

CHAPTER I

INTRODUCTION

A. The Background of Research

English skills are very important nowadays. One important part of English proficiency is grammar. Grammar is needed to be able to compose good sentences. However, interest in learning grammar is still very low. Because grammar is considered difficult and boring to learn. In learning something must have a strong interest. To foster interest in learning grammar requires learning media that can make students have a high interest in learning grammar. Learning media is anything that can be used to convey messages or information in the teaching and learning process so that it can stimulate students' attention and interest in learning (Arsyad, 2014: 10).

Interest is a feeling of liking and a sense of attachment to something or activity without anyone asking (Slameto, 2010). If the teaching materials provided by the teacher are following the interests of students, then students will have a high interest

in learning. Interesting teaching materials are needed so that students are more interested in learning and students more easily absorb and remember the lessons given by the teacher. Students who have an interest in on going learning activities will try harder than less interested students. Teachers are expected to be able to arouse maximum student interest in learning, both by the emergence of feelings of pleasure, and attention, as well as active involvement, both physical, mental, and social during learning. Interest has an important role in teaching and learning activities, with an interest in learning students will learn as well as possible. Thus, interest in learning has a great influence on student learning outcomes.

To increase interest in learning grammar, teachers must use their creativity to make the learning process of grammar fun and not boring. this is a challenge for a teacher. Several studies state the beneficial effects of playing games in the process of learning English. "The more people play, the more positive emotions are generated, which in turn makes playing easier and thus helps generate more positive emotions."

(Schwartz, 2012). In addition, teaching grammar through games is a successful and effective approach” (Musilova, 2010). Therefore, in this study, the researcher will use a game, namely the Snake and Ladder game as an interesting learning medium for learning grammar.

Snakes and Ladders are one of the games that can be used in learning grammar. Snakes and Ladders game is very popular and is no stranger to being played in Indonesia. In this game, students will play Snakes and Ladders in general, but researcher developed this game by adding question cards about grammar according to the material being studied by students. with this game, students will easily remember the material and can discuss it because this game is done in groups. Grammar learning with the game of snakes and ladders will be more interesting and fun for students.

When researcher made observations at SMAN 10 Bengkulu City, researcher found several problems, namely in teaching and learning activities it was seen that students did not have a high interest in learning grammar. Students

consider the learning that takes place uninteresting, so students don't pay attention when the teacher explains the material or even students fall asleep when the teacher explains the material which then has an impact on student learning outcomes at the end of the semester which is unsatisfactory.

From the conclusions of the observations of researcher at SMAN 10 Bengkulu City, it was found that students' interest was low and learning media were less innovative in the grammar learning process. therefore researcher is interested in doing this research. Researcher researched to determine the effect of using Snakes and Ladders games on students' interest in learning grammar.

B. Identification of Problem

Based on the results in the background of the study, the researcher identified several problems, namely:

1. The learning media used are less varied

Learning Media is anything that can be used to convey messages or information in the teaching and learning process so that it can stimulate students' attention

and interest in learning. Learning media has an important role in the learning process. Teachers who only use the lecture method result in low student learning interest. In the learning process at SMAN 10 Bengkulu city, the learning media used are less varied and use the same learning media repeatedly.

2. Students have less interest in learning grammar

When the observation was carried out, the researcher found that students' interest was lacking in studying grammar. Students seem not to pay attention to the teacher when explaining the material and students are not enthusiastic about following the learning process. So that it has an impact on student learning outcomes.

3. Students feel bored when studying grammar

The lecture method and the non-variation used by the teacher make the learning process boring. Even during the observation the researcher found that there were students

who fell asleep in class during the learning process which showed that the learning process was boring.

4. Students think learning grammar is difficult

Studying grammar is considered difficult. As we know, in compiling good and correct sentences, correct grammar is needed. There are several formulas and terms that must be considered to compose sentences with the correct grammar. These things make grammar learning difficult, there are lots of rules and formulas that must be understood.

C. Limitation of Research

To avoid misunderstandings and clarify issues, it is important to define problem boundaries. The researcher limited the research to teaching English regarding the effect of Snakes and Ladders games on students' interest in learning grammar in students at SMAN 10 Bengkulu City.

D. Research Question

Based on the background and problem identification above, the research problem can be formulated as follows: "Is there any effect of the snakes and ladders game in increasing students' interest in learning grammar at SMAN 10 Bengkulu City?"

E. Research Objectives

Based on the statement in the background of the study, the purpose of the study was to determine the effect of snakes and ladders game on students' interest in studying the grammar of the SMAN 10 Bengkulu City.

F. The Significances of Research

The researcher hopes that the results of this study can provide meaning both theoretically and practically, because:

1. Students

The results of this study are expected to be able to use the snake and ladder game to contribute to the development of students' interest in learning grammar.

2. Teacher

The results of this study are expected to provide new ideas for teachers about interesting techniques to teach grammar skills to students through games.

3. Other Researchers

The results of this study are expected to contribute to other researchers who are interested in the use of games as a writing medium in student writings.

G. Definition of Key Terms

In order to clarify the key terms used in this research, some definitions are put forward:

To clarify the key terms used in this research, several definitions are put forward:

1. Grammar:

Grammar is the process of language creating structural meaning and relating to the form of words and sentences. Grammar is important in composing good and correct sentences in English language skills.

2. Snakes and Ladders Game :

Snakes and Ladders Game is a learning media that is used to help make the grammar learning process fun and not boring.

