

# **AN ANALYSIS OF THE EFFECTIVENESS OF CARD GAMES ON VOCABULARY MASTERY**

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***Abstract:*** *This library research is aimed to find out whether there is an effectiveness of Card Games on Vocabulary Mastery. The problem to be discussed here is as follows: Is there an effectiveness of card games on vocabulary mastery. Five research is used as data analysis for this research. Based on the five research that are collected, the value of success rate of using card games on vocabulary mastery in learning English is 90%. It can be concluded that there is an effectiveness of card games on vocabulary mastery. The implication of this finding is beneficial for the teachers in teaching and learning English vocabulary.*

***Key Words:*** *Effectiveness, Card Games, Vocabulary Mastery*

# **ANALISIS EFEKTIFITAS CARD GAMES TERHADAP PENGUASAAN KOSAKATA**

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**Abstrak:** Penelitian kepustakaan ini bertujuan untuk mengetahui apakah ada efektifitas dari card games terhadap penguasaan kosakata. Masalah yang dibahas adalah: Apakah ada efektifitas dari card games terhadap penguasaan kosakata. Ada 5 penelitian yang digunakan sebagai data analisis untuk penelitian ini. Berdasarkan 5 penelitian yang telah dikumpulkan, nilai tingkat keberhasilan penggunaan card games terhadap penguasaan kosakata dalam pembelajaran bahasa Inggris adalah sebesar 90%. Itu menunjukkan bahwa terdapat keefektifan card games terhadap penguasaan kosakata. Implikasi dari temuan ini bermanfaat bagi para guru dalam pengajaran dan pembelajaran kosakata bahasa Inggris .

**Kata Kunci:** Efektifitas, Card Games, Kosakata

## INTRODUCTION

Vocabulary is one of English components that should be learn by the students. According to Hiebert and Kamil (2005) Vocabulary is the knowledge of meaning of words. It holds an important role for learning the four English skills; listening, speaking, reading and writing, the students should have great range of vocabulary. By great range of vocabulary, they can write and understand the meaning of sentences. They can also listen and understand what people say and communicate or speak in English.

Nation (2011) states that in learning English as a second and as a foreign language (EFL), vocabulary plays a vital role. Neuman and Dwyer (2009) define that vocabulary are words we must need to know for an effective communication. It means that vocabulary is one of the important components in language that must be learned by students. If students have a good vocabulary mastery, they will find it easy to learn the four language skills. In other words, it will be difficult for the students to learn these skills if they are have a lack of vocabulary.

Vocabulary is not easy to learn without a proper way of how to build it up. In this case, English teachers have an important role to stimulate students to enrich their vocabulary. Teachers can enrich the students vocabulary through Reading. In reading, student's vocabulary affects their ability to understand and comprehend the texts based on Junior High School Syllabus especially in Reading. Based on Curriculum 2013, the basic competence of reading is the students should be able to identify social function, structure text, and linguistic elements of oral and written interpersonal interaction text.

Mostly, the students face some problems with vocabulary, especially in reading. Sometimes, they have difficult to know the meaning of words and answering the questions that have been available in the descriptive text because they lack of mastery of vocabulary. They have a problems of vocabulary and it make the classroom passive. When the teacher ask the students, there is no students who want to answer it. The students also had difficulties in understanding the class of word or vocabulary such as noun, adverb, verb and adjective and got trouble to understand about the meaning relationship. Based on students' point of view, English is difficult because it is not their mother tongue. They do not know how to pronounce the words and it is difficult to understand the meaning of the texts. They were also had a problem of spelling word correctly.

Learning English vocabulary is different from Indonesian form, including pronunciation and spelling, meaning and the word use. In addition, the way of how pronouncing the word is quite different from writing. Therefore, people especially students who learn English often find difficulties in learning vocabulary. Consequently, the students can not catch or understand the materials that they learn. Sometimes they make noise in the class because they feel bored when they learn English. It makes the classroom activities ineffective.

The teacher should use good methods to grab the students' attention or to make the students interested in learning English. Azar (2012) states that to increase the vocabulary, we need method to be applied; one of them is game. One of the solution to teach vocabulary is using card games. Card games is one of methods that can be use in teaching learning english vocabulary which can be in the form of picture.

According to Dhea Ross Mia Nabila (2018) "Card Game in teaching vocabulary to students is modification of memory game. It is a game in which the object is to find a picture-word pair. Each person turns over two cards at a time, with the goal of turning

over a matching pair, by using their memory. This game will make the students trying to remember the words they have introduced before. This game is played in a group, so it can build students' motivation due to the nature of its competitiveness. Card game also can help to motivate the students in learning vocabulary. The students become motivated to compete with other students to win the game. The competition factor stimulates and encourages students to participate in the activity as naturally they want to beat the other teams. They will have fun and enjoy the game while playing".

According to Bagwell (2010) vocabulary card game is an excellent way for developing basic vocabulary skills, these full-color photos and matching word cards feature common objects found in everyday life. Card games are chosen because they can develop students' vocabulary by giving them chance to productively use their receptive vocabulary and also extend their vocabulary. Card game consists of a pack of cards and be bought or made by the teacher Halimi (2009). Moreover, card games are fun activities and make the students relax and enjoy the lesson. Because of that reason, the writer sees that card games can overcome the problem above. In using this method, students can work as a team or individual.

The research question of this research was: is there an effectiveness of Card Games on Vocabulary Mastery?

## **METHODOLOGY**

This research is library research which is conducted at home using internet. Based on the five research that the writer makes as data analysis in this research, the writer can conclude that the success rate of using card games on vocabulary mastery in learning English is very influential for students. The value of success rate of using card games on vocabulary mastery in learning English is 90%.

The following are five research that are used as data analysis in this study: First research was conducted by Dede (2014), to obtain empirical evidence whether card games technique is effective or not in teaching vocabulary. Her research was experimental design, and she found there is Significance Effect of using Card Games Technique Toward Students' Vocabulary. It was found that the card games are effective and applicable in teaching vocabulary at the seventh grade.

The second research by Hermawanti (2015). This study reveals that use random card game can improve the students' vocabulary mastery of the first year students. it is found out that the average last score students' of base score is 51,5 , cycle I is 74, and while cycle II is 83,16 the score in the cycle II is higher than the successful criterion (70). The factor influenced the improvement of the students were motivation, especially in understanding the vocabulary using random card game.

The third research by Muhammad Suhaili (2019). The purpose of this study is to found out the effect of modified domino cards game on students' vocabulary mastery. His research was experimental design, and he found there is significant positive effect of modified domino cards game on students' vocabulary mastery. This is based on the t-test  $>$  t-table ( $18.94 > 2.024$ ) in degree significant of 5%. Therefore, it can be concluded that modified domino cards game give positive effect on students' vocabulary mastery.

The fourth by Mila Federika Fiantina (2017). This research was used pre experimental research, and she found out whether there is a significant effect of using cards game vocabulary learning achievement of the first year students. This research is

one group pre-test – post-test design. The results of the data analysis shows that the mean score of the pre-test and the post-test is 62.11 and 74.94. It can be concluded that there is a significant effect of using card games on vocabulary learning achievement of the first year students.

The last research by Nirmala Astuti Uska (2010). The purpose of this research to investigated whether there are significant differences on students' vocabulary mastery between students who are taught by using random cards game and who are taught by using conventional one. The researcher takes all the students as the subject of the research. There is significant differences students' vocabulary mastery between students who are taught by using random cards game and students who are taught by using conventional one. The students who are taught by random cards game have a good vocabulary mastery than who are taught by using the conventional one.

## **FINDINGS**

As Donmus (2010) stated that, "the value of educational games has been increasing in language education since they help to make language education entertaining." Strength of card games in learning English vocabulary are can increase students' ability to memorize words, encourage student's interaction and improve their communicative skills and enhance students' motivation. The students can remember the new word more easily by vocabulary card games. Using card games in learning English vocabulary can make it more fun and the student more interest with English. Card games also can help the teachers to create contexts in which the language is useful and meaningful. The cards can have a gist or usefulness in a game, or clearly serve as symbols for actions or objects. As a result, the students can develop associations between the names of the activities in English, the pictures and the subsequent movement.

But, on the other side, teaching and learning process using games also have a several weakness. According to Pham (2007), "there are some of the weaknesses teaching strategy by using games, includes: 1) it has limited time; 2) discipline issues, learners may get excessively noisy; 3) straying away from the basic purpose of the game-play activity, perhaps, due to inadequate rules instruction, resulting in playing too much and the lack of learning; 4) if games are already familiar or boring, students might not get equally involved; and 5) some learners, especially teenagers, may find games unnecessary and childish; 6) and some students not seriously in learning process because they think that is only a game not studying.

## **CONCLUSIONS AND SUGGESTIONS**

### **Conclusions**

According to the research that has been done, it was found that the card games method is effective to use in learning English vocabulary. Because the students become more understand and enjoy when learning English. Card games also useful and applicable in learning English vocabulary.

Based on the five research that the writer makes as data analysis for this research, the writer can conclude that the success rate of using card games on vocabulary mastery in learning English is very influential for students. The value of success rate of using card games on vocabulary mastery in learning English is 90%. It means that there is an effectiveness of using card games on vocabulary mastery.

## Suggestions

Based on the conclusion above, the writer suggest the English teacher to use the card games method in learning vocabulary to their students, because card games are useful in learning english vocabulary. The teachers need be a wise to choose the appropriate way to make learning activities more effective, enjoyable and impressive. Card games is one effective ways that teachers can use in their classes. It can make the students more relax in learning english vocabulary and memorized new words.

Teachers need to always use variation in each teaching learning process to make the students more interested and enjoyable in learning English. Therefore, the writer would like to recommend the teacher to apply card games as a teaching method on teaching vocabulary because card games give possitive effect on the students' vocabulary mastery.

Then, because vocabulary is refers to some skills such as listening, speaking, reading and writing, the writer would like to recommend the students to read more in order to get more knowledge and inccrease their vocabulary and they have to practice or use English in their daily live.

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