1. INTRODUCTION

This chapter deals with the background of problems, identification of the problems, limitation of the problems, formulation of the research questions, objectives of the research, uses of the research, and definition of term which is used in this research.

1.1. Background of the Problems

Interaction is one of main components in the class that should make teaching-learning process can be more interesting. Students' low motivation to learn in the class may affect them to be passive doing some interactions with other students, so when they feel uncomfortable in the class it can be decreased their interest to study and make them feel bored or lazy to learn something in the class. In learning language the students is forced to be active to communicate and can use language as a media to make conversation, but when they learn language in the class with low motivation and low interaction they will have difficulties to master the language.

To master the language the first step that students should know is vocabulary. They should understand vocabulary which is a very important component. Vocabulary is very important to help students learn English language. When students started to study English in their elementary school; the first kind of

material that they learn was vocabulary. Vocabulary is also important to be understood by students in mastering four skills in English like listening, speaking, writing, and reading.

Graduates of junior high school are supposed to master vocabulary in order to be able to communicate whether in spoken or written form. But the fact shows that there are many students in junior high school who still have difficulties in understanding and using English vocabulary as media of communication although they have studied English for long time in their school. Some students claimed that their primary problem acquiring English is the way of teacher that did not build up their ability to make good interaction in the class; so the students felt uninterested in learning process, this is one of students' problems in learning English. The quality of interaction in the class may become the main problem for students to be interesting in learning process.

The main problem in learning process may come from how a teacher creates the whole interaction with students in the class to make them interested and enjoyed in learning vocabulary. The interaction can come from teacher and students or students and students. Interaction in the class may affect learning process. A Learning process which is followed by a great interaction may create students' good understanding. So, interaction is one of the important activities to make learning process more effective. In some research, interaction in the class has its own part to push or throw out students interesting in learning vocabulary in the class.

From some problems above, maybe there is something wrong in learning process, or may be problem in the teachers' own personality in teaching in front of the class. To overcome this situation, some researchers have investigated many techniques, and media to help teachers teach vocabulary in the class. There are many researches that focus on the increasing students' achievement in learning vocabulary, but just some researches used technique or media in learning vocabulary which is focused on the interaction of students, about how the techniques or media can affect students' interaction.

For those reasons the researcher tried to observe some kinds of interesting media to show the interactions of the students when they learn vocabulary in the class. The researcher has chosen the puzzle game to be a media that used to see the students' interaction in learning vocabulary, because puzzle may one of media which can bring the students' motivation to study about language. There are many kinds of puzzle namely jigsaw, picture puzzles, crossword puzzles, Sudoku puzzles, and logic puzzles. The researcher only chooses one kind of puzzle game that is crossword puzzle game.

A crossword word puzzle is a puzzle game which normally takes the form of a square or a rectangular grid of white and black shaded squares. The goal is to fill the white squares with letters, forming words or phrases, by solving clues which lead to the answers. In languages that are written left-to-right, the answer words and phrases are placed in the grid from left to right and from top to bottom. The shaded squares are used to separate the words or phrases.

Crossword puzzle is the words puzzle that can be applied as an interesting media to improve the students' vocabulary in which words have to be guessed from the clues and written in space of the grid. In the English language, there are three different types of crossword puzzles: freeform or criss-cross crossword puzzles, standard American-style crossword puzzles, and cryptic crossword puzzles. The researcher just used the freeform or criss-cross crossword puzzles in this research. Because the freeform or criss-cross crossword puzzles is the simple and basic one of crossword puzzle.

The researcher conducted the research in SMPN 8 Bandar Lampung, because there is no previous research conducted there which focus on the problem that was researcher observe in this script. The researcher has been done the pre observation in SMPN 8 Bandar Lampung and put the focus on the second grade students. The puzzle games used in this study has been matched to the second grade learning materials. The learning process showed that some of students still passive in the class and feel shy to speak English because they have lack of vocabulary. This condition can be affect students' interaction in the class. They still shy build up some interactions among other in the class, they just waiting the teacher doing some interactions with them but they feel uncomfortable to start the interaction by themselves.

The researcher focused on how is students' interaction and students' motivation to interact when they are learning vocabulary using crossword puzzle. The researcher assumes that learning vocabulary using puzzle will affect students' interaction in learning process.

1.2. Identification of the Problems

Based on the background discussed above, the researcher would like to identify the following problems:

1. Many students still have difficulties in understanding vocabulary in English

2. Students feel bored to study English without using media of learning.

3. The learning process in the class still teacher-centered where the students are passive to do some interactions in the learning process.

4. The students still passive to build good interaction in the class when learning process happens.

5. The students have low motivation in learning English because of their limited knowledge of English vocabulary.

6. The students have low motivation to interact because of their low ability in using English vocabulary.

1.3. Limitation of the Problems

In line with the identification of the problems, the current research is focused on the following issues:

1. Students' have passive interaction in learning vocabulary.
2. Students' low motivation to interact in learning vocabulary.

1.4. Formulation of the Research Question

Referring the limitation of the problems above, the writer formulates the problems as follow:

1. Can the crossword puzzle game used to influence students' interaction in learning vocabulary?

2. How is students' motivation to interact when they are learning vocabulary using crossword puzzle game?

1.5. Objectives of the Research

Considering the formulation of the problems, the objectives of this research are:

1. To identify how the use of crossword puzzle game to influence students' interaction in learning vocabulary.

2. To find out how students' motivation to interact when they are learning vocabulary using crossword puzzle.

1.6. Uses of the Research

The uses of the research are:

1. Theoretically, the result of this research can give contribution to the next researches, it also can be used as a reference for the next researches and the conclusion of this research may verify the previous theory.

2. Practically, to inform the readers, English teachers, etc, about crossword puzzle game that can be used as one of alternative media to learn vocabulary.

1.7. Definition of Term

Vocabulary is one of basic term to understand every language skills in English. It is a set of lexeme include a single word, compound word, and idiom that can be arranged for making up the language.

Crossword puzzle is one of the game that uses some empty blocks to be fill with a letter which will make a word based on the question of the crossword puzzle, it will be written into numbered square that go across down. (Cambridge dictionary)

Interaction is a reaction of communication that occurs two or more objects have an effect upon one another.

Student's interaction is reaction of communication among students' in learning or some communication in class and may be outside of the class.

Motivation is defined as the process that initiates, guides, and maintains goal-oriented behaviors, or what causes us to do something.