

CHAPTER I

INTRODUCTION

1.1 Background of the Study

English is a language that needs to be mastered and studied because English is an international language after Mandarin. English is also applied in the world of work and education. In the education sector, that is by using English as a lesson, both at school and university.

Along with the rapid development of technology, learning English can be easily learned and practiced in everyday life. Usually, it can be in the form of videos, books and games. Games are something that is easy to obtain and also provides a lot of information, especially as a medium for learning English. Games apart from being for entertainment are also used to broaden insight. Games have positive impacts and negative impacts. Therefore, games should not be misused because they can have a negative impact, namely on a person's development, health and mental health. The positive aspect of games is that they are used as a learning medium.

In the process of learning English, students must have the ability to read, write, listen and speak. Not only that, students also have to know about verbs, nouns, adverbs, pronouns and adjectives. Adjectives are one of the important things for students to know because it can help students know the object and subject in a sentence.

However, quite a few students experience difficulties in learning English. This usually makes them feel that English is difficult to understand due to lack of self-confidence, limited time to study, not memorizing vocabulary, difficulty translating and no friends to practice with. So, media is needed. Learning that can help students to learn English.

One of the media is adjective order game. Adjective board game is Using cards as a playing medium, players must construct and edit sentences that they will

adhere to the board in the adjective board game. The board is also used for this game. Plywood divided into two pieces, each measuring 85 by 40 cm, was the board that was used. This game board lists the names of all the levels and vocabulary cards that match the order of adjectives.

The game's objective is to teach players about adjective order, which is useful information to know.

1.2 Formulation of the Problem

The problem is formulated into “How are the processes in making an adjective order board game?”.

1.3 Limitation of the Problem

This study is limited on adjective order that have been studied by senior high school students.

1.4 Purpose of the Study

The purpose of the study is to make an adjective order board game for senior high school students.

1.5 Significances of the Study

1.5.1 Significances for Students.

Through this product, students will be known and increase grammar, especially in the Senior High School students.

1.5.2 Significances for the Teacher.

Through this product, teachers will not have too much difficulty teaching English language, especially the grammar.