

CHAPTER I

INTRODUCTION

A. Research Background

The English language is a foundation rooted in being the language that connects people around the world in everyday life. "English is now the first language of more than 400 million people around the world and millions of people use English every day at work and in social life"(Iriance, 2018). This requires us to have basic communication skills using English to facilitate communication and to digest information from outside. Although understanding English is very important, there are many points that must be achieved in order to learn English. Therefore, to mastery English skill we must mastery four skills namely listening, speaking, reading, and writing the younger generation must be learning Basic English Vocabulary to increase the knowledge about English (Astuti *et al.*, 2020).

However, a strong foundation especially English vocabulary is needed to mastery English Language. "Vocabulary is the word or quantity of words that a person needs to communicate with others, because it affects the way they interact with others" (Nurzaman *et al.*, 2017). Learning English has become the focus of attention for educators in Indonesia, especially after the enactment of the 2013 Curriculum which places English proficiency as a competency that must be possessed by students. However, based on the results of the evaluation of curriculum implementation, there are still a number of challenges in its implementation, especially in terms of learning methods that can improve students' English proficiency.

Therefore, the government, especially the Indonesian education office, issued a policy, namely a program called the MBKM curriculum (Freedom of Learning - Independent Campus). This program was established with the aim of increasing the ability of prospective teachers (college students) and students in Indonesia. In response to this, the Institute of Teacher Training and Education of the Indonesian Teachers Association (IKIP-PGRI) Pontianak

seeks to provide reinforcement to support and develop professional teacher candidates by implementing the applicable curriculum in universities by implementing the latest programs from the government, especially from the ministry of education and training culture, namely the MBKM curriculum (Freedom of Learning – Independent Campus). One of the program in Studi Independen namely English Village of Parit Baru.

English Village program is formed which is a place to learn English outside the context of formal schools. During this activity the researcher is interested in the True and False Game that the tutor use in implementing *studi independen* at English Village of Parit Baru which can be an interesting and fun alternative learning method for students. There are several teaching methods applied in the English village with the aim and hope to build the interest and enthusiasm of students in the English village and this is also in line with the opinion (Aunurrahman, Musa, et al., 2021) "We offer strategies and efforts to build students' interest so that they feel comfortable learning English in Kampung Inggris Parit Baru". However, research still needs to be done on how students perceive the use of True and False Games in the implementation of the Independent Study method in Parit Baru village in learning English.

The urgency of this research stems from the importance of English, especially vocabulary as the main basis for learning from an early age because there are still many children in an area and their schools still do not teach or are taught English. This is also in line with the words said by the village head of Parit Baru, namely one of the visions of the Kubu Raya district which wants to create a young generation who can speak English as a provision for them in the future. Quoted from (Aunurrahman, Rustam, et al., 2021) "not all levels of formal education receive compulsory English teaching since the emergence of the 2013 Curriculum. Head of Parit Baru Village, Kubu Raya, Musa, S.H.I. see this and realize non-formal English Education with the emergence of Kampung Inggris Parit Baru which is a collaborative program between Parit Baru Village and IKIP PGRI Pontianak". Therefore, the idea that emerged is whether this true and false game is a suitable method and can be accepted by students in the

English village of Trench Baru. Because if this method can be accepted by students then this method can be used as a method for teaching in English villages in the future.

The previous studies have been conducted related to this research. Some research talking about The Use of True and False Essay Games to Enhance Students' Writing Achievement and Classroom Interaction (Anhar, 2019). Another research talking about True and False Game is Teaching Speaking Through "The True or False Game" For Junior High School Students (Ramadani *et al.*, 2013).

However, some previous studies discussed the implementation of the MBKM curriculum in universities and do not examine the programs of the MBKM curriculum itself. Then the previous studies also used universities and students as the subject of research. In this research, researcher will focus on Implementation True and False Game in MBKM program, namely Studi Independen. The subjects used are students who directly implemented the true and false game in Studi Independen program in English Village of Parit Baru not in education field. These points make this research different from previous studies.

B. Research Question

1. How is the implementation of True and False game in English Village of Parit Baru?
2. What are the effects of Implementation True and False game in studi independen at English Village of Parit Baru?

C. Research Purpose

1. To determine how was is the implementation of True and False game in English Village of Parit Baru.
2. To explore the effects of Implementation True and False game in studi independen at English Village of Parit Baru.

D. Scope of the Research

1. Research Variable

A Variable is a characteristic or attribute of an individual or an organization that the research can measure or observe and varies among individuals or organizations studied (Creswell, 2012). A Variable is a research object that can be measured by researchers either individually or on groups. In this research, the researcher used a single variable. Therefore, the single variable used in this study is “The Implementation of True and False Game in Studi Independen Program at English Village of Parit Baru.”

2. Research Terminology

To avoid misunderstandings in this study, the researcher will explain the terms that will use in this study as follows:

a. True and false game Implementation

True and false game in simple terms is the implementation of game that can be played in groups or individually. True and false games are played with questions given by the tutor to students with True or False answers. The procedure that will be carried out in this study is to form several groups of English village students and tutors ask questions and students answer questions by answering True or False and this is done by the person at the forefront of the group and carried out in turns with friends in the group until everyone feel the answer to the question. This game can motivate students to learn English in a fun and interactive way. In this game, students will be given a statement about a certain topic, and they must determine whether the statement is true or false.

b. Studi Independen Program

Studi Independen program is program that consist of student activities outside the campus who carry out academic and non-academic activities. The MBKM program in the form of studi independen program by IKIP PGRI Pontianak, especially the English Education Department, includes 2 converted Social Work Internship (KKM) subject, namely

Internship (plp 2) and KKM. In general, the program of this studi independen includes activities related to Internship (plp 2) and KKM.

c. English Village of Parit Baru

English Village refers to a location, platform, or community that convenes in a specific area with the aim of learning and enhancing English skills. This research will take place in Parit Baru Village, Kubu Raya and the English Village is named after the village, thus known as "English Village of Parit Baru." Although, English Villages such as pare often attract students of all ages, including both the young and old, this particular English Village in Parit Baru is designed specifically for young children at the elementary school level or below who have yet to master basic English Vocabulary.

E. Benefits of the Research

1. Theoretical Benefits

Theoretically, this research is expected to be useful for everyone, especially for people who are involved in education. The research carried out by the researcher that is expected to be able to become research material and reference in the scientific development of the education sector, especially in the implementation of true and false game in studi independen at English Village of Parit Baru and the other English community. The results of this study can be used as material for evaluating and reflecting on things that have been and will be made, especially in the field of learning English.

2. Practical Benefits

a. For IKIP PGRI Pontianak

Especially for English Education Department as an educational institution that educated English teacher to be, this research can be used as a reference to plan and to develop the programs that suitable with the society needs, including the implementation of true and false game in studi independen program at English Village of Parit Baru.

b. For students

This research can be used as an evaluation reference for students who will take part in this Sstudi independen program next year. Ultimately, the results of this study could contribute to the development of more effective teaching strategies and methods in a village setting, which may lead to build up students enthusiasm in the future.

c. For Other Researcher

The results of this research can be used as a reference on the condition in implementing of True and False Game in Studi Independen in teaching English Village of Parit Baru.

d. For Readers

This research also can be valuable information for other readers who have teaching and learning in English Community as a new insight and perspective.