Crosswords Puzzle Games: Increasing Students' Vocabulary Competence at Faculty of Computer Science

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Abstract. English is a Foreign Language as a subject that has been studying since elementary. However, most of the students; English is a difficult course to learn. Thus, it needs improvement both from the media system used and the appropriate strategy for the English course as a general basic course in particular in the Faculty of Computer Science into a fun learning. A way to make English fun and easy to learn is the use of the strategy of a game called Crossword Puzzle Games. The purpose of the research is to find out whether the use of Crossword Puzzle strategy can improve the value of English courses, whether by using the Crossword Puzzle Learning Strategy can improve students' Vocabulary and find out whether using the learning strategy of Crosswords Puzzle can increase students' interest in Computer science faculty in learning English. The method used in this research is descriptive qualitative, which the result of this research is the elucidation of data obtained from quantitative and qualitative. The results of this study obtained through the collecting and analyzing of quantitative and qualitative data. Quantitative data obtained through the oral test at Mid Semester Test and qualitative data acquisition of questionnaires, observation, and interviews with several students. The result obtained from the research is the use of strategy Crossword Puzzle can increase the value of English courses in the first-semester students' faculty of Computer Science, by using Crossword Puzzle learning strategy can improve Vocabulary first-semester students' faculty of the Computer Science, and by using Crosswords Puzzle learning strategy can increase student interest of the first-semester students' faculty of Computer Science in learning English

1. Introduction

English is a foreign language has been learning by students since they were in elementary school. It means that it has been 12 years they learn English. However, why for some people, English is a difficult language to learn? It happens caused by many factors. One of them is the assumptions that English is difficult to learn and the way how a teacher teaches in the primary, secondary and high school.

Based on the experience of a lecturer who teaches in Faculty of Computer Science was interviewed, the lecturer shared her experience while sitting in junior high school, she was very fond of English subjects because the teacher was teaching very fun and understandable. When she went to high school, the teacher taught the opposite way, so she was no more interesting in learning English

This lecturer's experience could be the same causes for students who take a major another subject than English. It does not mean that they cannot afford in English. However, it could because of less appropriate learning English strategy in Junior High School and Upper School or Vocational School. Thus there was no interesting in English.

An appropriate Strategy and supporting media are very crucial to the success of foreign language learning process, especially English. English Course is a general basic subject that should pass in the first and second semester. Students of the Faculty of Computer Science who take the concentration of Information Systems (SI) and Informatics Engineering (TI) are students who required taking English courses. They must be able to speak English well.

Therefore, it becomes a challenging for lecturers who teach in general basic courses especially for students of the Faculty of Computer Science. Although in their daily activities Computers that they are engaging use English, it necessarily makes them understand how to speak English accurate grammatically.

Thus, the appropriate strategy in teaching English for non-English department students is very important. The strategy can be a game. The purpose of this game is not only to stimulate the students

in learning English but also as a change of perspective that English is not difficult subject to learn. One of the games that can apply Crosswords puzzles games. It has been designed in textbooks related to the general English basic course curriculum in a textbook.

2. Formulation of the problem

- 2.1. Is the use of Crossword Puzzle strategy to improve the value of English course in first semester students of University Computer Science Faculty?
- 2.2. Is using the Crossword Puzzle learning strategy can improve Vocabulary in English subject of first- semester students faculty of the Computer Science?
- 2.3. Is using the learning strategy of Crosswords Puzzle can increase student interest in English subject to first -semester students faculty of Computer Science?

3. Research purposes

- 3.1. To find out whether the use of Crossword Puzzle strategy can improve the value of English subjects in first-semester students faculty Computer Science
- 3.2. To find out whether using the Crossword Puzzle learning strategy can improve Vocabulary first semester students faculty Computer Science
- 3.3. To find out whether using the learning strategy Crosswords Puzzle can increase student interest in first-semester faculty Computer Science

4. Literature review

4.1. The concept of crosswords puzzle games

Crosswords puzzle has used a game that hones skills and vocabularies in every language in the world. In this study, this game used mastery vocabulary in English. The crossword puzzle is a word puzzle in a grid of black and white squares. The goal is to write one letter in each white square to make the words given by clues. The black squares tell where the word ends (Claire, 2010: 6).

Crossword Puzzle is a game that makes the learning process in the classroom attractive and fun. This game provides opportunities for students in practicing and repeating vocabulary and stringing a simple sentence pattern. Njoroge, Ndung'u and Ganthigia (2013)

The uses of this game need some rules to make it more effective. Crosswords Puzzle games will be more attractive and effective when using it and the way how the teacher gives a definition about a topic; the lecturer spells out the answer of Crosswords puzzle games and the students memorize the vocabulary as the answer of the Crosswords Puzzle. Davis, Shepherd, and Zwiefelhofer (2009)

There are several advantages in using Crossword puzzle games strategy in improving vocabulary. One of them is making the students enjoy learning English in class. The next advantage is the increasing ability to learn vocabulary. Another advantage is that students better understand the meaning of the word given in Crossword Puzzle games. Franklin, Peat, and Lewis (2003)

Zaini, Munthe, and Aryani (2008: 71) argue that the Crossword Puzzle strategy is appropriate learning strategy without losing the ongoing learning essence. Even this strategy can involve the active participation of learners during the class. Regarding the reason that computer science faculty students are not English department students, it is very urgent for lecturers in determining the appropriate strategy in conducting the class is supposed to improve the quality of learning to be better especially in the mastery of simple vocabulary which is the course related to the curriculum and learning materials.

Thus, the students who involve in this game feel that they are are playing. It confirmed by Silberman (2009: 246) who explains that designing test on crossword puzzle invites direct engagement and participation of learners. Crosswords puzzle games can participate individual or group.

Pravita (2010) explains there are several steps that can take in the process of learning English using Strategy Crossword Puzzle Games. Some of them is motivating Strategy; at this stage of Motivating Strategy, it can conduct by asking students to give greetings in English as practice in Speaking. Provide motivation related to the material topic that existed at the meeting. Next,

presentation Strategy; At this stage, the lecturers begin the lesson and explain about the related material in each meeting. Lecturers begin to teach by using games method in presenting learning materials. Lecturers also involve four language learning skills (Listening, Speaking, reading and Writing). The purpose of learning is to assist lecturer in delivering the material because the Crossword Puzzle game attracts students and facilitates them in imagining the material delivered by the lecturer. Then, skill Practice; in this section, the lecturer gives some vocabulary in the games. The Vocabulary should contain all four skills: Listening Speaking Reading and Writing. Games - these games can be a complete word - word, match/match word, crossword puzzle, and draw a city from a map. First, the lecturer explains the rules of the game and then asks the students to play the games based on the rules that have been described. After that assessment; in this section, lecturers conduct checks or assessments of student progress in learning. Lecturers can provide tasks to measure students' ability and understanding of the material that has been given. Last, closing; this section is the last part. In this section, the lecturer can repeat the previous material. It aims to find out the extent to which they understand the lessons they have learned.

4.2. The concept of Vocabulary

Vocabulary is an important thing in learning a foreign language. It is impossible for someone who is learning the language to communicate well without mastery correct vocabulary. In order to be able to master vocabulary effectively, it requires an accurate strategy. According to Slaterry and Willis (2003: 4), in helping learners who are studying a foreign language especially English, there are several ways that can apply in the classroom. One of them is to create a fun situation in a learning process. In this case, fun learning vocabulary can find in games or Crosswords puzzle games.

The second way is never blame students who are learning English if they are wrong try to give appreciation to students to not afraid of making mistakes and ask them in participating in the classroom; because English is not the mother tongue students of the Faculty of Computer Science.

The third way is to use a lot of gestures or body movements, actions, images to show the vocabulary intended so it can be a clue in guessing the meaning of the intended vocabulary. The next way is to dominate speaking English as often as possible, so familiarize them at least in hearing vocabulary words that will get them used to hear it. The next way is very easy and favoured by students is through games and music. Teaching this way is a very easy and fun thus the learning process becomes something that is no longer tense and scary for them.

4.3. Use of crosswords puzzle in English learning

Crosswords puzzle games are one strategy that aims at improving the mastery and vocabulary of computer science faculty students in a fun way. The steps in taking Crosswords puzzle games in general courses English basis are: some students become a volunteer for a friend. This crosswords puzzle will be prepared in English language module or textbook in which each student is required to have it. Then, crosswords puzzles will be displayed on the screen using a laptop media projector or LCD. In every crosswords puzzle games that are correctly answered, the student is required to make a simple sentence related to the words that he/she responded. Then he/she should make a sentence related to the words that he/she guessed

5. METHOD RESEARCH

5.1. Types of research

The approach in the research is a qualitative descriptive research which the result presents in detail information. Descriptive research is a research that is used to find the detail information of the object of research in circumstance time. On the other hand, a qualitative descriptive research aims to explain or describe a state, event, whether or anything which related to variables that can explain either by numbers or words (Setyosari: 2010).

This qualitative research is conducted to know and describe clearly and detail about the use of strategy crosswords puzzle games in increasing the vocabulary mastery of first semester students faculty Computer science in English courses where the research team is a lecturer of the same subjects that is the basic courses general English and assisted by a lecturer of Informatics Science course that will assist in designing crosswords puzzle games at once in collecting and processing the data later. Therefore, the research team can see how the process of using the crosswords puzzle games in the field without having to interfere with other classes of courses.

By plunging directly at the same level of teaching as well as teaching the same course, the research team can analyze the shortcomings that occur within the classroom in the process of using this strategy so that it can be a reference and fix everything that is still lacking for improvement in future research.

5.2. *Setting research*

5.2.1. *Research sites*

In accordance with the title of this study this research was implemented in Informatics Engineering and Information Systems Faculty of Computer Science University Lancang Kuning

5.2.2. *Object of research*

The object of this research is all students of Informatics Engineering and Information System. It consists of two classes of Information System Study Program and five classes of Informatics Engineering Study Program.

5.2.3. *Technique of data collection and data analysis.*

Technique data collection in this study was using data collection techniques quantitative through test both verbally and qualitatively taken through questionnaire and interview. This data explained and described the purpose of the problem formulation, they are; to find whether the use of Crossword Puzzle strategy can increase the value of English courses in the first semester students faculty of Computer Science University Lancang Kuning; to find whether using the Crossword Puzzle learning strategy can increase Vocabulary student of first semester faculty of Computer Science University of Lancang Kuning; and to find whether by using learning strategy Crosswords Puzzle can increase student interest in first semester faculty Computer Science University Lancang Kuning in learning English.

6. RESULTS

The results of this study are as follows:

- 6.1. The use of Crossword Puzzle strategy can increase the value of English subject to first semester students of Lancang Kuning University computer science faculty. From 308 respondents of a participant, the average of the result value for the mid-test semester is 90. It can show a table and diagram below:

Table 1. Average value of each class

No	Class	Average of each class
1	Informatics Engineering 1.A	89,6
2	Informatics Engineering 2.A	82,9
3	Informatics Engineering 3A	89,7
4	Information System A	90
5	Informatics Engineering 1B	91,6
6	Informatics Engineering 2B	92,91
7	Information System B	91,6
	Total average	90

Graph 1.
The graph students' value in learning English by using crosswords puzzle

6.2. By using Crossword Puzzle in learning strategy can improve Vocabulary first semester student faculty of the Computer Science University of LancangKuning. It was identified by questionnaires was distributed online.

6.3. By using learning strategy Crosswords Puzzle can increase student interest of the first-semester faculty of Computer Science University Lancang Kuning in learning English. This data is obtained from interview and observation test during the learning process in the class.

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