance of the study, and scope of the research.

Background of the Research

Jenga game is a wooden block game that is quite popular these days that can be played by children to adults. According to Kholidiyah in Kusnandar & Rohimah, (2019) Jenga game is one of the many diverse games that can be played by children aged eight to adults, this game consists of fifty-four wooden blocks that are neatly arranged to form a tower of the wooden block. Jenga games can be a fun alternative medium for learning English. One of them is grammar. Simbolon et Al. as cited by Purwatiani, (2020) said that speaking, writing, reading, listening, one of which requires mastering grammar. Therefore, reading, writing, listening, and speaking cannot be separated from the use of grammar in the four English skills. Grammar along with the four skills is one of the most important skills that an English learner must master. It shows how important grammar is in English part. But in reality many students are scared to meet grammar class and study grammar.

The grammar class learning process is a problem that needs to be solved so that the grammar class learning process is no longer boring and students can be interested in grammar learning. According to Purwatiani, (2020) some studies have

demonstrated that students need an interesting learning medium and activities that motivate them to study while studying grammar in the classroom. Grammar research requires a variety of activities and media. One of the media that can stimulate students' interest in learning in the classroom is games. Many studies state that games can have a positive effect on teaching and learning English, (Tengku Paris & Yussof, 2012). Also, Indriyanti & Hesturini, (2020) stated that play is an educational technique that can bring joy to learning in the classroom. Therefore, in the game, the students are not bored and interested in the lessons taught. So games can develop the learning process especially for grammar class.

Many games can be used in the learning process. But one of the games that chosen by the researcher as a learning medium is Jenga game. The reason why researcher use Jenga games as learning media is because Jenga can be alternative tools in learning, the games are easy to play at a young age to adults, easy to find in toy stores and cheap prices. Learning with the game is very motivating and fun. McCallum, quoted by Sari, (2018), states that games stimulate students' interest in classroom activities and motivate and prepare students to learn English. It gives students more freedom to express their thoughts and feelings. Games can be a form of media that offers many benefits to both teachers and students. The game encourages students to learn because it is fun, experimenting, discovering, and encourages interaction with the environment. Sometimes games are played just for entertainment, for fun, and sometimes for achievement and rewards. Also According to Costikyan, G., as cited by Indriyanti & Hesturini, (2020) games are an art form in which participants participate. Called a player, the player makes choices to manage creativity through game skill that pursues a target. In a game, students can play alone, team, or online.

The game has many benefits for the learning and teaching process, one of them is as a tool to make the learning process more fun and interesting. As said by Martin as cited by Sari, (2018) Games are activities that can create a fun atmosphere for young learners, they can be able to learn easily and in a fun way. Games can also make learning in the classroom effective because with games the attention of students can focus on the learning material that has been taught. Games do not make someone forced to play them so that with games students can focus on learning, Richard Amato in EL-Bahri as cited by Safura, S. Helmanda, (2022). Games also help students understand the material and achieve their learning goals more interestingly and enjoyably. The inclusion of fantasy and challenge elements in the game can increase student interest and improve learning efficiency. The game makes the learning process more interactive and enjoyable, facilitates the student's learning phase, reduces stress, encourages students to learn, and provides fun and useful feedback. Games are an educational technique that can make students feel comfortable while learning, (Indriyanti & Hesturini, 2020).

Using good learning methods can make the classroom atmosphere fun and students can not feel bored, so upgrading learning methods is one important way to make learning run well. Sumardi as cited by Safura, S. Helmanda, (2022) states that appraisal in learning can be seen from the method used by the teacher, it can determine the success and failure of learning because the method is a way of teaching language and the way material can be given to students. We can not ignore the fact that the development of the world always brings continuous development without exception to the world of schools. In learning, there are many learning methods used as a means of developing teaching and learning. The learning method is a

systematic way used by a teacher to convey the material to students in the classroom.

It is show that a method is a key to learning in the classroom to be successful and running well, besides that a method is very effective in supporting learning so that students can capture the subject matter well. The selection of a good learning method must be adjusted based on the conditions of the students so that the teacher can be said to have found a good method if the students are comfortable and can understand the material easily. Good learning methods can also minimize teacher difficulties when controlling learning in the classroom. A method can be able to make students conducive and enthusiastic about learning. There are many methods that we can use in teaching and learning, one of the methods chosen by the researcher is using games especially using Jenga game focus in learning grammar.

Based on the explanation above, the researcher is interested in using the Jenga game as a learning medium in learning grammar so that learning grammar is easier, more fun and not boring at all. Researcher hope that when students learn grammar with a Jenga game, students can learn with fun, classes are not boring and students can easily make and compose sentences with correct grammar. So the researcher believes that the Jenga game can make students more interested and enthusiastic in grammar class.

Research Question

Based on the description of the background above, the researcher focus on a problem, and the statement of the problem of this research is how the students' opinion of using Jenga game in learning grammar?

■ Objectives of the Study

The purpose of this research is to describe how the students' opinion of using Jenga game in learning grammar.

■ Significance of the Study

This research is expected to provide benefits to students and teachers, as written below:

1. The benefits for students from the application of the Jenga game are that it is easy to learn grammar, learning grammar becomes more interesting and not boring and makes it easy for students to write or compose a sentence with grammar correctly.
2. The benefit for teachers of applying the Jenga game is that it makes it easier for them to teach grammar.

■ The Scope of the Research

Related to the research problem, the scope of this research is:

1. The ninth-grade students of SMPN 2 Pungging, four student.
2. Jenga game was set for learning grammar.
3. Learning grammar focus on simple present, past, and future tense.