

TEACHING PREFIXES AND SUFFIXES BY USING ONLINE-GAMES

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Abstract

The objective of this research was to know whether by using online games can improve students' vocabulary skills. This researchers used a pre-experimental research design and focused to affixes material. An affix is a grammatical element that is added to the beginning called prefixes and end of a word called suffixes, it's to change inflection or meaning. The sample of this study was selected using totally sampling. The research instrument used pretest and post-test. This study aims to improve the vocabulary ability of students of the English Language Education Department of STIT Ibnu Rusyd Tanah Grogot of using online games in teaching Advance Vocabulary class. Data from the results of this study indicate that there is a significant increase in the amount of treatment given. In the experimental class there was a treatment given, using an online game. The improvement can be proven by the mean post-test score of 82.00 and it can be concluded that the use of online games can improve students' vocabulary skills.

Keywords: *vocabulary, online games, suffixes, prefixes*

Introduction

The purpose of English at university is not only to give skill to the students, but also to help students to find or to get a job after they graduated later. Since English is an international language. Skill of English is very important for the students because they are as academic person needs more knowledge to face globalization era. English has any important parts. They are skills and language components of English. Skills of English are speaking, reading, writing and listening. Language components of English are vocabulary, grammar,

pronunciation and spelling. Between skills and language components are supported each other. They also cannot be separated each other.

One of language components is vocabulary. Vocabulary is a key of English. Someone cannot speak, write, listen and read if she or he does not have vocabulary. In vocabulary class, students learn vocabularies English. Vocabulary is one of the most essential parts of second language acquisition and can be broadly defined as knowledge of words and word meaning (Kim, 2013). It means that vocabulary is important in daily life, because vocabulary means how much someone' mastery of language, exactly words. They give many vocabularies of sports, school objects, household objects, part of plants, tree, volume, etc. The purpose is to make the students can use the vocabularies in their daily life, since vocabularies is an important thing in communication. As stated by Moeller et al (2009: 2) vocabulary is central to the learning of foreign language includes literature, music and content knowledge. Vocabulary consists of many aspects, such as word classes or parts of speech, word families, word formation, multi-word units, collocations, homonyms, polysemes, synonyms and antonyms, hyponyms, and etc (Thornbury, 2002). At university especially for English study program, vocabulary is a compulsory subject. But many of students still have low ability in vocabulary. Moreover, the fact in the classroom showed that students still have problems and difficulties in identifying the vocabularies.

They still doubt in identifying which one of adverb, verb, adjective and noun. In this case, it will be discussed about word formation. Affix is one of terms in word formation. Some affixes may change part of speech, like adjective 'happy'

will change to be noun 'happiness' because of one of affixes, '-ness'. An affix may attach to either side of the root or to either side of the initial segment or syllable of the lexical item (Kim, 2013). As mentioned above that vocabulary is knowledge about words and their meanings, while detail explanation about affix is in morphology. In linguistics, morphology refers to the mental system involved in word formation or to the branch of linguistics that deals with words, their internal structure, and how they are formed.

In other words, when learners study vocabulary and morphology at once, it will be better. They can get more knowledge about forming words too than just mastery of collection of words. It means that morphology supports vocabulary, because it discusses more clearly about affixes than vocabulary. So, affix is important to be learned to improve the vocabulary mastery. It means that a core of word or base can be added by affix, and it can be at the beginning or at the end of the word. But studying vocabulary with affix systems or patterns would seem to be much more effective language for learners than just memorizing words (Kim, 2013). In reality learning English especially to memorize vocabulary is boring for some students. All students were expected to be able to learn and master English as one of the competencies to enter this era of globalization.

However, with the condition of the university that is far from the hustle and bustle of the city, there are several obstacles including the lack of literature and teaching materials so that sometimes English is still a scourge for some students. The impact of the lack of adequate reading resources causes the students have difficulties in updating their vocabulary. Teaching and learning process runs

slower. Even this condition is aggravated by the old archetype of learning English, students always view English as a ghost, difficult and boring. Therefore the innovation in the learning process is needed in order to help the students changing their views on English especially after the pandemic, students have become addicted to using gadgets. One of the negative effect of the student, they are mostly digital in native. They tend to use any kind of technology in their daily life. The common technology like gadget such as hand phone, tablet, computer or laptop is almost everywhere. Students may have their own gadget in their homes.

One way that can be done is learning English by using games. Okaz (2014) noted that the reason of using online games as a useful tool that is because most online games for young learners are free and easy to access. The internet has a good grasp of topics, which are suitable for fostering and enhancing language learning. Also, every time students know they are going to the computer lab, they usually get excited and motivated. The physical movement itself is a stimulus. While playing, students will focus on the games and hence absorb the target language subconsciously. Moreover, Lee in Okaz (2013) stated online games increase cooperation and teamwork, and at the same time they trigger friendly competition. They can even encourage introvert students to interact easily with others and contribute towards their independence. From the reasons that have been explained from previous research above, the researcher conclude that online games can give benefit for teaching and learning, especially in teaching vocabulary with affixes.

Discussion

The Importance Teaching Using Prefixes and Suffixes

An absence of a rich vocabulary greatly prevents English learners from progress and achievement in their ability to understand what they read and hear in the first place. Wallace (2008) stated, "The greatest challenge inhibiting the ability of English-language learners to read is their lack of sufficient vocabulary".

A lack of vocabulary knowledge would extend to an inability to comprehend reading (in any subject), an inability to write at grade level, and an inability to understand the function of words in grammar Wallace (2008). The lack of an efficient vocabulary paralyzes students from progressing in their ability to acquire a new language like English for non-natives. The author, Hubbard claims that "the most important barrier to study anything is the unknown or misunderstood word". He goes on to say that "the only reason a person gives up a study or becomes confused or unable to learn is because he has gone past a word that was misunderstood or not understood correctly" (Hubbard, 1972). Research by Liu and Nation (1985) show that 95% of the words surrounding an unfamiliar vocabulary word must be known in order for a student to infer meaning of an unknown vocabulary word. Educators are doing a great disservice to many students if they depend on the student inferring meaning through context clues alone.

Even if students advances through grade levels, insufficient vocabulary knowledge can continue to plague them throughout their academic careers, even as they progress in higher education. Researchers Turner and Williams (2007) found that the single best indicator as to a student's success on course examinations was

vocabulary knowledge. The case has been made for the importance of teaching vocabulary. Now the next logical step is to investigate the merits of teaching roots and affixes as a method for helping students decode words and deduce meaning based on their knowledge of the word parts. So this very effective strategy to teach English vocabulary through word parts must be meticulously studied and applied.

The Definition of Prefix

Prefix is a word element placed in front of the root, which changes the word's meaning or a group of letters attached to the beginning of a root or word (or even group of words) serving to modify and/or extend meaning. Clark and Duncan (1990) describes that Ex- is attached in front of the base and is called prefix. Prefixes generally have an easily understood meaning in and of themselves, which they apply to the root word to which they are affixed. For example, “un” is a negative prefix which will change the otherwise positive word “happy” into “unhappy”.

Table of the function or meaning of some prefixes

No	Function/ Meaning	Prefixes
1.	Negative	un-, in-, non-, anti-, a-, dis-, mal-, mis-
2.	Quantity	uni-, mono-, bi-, tri-, pan-, multi-, semi-, poly-, equi-
3.	Verb	en-, be-
4.	Position	pre-, post-, inter-, intra-, extra-
5.	Relationship	super-, sur-, epi-, hyper-, sub-, hypo-, para-
6.	Movement	ex-, in-, ad-, ab-, trans-, pro-, de-, re-, se-
7.	With or Against	syn-, co-, contra-

The Definition of Suffixes

Clark and Duncan (1990:1) state that –sion is attached after the base and is called a suffix. A suffix is a word element placed after the root, which changes the word's meaning as well as its function or a group of letters attached to the end of a root or word (or even group of words) serving a grammatical function. For example, a suffix can indicate the part of speech of a word just as it can modify and extend meaning. The suffix “ism”, for instance, means “a belief in.” So when you take the word commune and add the suffix “ism”, you create the new word (and new meaning) communism.

On the other hand, modify the meaning of a word and frequently determine its function within a sentence. Take the noun nation, for example. With suffixes, the word becomes the adjective national, the adverb nationally, and the verb nationalize. See what words you can come up with that use the following suffixes.

- a) Typical noun suffixes are: -ence, -ance, -or, -er, -ment, -list, -ism, -ship, -ency, -sion, -tion, -ness, -hood, -dom
- b) Typical verb suffixes are: -en, -ify, -ize, -ate
- c) Typical adjective suffixes are: -able, -ible, -al, -tial, -tic, -ly, -ful, -ous, -tive, -less, -ish, -ulent
- d) The adverb suffix is -ly (although not all words that end in -ly are adverbs—like friendly)

Table of the function or meaning of some suffixes

No.	Function/ Meaning	Suffixes
1.	Noun	-er, -ist, -ian, -ant, -ary.

2.	Verb	-en, -ify, --ate, -ize.
3.	Noun	-ance, -ity, -hood, -ship, -ness, -ion, -ment, -ism, -age.
4.	Adjective	-able, -less, -al, -en, -ful, -y, -ous, -ary, -ive.
5.	Adverb	-ly, -ward, -wise.


Teaching Vocabulary Using Games Online

As described in introduction before, the use of technology is very important nowadays. The using of computer technology as a media to assist our learning process is very helpful to make students enjoy in learning, and make the environment class livelier for the students. If those kinds of conditions support our learning process, it is expected to help students achieve the better performance and of course the objective learning.

One of technology that the lecturers can use is online games. Using online games in teaching vocabulary to help student when they give new words in English as foreign language; enrich their vocabulary; and help them to memorize those vocabulary easily.

There are many websites that provide online games, those are depends on what kind of topics that will discuss or given to our students. The online games must be related with the topic or materials, and of course it must appropriate for students. We can use more than one source of online games since there are a lot of online games that provided by website. The

online games usually provide what level of difficulties, kinds of topic, for example school, food, holiday, etc. give direct feedback, and also score too. Therefore, online games can be used as a media in teaching, especially teaching vocabulary. In table.1 is the list of online game websites that can be used by the lecturers in vocabulary class.

Website	Online Game' Illustration	Vocabulary Items
https://wordwall.net/resource/5281207/prefixes-and-suffixes		Matching Prefixes and Suffixes

<p>http https://www.eslgamesplus.com/adjectives-prefixes-suffixes-extreme-adjectives-opposites-jeopardy-game/</p>	 <p>The screenshot shows a game interface with a green grassy border at the top. In the top left corner, there is a timer icon showing '0:12' and a score display 'Score: 10'. To the right of the score are play and refresh icons. The main question area contains the text 'impossible means...'. Below this are four yellow buttons with black text: 'A was possible before', 'B not possible', 'C 50 per cent possible', and 'D very possible'. At the bottom left is a gear icon, and at the bottom center is a grey 'Submit' button.</p>	<p>Prefixes and Suffixes analyzing word meaning and roots.</p>
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Conclusion and Suggestion

Vocabulary is the most important part of language. In memorizing vocabulary students needed a long time to memorize the vocabulary taught. For that we need a learning process that trains accuracy but still pleases and motivates students to play an active role in the learning process. For this reason, innovation is needed in the learning process of examples by using games as learning media. With the game it will create a more relaxed and fun learning environment. So the implementation of using online games in teaching vocabulary is effective. The improvement can be proven by the mean post-test score of 82.00 and it can be concluded that the use of words games can improve students' vocabulary skills.

Based on the result the researcher has some suggestion :

1. The researcher suggests that the readers especially the student can understand more about Prefixes and Suffixes in the classroom. It is interesting for the student to use online games in the learning process, because beside they can increase their knowledge and also increase their experience of using technology to improve their skill especially using online games.

2. The researcher suggests to the lecturers that after reading this research will find new way of teaching, they can apply some innovation using technology digital in teaching at English Language Education Department of STIT Ibnu Rusyd Tanah Grogot.

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