THE USE OF HOT POTATO GAMES TO ENGAGE STUDENTS' INTEREST IN LEARNING VOCABULARY

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Abstrak
Dalam beberapa tahun terakhir ini, era globalisasi sudah menyebar luas. Hal ini pula berdampak pada dunia pendidikan. Bahasa Inggris adalah salah satu bagian dalam era globalisasi yang memiliki peran besar dalam mendukung kemajuan era globalisasi. Terutama dalam proses pembelajaran. Hal-hal yang mendasar dalam Bahasa Inggris harus dipelajari dengan baik oleh para pelajar. Penelitian ini bertujuan untuk menyajikan respon siswa dalam penggunaan permainan 'hot potato' untuk menarik minat siswa dalam mempelajari kosakata. Lima siswa dari kelas 5 SDN Sukabakti menjadi partisipan dalam penelitian ini sebanyak tiga kali pertemuan. Metode yang digunakan untuk memperoleh data pada penelitian ini adalah metode kualitatif. Hasil penelitian menunjukkan bahwa lima siswa dari kelas 5 SDN Sukabakti mendapatkan respon positif terhadap permainan 'hot potato' sebagai salah satu cara yang dapat membantu mereka dalam proses pembelajaran Bahasa Inggris, khususnya mengenai pembelajaran kosakata.

Kata kunci: Bahasa Inggris,kosa kata, dan minat.

Abstract
In recent years, globalization has worldwide. This one impacts the education world as well. English is as one of parts in globalization age which has big role in supporting globalization era. Particularly in learning process. Basic English is one of things should be learned by the students well. This research aimed at presenting the students' responses in the use of hot potato games to engage students' interest in learning vocabulary. Five students of fifth grades of SDN Sukabakti had participated in this research in three meetings. This research emphasized qualitative method to obtain the research data. The result showed that five students of fifth grades of SDN Sukabakti got a positive response towards hot potato games as one of ways which can help them in learning English process, especially is about vocabulary.

Keywords: English, vocabulary, interest.

A. Introduction

Human has made extraordinary civilizations every year. The progress of the century created by human brings many changes in terms of technology, economy and lifestyle. The invention of computers which start of information distribution, or it is called as 4.0 era. Bilotta et al., (2020) and Sudarmaji & Yusuf (2021) stated that, "the framework of the fourth industrial revolution or it is called as industry 4.0 is growing at an impressive rate, producing industrial scenarios in all over the world which never happened". Later on, it will be society 5.0 or super smart society. Technological advance makes people have to adapt. This is intended so that people can take part in the advancement of technology which is being intensified every day. Many experts use their time to continue improving technological advances by hoping that they can bring human to a better life. Especially in education world. Rekh & Chandy (2020) stated that, "the education system has gone through a rapid change due to the change in technology which has diverted the students". Education is basic needs in every aspect. One of important courses in education world is language.

One of the technological advances is in terms of language. According to Alfadil (2020) he stated that, "technological developments put demands on people to familiarize or get used to other languages". Language can be learned by many people in many places and any access as well as in school. Learning language has been used by teacher in school as one of important courses in curriculum and syllabus. In this case is English. In 4.0 era, English is the most important language to be mastered. Since, English has become internationally used by people as foreign language or second language to do a communication around the world in academic, business, work place, or even to make friends. Fu et al., (2019) stated that, "the competence and global perspective of EFL learners can be promoted by learning English".

In academic life especially in Indonesia, learning English in school does not really take a big attention for the students. Many students are indifferent about English learning process in class. This one causes many students do not have much knowledge and ambition to achieve their dreams. Moreover, there are a lot of struggles need to face during learning process including internal and external factors. Internal factor usually includes self-motivation to learn. Motivation is one of basic needs in every aspect things to do, in this case is learning English as foreign language. Dary (2019) mentioned that, "the success on foreign language learning is infused with many factors as intelligence, attitudes, abilities and motivation". Whereas, external factor includes budget or instruments to learn such as computer or internet access. Those factors may give big impact in learning process. This is one of things which should be

improved and reminded to the students. Since, learning is first step by the students in order to reach a better life and change their perspective as well.

English is one of hardest courses in school. For students who learn English, they have to know which first step should be taken in order to learn English. It is known that English has four basic skills. They include listening, speaking, reading and writing. There are four main important components in four important skills to be mastered as well. They are vocabulary, spelling, pronunciation, and grammar.

First thing requires is learning vocabulary. Based on Cockerill et al., (2020) stated that,

"the importance of vocabulary to learning is identified in the UK's 2014 National Curriculum program of study for English. It stated that, students' acquisition and command of vocabulary are key to their learning and progress across the whole curriculum".

Learning vocabulary has to be chosen by the students as a first step in learning English. So that the students are able to improve those skills and recognize much vocabulary. Krepel et al., (2021) mentioned that, "learning vocabulary can be regarded as a central component of language flair". Learning vocabulary is the most basic insight in learning process of every language. Sakata (2019) stated that, "vocabulary insight has been recognized as a key factor of learning a foreign language". Vocabulary helps and support

students in increasing language skills. Since, sentence is built by vocabulary (words). It will be impossible to improve language skills, if the students do not know much vocabulary. It means, vocabulary has crucial role in every aspect of language.

In learning process, there must be a teacher who has a big role to deliver the knowledge to the students. Good teacher needs to know the right step to take in learning process. Many people know that learning and teaching are long journey to take in order to get the understanding of the lesson and engage students interest in learning language. Based on four main important components in English. The teacher is expected to teach about vocabulary first. During learning process, the teacher has to know how to catch students' interest in order to make the class feels alive.

This thing makes the teacher figures out how to create attractive strategy that can help the students in learning process. This is one of factors why there are a lot of students who do not interest in learning language, because the method makes them feel bored. As a teacher, it is essential to do as a form to support and increase the students' motivation in learning process. Understanding and knowing what and how the students' interest are one of ways to build the strategies. One of strategies that can be used is using a game in learning process. Especially for elementary students who just start to learn English. Partovi & Razavi (2019) stated that, "game based learning or (GBL) has widespread among elementary school". The teacher is expected

to engage students' interest in learning by giving great first impression. Since, first impression is the most essential thing for each event. Based on Colliver & Veraksa (2019) they mentioned that, "understanding what and how young children learn through they play is core to enactment of play based early childhood education and care".

According to Nadolny et al., (2020), "game based learning can be defined as gameplay that incorporates educational objectives". Both Andreani & Ying (2019) stated that, "there have been some studies on the effects of using games in vocabulary, some of which state that games are beneficial for language learning". It is proved that through playing games, the students can boost their motivation and adapt with new environment which is useful for their learning process as well. Creating good environment in learning process is basic ideas which can influence students' motivation as well. Syal & Nietfeld (2020) mentioned that, "game based learning environment are enhancingly in school settings nowadays, because they have been associated with improved academic and motivational outcomes".

Technology advance causes game is not for children only nowadays. There are several professions such as scientific, businessman, and public interest in using games for serious activities in everyday life as well (Ninaus et al., 2019). There are several teachers who apply this method in teaching process by combining traditional and modern teaching method. Another one Alves et al., (2019) mentioned that, "the use of serious games has proved to be an important tool when combined with traditional teaching methods". This method is one of effective ways to enhance students' motivation to learn, especially in online learning process which causes stressful for several students. Since, based on Partovi & Razavi (2019), "motivation is as a key to successful academic performance". It will take much time if there is no motivation left in the students.

Basically, game based learning is not for language class only. Other course such as science can apply this method as well. Rammerstorfer & Deibl (2020) explained that, "game based learning with simulations has become popular approach in science classroom". Rowe et al. (2020) mentioned that,

"game based learning (GBL) has shown as one of effective classroom pedagogies for over the past decade in order to engage students in complex educational activities including scientific inquiry, argumentation and civics".

Every thing which is done must have a purpose including playing games, especially for the learning process. According to Taub et al. (2019), "game based learning is one of ways to learn that aims to foster and maintain high levels of motivation and engagement".

Playing game has several benefits which can help the students to increase their concentration as well. According to Ku et al. (2016) stated that, "it is found that game based learning

can make students enjoy studying for their courses". José & Rocha (2018) also explained that,

"games provide play like simulation with the additional criteria of learning or improving a functional proficiency and social interaction".

It is undeniable that games are really helpfully for learning process. The teacher and the students as well can explore their interest in learning process, especially about learning vocabulary.

There are two types of games. They are digital games and traditional games. Teacher may use digital games or traditional games. It depends on the class and region situation. Especially when learning process is conducted in village area. The teacher maybe cannot apply or use digital games as one of learning method. However, this can be a challenge for teacher to create and introduce attractive new traditional games for the students during learning process. Colliver & Veraksa (2019) stated that, "learning through play has predominantly been investigated through psychological and experimental research". Since, learning activity for many students is one of stressful activities which can drain a lot of energy. Learning through play can be one of strategies to help students in order to decrease their stressful. Additionally, playing game has become one of favorite things for students or public nowadays.

Playing games can be one of ways to train students' interest to increase their readability as well. For example, in playing games there must be competition between the players. Yang et al., (2020) explained that, "competition has always been regarded as an effective stategy to create challenges and stimulate improvement". Those things can be one of place to teach the students how to prepare every thing well, how to solve the problem, and how to focus as well.

The teacher has to keep guide the students during they are learning and playing at the same time. Based on K. Yang & Lu (2021), they stated that "the right scaffolds not only improve gaming experiences and creativity, but help the students in order to formulate even more complex learning strategies". The teacher has to choose the right games as well. It is essential so that the students can know and recognize the meaning of game based learning and not focus to the game only.

There are a lot of games that can be used in learning process. One of attractive games in order to help the students in learning vocabulary is word game. In this study, the researcher chose one of famous word games named '*Hot Potato'* games as media to engage students' interest in learning vocabulary. Teacher and students can learn and play at the same time. They can sing a song and learn about vocabulary in joy way as well. Based on Albaladejo et al. (2018),

"songs provide multiple pedagogical benefits for language learning. As it is stated that melody, rhythm and intonation are thought to facilitate the

development of children's pronunciation and the retention of new structures and vocabulary as well".

The most popular fact that song is first thing used by many people in learning language including English. Since, there are a lot of English song which is easy to understand for the beginner in learning English. Particularly, in order to engage students' interest in learning vocabulary.

B. Method

The research was conducted in the fifth grades of SDN Sukabakti Tangerang in academic year 2021/2022. It is located at Jl. AMD Sukabakti, Curug-Tangerang, Banten. The research was conducted for three meetings. It started on 14th, 21st, and 28th of March 2021 at 02:00 – 03:00 p.m. There were five participants. They were A.Q, H.R, N.R, N.Y, and Y.Y.

This research emphasizes the use of hot potato games to engage students' interest in learning vocabulary. Regarding to the study of the research, the method of the research was using qualitative method. This research purposed at knowing the students' responses in the use of hot potato games to engage students' interest in learning vocabulary. The qualitative method is applied to reach the data of research. In other words, the questions are to get an objective of the research. So, the researcher will use some questionnaire and interview to know the result of this research how the use of hot potato games can engage students' interest in learning vocabulary.

This research consists five students of the fifth grades in SDN Sukabakti who participated in this research learned about the vocabulary of clothes, the type of clothes, and what kind of clothes should be worn in certain seasons. They are expected to recognize and comprehend new vocabulary of clothes which is useful for their daily communication.

There were two ways of learning process. Traditional and modern ways. In first meeting, the researcher gave pre-test before started the lesson. The purpose of pre-test is in order to know the students level in English about clothes. After that, at the same time the researcher applied traditional way which only used book to learn. They learned how to pronounce a letter from a to z first. It is important to do, because they are going to learn about vocabulary. The researcher introduced what is clothes and type of clothes to the students. After that, the students were taught how to write the vocabulary of clothes by spelling the letters. The researcher gave easy way how to remember the vocabulary of clothes as well by imitate the vocabulary of clothes to another words. For example, such as uniform is similar like 'yuni'. Therefore, the students can remember the vocabulary well. There was an exercise after learning process by doing fill in the blank questions as well.

In second meeting, the researcher used modern way which used a Power Point as media to learn, and played hot potato games to engage students' interest in learning vocabulary. During learning through Power

Point, the students are showed by the researcher the definition of clothes, a pictures of clothes, and the exercise as well. After that, continued by playing 'hot potato' games by using ball as media to replace the real potato. The students learned about the vocabulary of clothes and played at the same time. Hot potato games is an American games which is often used by the teacher in the classroom. This games is quite famous in teacher and students circle, and it is known as one of media which can engage students' interest in learning.

At the end of third meeting, the students got post-test from the researcher in order to examine the students' knowledge after through three meetings of all learning process. The form of test is multiple choice in different kind of questions based on government lesson plan. In collecting the data, the researcher used the research instruments such as questionnaires, interview, and camera in order to know their responses about learning process. After finished the test, the researcher gave the students a questionnaire and guided them how to fill it as well. In this case, the researcher also has interviewed the participants in order to get more information about the implementation done. The interview is used to gain the opinions, responses and feedbacks from the participants before and after the implementation. Since, data source in qualitative approach is essential thing. The researcher has to choose certain place to conduct the research. Moreover, the subject of the research is thing to measure in qualitative approach.

C. Result and Discussion

After doing all learning process. The researcher gets a result of the students' learning process. The results of the questionnaires and interview regarding the use of hot potato games in English learning process showed that five students of fifth grades of SDN Sukabakti got a positive response towards hot potato games as one of ways which can help them in learning English process. It has shown the result with the research of Ku et al. (2016) "it has been founded that game based learning can cause the students enjoy studying for their courses". Both José & Rocha (2018) also mentioned that, "games provide play such as simulation with the additional criteria of learning or improving a functional proficiency and social interactions". Based on their research, it is known that game based learning cannot only help the students to enhance their vocabulary, enjoy the learning process, but the students can interact each other as well.

This research used questionnaire which consists seven questions. The result showed that the students more interested in learning by using Power Point as modern way and hot potato games as media to engage their interest in learning process. However, the easiest way to remember the vocabulary is through traditional way by using book. This research also used open questions interview in order to know their thought during learning process. Following are

several statements from the participants during the interview. The participants' names are not mentioned but they are only initials, such as A.Q, H.R, N.R, N.Y, and Y.Y.

Is the matery about clothes interesting to learn? why?
A.Q stated, *"yes, it is. Since I can learn new things."*
H.R stated, *"the matery about clothes is interesting to learn, because it is fun to learn new thing."*
N.R stated, *"I like learning about clothes. Especially learning together with my friends. That was fun, pleasure, and excited."*
N.Y stated, *"it is interesting, because it is fun."*
Y.Y. stated, *"It is interesting to learn, because I can learn new thing and new vocabulary in English."*

Which way is the easiest to understand the matery? why?
A.Q stated, *"book is the easiest way. So, I can more understand the matery. There are also the note of the lesson as well"*
H.R stated, *"learning by book is the easiest way to understand, because I can read the vocabulary well and easy to understand. I do not really match learning by laptop."*
N.R stated, *"book. Since, I can write and read it well. So, I can easy to understand."*
N.Y stated, *"game is the easiest way to understand the matery. It was fun as well."*
Y.Y. stated, *"I like learning by book. Since, I can read and write the matery well. So, I can understand it well."*

Which is the easiest way to remember the vocabulary? why?
A.Q stated, *"book, definitely book. Since, I can know how to write, read, and pronounce the vocabulary."*
H.R stated, *"I like learning by book and game. However, book is much easier to remember the vocabulary.*
N.R stated, *"the easiest way to remember the vocabulary is using book. Since, I can know how to spell it well.*
N.Y stated, *"book helps me a lot to remember the vocabulary because I have my own note of vocabulary."*
Y.Y. stated, *"the easiest way to remember the vocabulary is by using laptop. Since, there are more explanation about the definition of clothes, and the pictures as well."*

Does hot potato games Engage your interest in learning vocabulary? why?
A.Q stated, *"yes it is, but I am more interested using a book to learn."*
H.R stated, *"yes, because it was fun to learn and play*

at the same time."

N.R stated, *"yes, I like it. Since, I can learn and play together with my friends."*

N.Y stated, *"yes, the game is fun and I love it."*

Y.Y. stated, *"Yes, it does. Since, it was fun."*

From the statements above, the students are interested and motivated in learning English by using hot potato game than traditional way. However, the traditional way is the easiest way to remember and enhance the vocabulary of clothes. After all, it depends on students' type of learning. Some students can learn only using book so that they can be more focus or it is called as visual type, and the other needs to learn by using other media such as game or it is called as cinestetic type. Moreover, the students did the post-test as well. Following are the scores:

Name	Score
A.Q	90
H.R	100
N.R	90
N.Y	80
Y.Y	60

Four of five students got satisfying scores. However, there is one student who got low score. During learning process, Y.Y is known as an active students. However, the result of test showed that he got the lowest score of other students. Actually, environment and student's condition during test can influence the score of test as well. From all those results, it can be concluded that teacher should know students' character and create new method in order to engage and motivate students' attention in learning process so

that the students are able to increase and enhance their motivation in learning.

D. Conclusion

In summary, this research studied the issue of the use of hot potato games to engage students' interest in learning vocabulary. In this case is about clothes. Hot potato games is used as one of methods in order to engage students' interest in learning vocabulary. Since, vocabulary is required to build a sentence both in writing and speaking skills. Therefore, it can be concluded that hot potato games can engage students' interest in learning vocabulary.

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