

CHAPTER 1

INTRODUCTION

1.1. BACKGROUND OF THE STUDY

Today, computers and gadget are common devices that can be found easily everywhere. Old and young people have been using their computers and gadgets for browsing through internet. These computers and gadgets are equipped with software programs which can be used on the base of the user's needs. Having software or application through internet for computer and gadget is very easy in this era.

Technology Industries provided what the user's needs such as making software for business, playing, cooking and educational purposes. There are many software and application games which have been made for many fields of subject such as Math, Geography, Language and many others Virvou, M (2005). Software and application in educational purposes can be used to make a fun learning for children. In this thesis, the writer focused on designing educational game software to help children learning English vocabulary.

There are many kinds of vocabulary English games available in internet. The writer developed the games to be more various and appropriate for children in SD Negeri 3 Purwodadi based on writer's observation. The writer designed game software named *English Games for Kids* which are appropriate for children's age and their ability.

There are many kinds of software games in the market, today. Besides on a previous research conducted by Lukito (2007), although there are good criteria for teaching children vocabulary, not all of children can accept those criteria. In her research, she has analysed two until three criteria used in software games. So, the writer designed a game software based on the criteria of learning language for children by Harmer (1991) compared to the previous study by Lukito (2007) but acceptable for children' potential in SD Negeri 3 Purwodadi. The writer designed a game software named *English Games for Kids* for them and sees their opinion about this game. The writer hopes this game software will help them to learn vocabulary.

1.2. FIELD OF THE STUDY

The field of this study is Applied Linguistics.

1.3.SCOPE OF THE STUDY

In this research, the writer limited the games for education. These games concencreate on the topics of fruit and transportation. The writer supplied the games with a lot of images in this vocabulary game software to help students imagine the real things.

1.4.Problem Formulation

The writer addresses these two problems formulations.

- 1.How to design an appropriate game software for students at the age of 6-8 in SD Negeri 3 Purwodadi?
- 2.What are the student's opinions of this game?

1.5.Objectives of the Study

The writer limits the objectives of the study.

1. To design an appropriate game software for student at the age of 6-8 in SD Negeri 3 Purwodadi.
2. To find out students' opinion about this game.

1.6.Significance of the Study

The writer hopes that this games software are appropriate for children in SD Negeri 3 Purwodadi. The writer also hopes that the children can use this game software as a medium to help them learn vocabulary in English. Hopefully, the findings of this research can be published online, so children can download this game for their computer and gadget easily through internet.

1.7. Definition of terms

The terms used in this study are:

a. Game:

System in which players engage in artificial conflict, defined by rules, that results in a quantifiable outcome” Salen and Zimmerman’s (2004, p. 80) as cited in McClarty et al (2012, p.6).

An entertainment activity or sport, especially one played by children, or the equipment needed for such an activity (Cambridge Advanced Learner's Dictionary (2008).

b. Educational Game:

A form of entertainment that is designed for educational purposes (McClarty, et al 2012, p.6).

c. Online:

Describes, services or information that can be bought or used on the Internet. (Cambridge Advanced Learner's Dictionary, 2008).