

CHAPTER I

INTRODUCTION

This chapter discuss about the background of the study, statement of the research problem, objective of the study, significance of the study, research hypothesis, scope and limitation of the study and definition of key terms.

A. Background of the Study

Language is the method of human communication (Patel & Jain, 2008:27). Language is used to create a meaningful communication among human beings (Nurhayati, Djatmika, et al 2016). With communication people can interact with other people. Communication is impossible without shared knowledge and assumptions between speakers and hearers (Stubs in Nurhayati & Yuwartatik, 2016a). One of the languages is English. English language is the international language in this world, so every country in the world must learn and master it. In Indonesia, English is one of the foreign languages taught in every education such as elementary school, junior high school, senior high school, and university. In learning English the most important have a lot of vocabulary so that communication can run well and also can speak fluently if have a lot vocabulary. Especially for students, vocabulary mastery is very important but most students find it difficult to learn vocabulary especially when memorizing new vocabulary. Maybe students will feel bored if they learn and remember new vocabulary. One way to increase student enthusiasm can be by using media or applications.

For instance, it is obvious that in order to be able to speak a foreign language, it is necessary to know a certain amount of grammar and vocabulary. It means that grammar and vocabulary plays important role to conduct communication or in other words the lack of practicing this skill arise some problems to the students (Nurhayati 2016). Vocabulary is an important tool for mastering all English skills. The students need to master vocabulary to help them to understand the real life activities related to language skills such as reading a text, writing essay, responding to an exam questions, and participating in class discussion. Graves (2000), as cited in Taylor, (1990) defines vocabulary as the entire stock of the words belongs to a branch of knowledge or known by an individual. According to Stahl (2005), “Vocabulary knowledge is knowledge; the knowledge of a word not only implies a definition, but also implies how that word fits into the world”. Learning vocabulary is important when learning a foreign language. Communication between humans is based on the vocabulary. Teaching vocabulary is one of the most discussing parts of English as a foreign language. When the learning process takes place, it would appear if there are students who don't seem to understand vocabulary. It will be seen by students who have not been able to understand clearly with some new vocabulary. Many things will hinder learning new vocabulary because maybe the media used is boring or monotonous. In considering the teaching of vocabulary, there must be something new and different that makes students interested in helping them learn new vocabulary, not only memorizing, but can be applied

in daily activities and also in the future. To realize that all must understand the characteristics of students who can attract more attention so that the desired target can be achieved.

With obtaining a little vocabulary will make students difficult in communicating using English. Li and pan (2015: 80) said that memorizing is not easy job, many students can not totally remember words. By teaching some new vocabulary with new methods or media will make it easier for students to memorize and understand vocabulary if using any varied technique, so they can easily communicate using English.

Therefore, teaching vocabulary at Senior High School needs a special way and appropriate method in order to overcome some trouble and difficulties. In this case the use of certain media in teaching vocabulary is needed. Using media that is fun would attract the attention of students to learn about vocabulary. So teacher must choose the media that is suitable for students. One of the media that is interested in students is Hello English Application. Having competence in operating technology and instructional media also necessary especially living in industrial 4.0, E-Learning is one of the modern or innovative teaching models used in teaching English (Nurhayati 2019).

The Hello English application can be used to help students learn new vocabulary especially in meaning. Certainly, using this application will make students prefer to learn vocabulary. Studying vocabulary using an online application can further support the enthusiasm of learning from students. The

Hello English application is an instructional media through mobile learning that can expand students' vocabulary beyond school time. Hadfield Jill (1999:5) stated that "A media is place that can make fun in studying". By using the Hello English application, students will become more interested and not bored because some students prefer to play their gadgets rather than look at books. In addition, the Hello English can help an education as the media to make students not bored and become interested in increasing the vocabulary students; therefore, this would involve students with a pleasant learning experience.

Overall, learning vocabulary is the process of determining student achievement in learning English. The condition of the teacher who paid more attention to the administrative tasks should be considered to be able to a better teaching-learning process apply the better techniques in order to get the perfect result in improving the student's English Vocabulary, spelling and grammar. In this case, Hello English as an online learning tool uses a space repetition method that stores students memorize data and gathering knowledge according to this data, it will benefit those who have a higher memory for what they have done. Also in the Hello English application there will also be questions about practicing directly that can test new vocabulary learning skills. With the Hello English application the students can remember what they memorized because after reading directly tested to find out how far it has been learned. The use of android based educational game gave

influence towards the students' vocabulary mastery and their interest in learning English (Megawati & Sultoni, 2016, 666).

According to previous research by Puspitaloka et al (2017) from University Singaperbangsa Karawang, which use Hello English application for English vocabulary enrichment in students it is very helpful for students. In previous studies researchers used this application to enrich English vocabulary for young learners. For the results of themselves the research was successful and very helpful for young learners. In addition there is also research by Yuanita (2019) from the Department of English Education Muhammadiyah University of Surakarta that use Hello English application to teach speaking skill which results of this research also succeed in helping students learn speak. So it can be concluded that this application can teach new vocabulary and master some skills to students in a way that is easy and easy to understand. In other research by Satriani, Baso Jabu, Kisman Salija (2017) from University of Makassar, Indonesia that uses Hello English application to teach vocabulary too. In this case this application is very helpful for students learn vocabulary. So this application is helpful for students in learning vocabulary in the meaning.

This study aims to illustrate whether teaching vocabulary using the Hello English application for students can increase in the tenth grade of SMAN 1 Durenan. Through Hello English they can get freedom to find new vocabulary that can be used in learning English easily than they did not get before. They can improve their English skills by increasing their new

vocabulary and having fun with English lessons. With the Hello English application it is hoped that it can help students to memorize vocabulary in a fun way of learning.

Therefore, the researcher is interested in conducting research with the title "THE EFFECTIVENESS OF USING HELLO ENGLISH APPLICATION TO TEACH VOCABULARY AT THE TENTH GRADE STUDENTS OF SMAN 1 DURENAN".

B. Statement of the Research Problem

Based on the background of the study, the statement of the research problem is formulated as follow:

1. Is there any significant difference in student's vocabulary between the students who are taught by using Hello English application and those who are not taught by using Hello English application?

C. Objective of the Study

The purpose of this research is to find significant differences in student's vocabulary between the students who are taught by using Hello English application and those who are not taught by using Hello English application students in tenth grade of SMAN 1 Durenan.

D. Significance of the Study

Researcher expects that the result of the study is useful for:

1. The English teacher, the researcher hope this study can be useful for English teacher to improve their strategies in teaching vocabulary.

2. The students, it is expected that studying can enlarge their knowledge in learning vocabulary.
3. The another researcher, the result of this study will provide information that can be used as reference to study further about the effectiveness of using Hello English Application in teaching vocabulary at the tenth grade.

E. Research Hypothesis

The research hypothesis of this research can be described as follows:

1. Null Hypothesis (H_0) : There is no significant difference in student's vocabulary between the students who are taught by using Hello English application and those who are not taught by using Hello English application.
2. Alternative Hypothesis (H_a) : There is significant difference in student's vocabulary between the students who are taught by using Hello English application and those who are not taught by using Hello English application.

F. Scope and Limitation of the Study

This study focused on the effort to develop an appropriate technique in English class, especially in teaching vocabulary. The researcher used the Hello English application to teach vocabulary at tenth grade students of SMAN 1 Durenan.

In order to avoid any misinterpretation of the problem, the researcher limits the research on how far is the improvement of learning vocabulary

using the Hello English application. This research is conducted for tenth grade students at SMAN 1 Durenan.

G. Definition of key terms

To avoid misunderstanding, the researcher gives definitions of some key terms used in the research, the terms are as follows:

1. Hello English Application

Hello English is an application for learning English. Inside there are lots of interesting lessons, a complete English dictionary, and lots of fun games for learning vocabulary in English.

2. Vocabulary

According to Ur (1998) cited in Alqahtani (2015, p.25) defines vocabulary as the words that we teach in a foreign language. Teaching vocabulary can also use media that attract students' attention, which is with a fun application media. By using the media, students can memorize and memorize a lot of vocabulary that are true and correct. It is measured by using a vocabulary test.

3. Effectiveness

Effectiveness is an attainment from the target which is measured, and can give an expected result. The effectiveness of this research means the strategy or method of learning can improve the student's vocabulary indicated by significant value ≤ 0.05 .