

CHAPTER I

INTRODUCTION

This chapter presents some aspects underlying the topic of research. They are Background of the research, Research problems, Objective of the research, Research hypothesis, Significant of the research, Scope and limitation of the research and Definition of the key terms.

A. Background of Study

All of the people in the world need to communicate with other. The mean of communication is language. Thus, through the use of language people can communicate each other and express their ideas and emotion. According to Sapir (1921) language is a purely human and non-instinctive method of communicating ideas, emotion and desire by means of voluntarily produced symbols. It means that language is the most important ways to express idea to other people.

It is widely known that English is an important means of communication, which is used by many countries in this world. It plays an important role as an international language. This is why Indonesia government choose English as the first foreign language to be taught in schools (Ramelan, 1992:3). English is introduced as a compulsory subject to be taught from the seventh year of Junior High School up to the twelfth year of students and as local content subject in elementary school.

In its practice in schools teaching English is a process of facilitating the students to master its four skills, they are reading, writing, speaking, and listening. When students want to master these four skills, they need to master one of the components in English that is vocabulary. Nowadays teaching – learning English becomes a phenomenon, especially to millennial learners. Vocabulary is a basic component that is very important to be learned when the learners want to learn any foreign language. According to Schemite and Mc. Carthy (1997:6) vocabulary has as important role in language skills. Without having enough vocabulary, the students will have difficulties to know the meaning of what they listen and read as well as to express their aim in communication (Kusumaningrum and Cahyono, 2011:127). Moreover, in its practice, having sufficient mastery in vocabulary enables the students to communicate their ideas in written and spoken forms.

Regarding to the importance of vocabulary above, in the process of teaching and learning it needs an inviting learning atmosphere to attract students' participation. It can be fulfilled by providing the use of media during the process of teaching and learning vocabulary. The term 'media' is defined by Apriliyani (2018: 2-3) as tools or the physical things used by a teacher to facilitate the instruction. According to Gerlach and Elly (2011: 245), to select the appropriate media, the teacher must consider the characteristics of the students, which directly related to the learning process such as verbal abilities, visual and audio perception skills. Other factors which also ought to be considered in media selection come from our instructional system model. That is the

organization of groups, the time available and the space in which the media will be used (Gerlach and Elly:2011).

The use of appropriate media can stimulate students' active participation. Psychologically the students are eager to learn a certain material in an inviting environment that is far from feeling of fear. Practically, the use of media stimulates the students to study in high motivation. The result is obvious in which the students can understand the materials and explore ideas. In vocabulary teaching and learning the students are able to memorize the learned vocabularies in terms of their meanings, spellings and also references in long term memory. Indeed, an attractive media is potential for the students to fossilize the learned materials.

One of the teaching medias that can be used to attract the students to learn English, especially vocabulary is by using online media. There are many kinds of online media that can be used to increase students' vocabulary mastery. LINE Webtoon Application is one of online medias to enhance students to be more active in English class. This is an online media or application that can make students interest for practicing vocabulary skill with pictures combination web and cartoon or comic.

According to Mayfield (2014), LINE Webtoons are very useful, easy and entertaining to practice any set of vocabulary. This platform or application is chosen because it has necessary aspect of competition and force the learners easy to learn vocabulary, store it in memory and recall it. This application can invite the students to be active and fun in teaching learning vocabulary without any pressure.

The studies about the effectiveness of media on students' vocabulary mastery has been done by some previous researchers. Soengkono, (2016) conducted a study entitled "Improving Students Vocabulary Mastery through Modified Domino Cards at Elementary School". In this study it showed that Modified Domino Cards was appropriate media to assist the students in practicing and improving their vocabulary mastery by doing the activities suggested by the experts.

Another study was also conducted by Rahmawati (2016) with the title "The Effectiveness of Using Modified Domino Cards Game towards Students' Vocabulary Mastery at The Seventh Grade of MTs Assyafi'iyah Gondang Tulungagung in the academic year 2016/2017". The study research showed that there was significant effect of Modified Domino Cards Game on the seventh grade students' vocabulary mastery.

Another study was conducted by Apriliana (2018) with the title "The Use of Webtoon and KWL (Know-What-Learn) Strategy to Improve Students' Reading Fluency of the Tenth Grade at SMK Muhammadiyah in Rembang". It showed that Webtoon and KWL Strategy gave significant effect on students' vocabulary mastery especially for students with high reading habit.

Based on the previous studies above the present study is also intended to prove whether the LINE Webtoon is also effective used to improve students' score in the context of vocabulary mastery under the title **"THE EFFECTIVENESS OF LINE WEBTOON ON STUDENTS' VOCABULARY MASTERY OF THE FIRST GRADE AT MAN KOTA BLITAR.**

B. Formulation of Research Question

Based on the background of the study, the main purpose of this study is to find out the effectiveness of using LINE Webtoon towards students' vocabulary mastery at the first grade of MAN Kota Blitar. The research problem is formulated follow:

Is there any significant difference mean score in vocabulary of the students' taught by using LINE Webtoon and those taught by using a conventional method?

C. Objective of the Research

Based on the formulation of the problems above, the purpose of the study is:

To find out whether there is significant difference mean score in vocabulary mastery of the students' taught by using LINE Webtoon and those taught by using a conventional method.

D. Research Hypothesis

Hypothesis is not the final answer of the study. It is alternative answer that needs to be verified. The hypothesis the researcher have to conduct the research first empirically. Hypothesis in this research are:

1. Null Hypothesis (H_0): There is no significant difference mean score in vocabulary of the students taught by using LINE Webtoon Application and those taught by using conventional method of the first grade at MAN Kota Blitar.
2. Alternative Hypothesis (H_a): There is significant difference mean score in vocabulary of the students taught by using LINE Webtoon Application and

those taught by using conventional method of the first grade at MAN Kota Blitar.

E. Significant of The Research

In this study, the researcher expects that the research paper has benefit:

1. Theoretically

The study is expected to give explanation about the use of LINE Webtoon toward student's vocabulary mastery.

2. Practical Benefit

The result of this study is expected to be useful for the students, English teachers, and institution:

a. For teacher

As the information, English teacher about teach student in mastering vocabulary by using LINE Webtoon. The English teacher can enrich variation media for teaching vocabulary. English teacher can use the media to give a solution for students especially in vocabulary.

b. For students

The research can give solution for the students to understand in study English especially in mastering vocabulary. The students can improve their ability about vocabulary by using LINE Webtoon by their teacher in the class. So the students feel interest to learn English lesson than before and they have good perception that English is not difficult.

c. For the readers or other researcher.

The use of LINE webtoon can help the researcher to identify how to teach vocabulary well. It also gives information to improve creativity in learning process especially in teaching vocabulary.

F. Scope and Limitation of the Research

In this research, the researcher focused on the effectiveness of using LINE Webtoon toward student's vocabulary mastery. This research was conducted for the first grade of MAN Kota Blitar in the academic year 2019/2020.

This study employed quasi-experimental research design with two groups pre-test and post-test. One class was as experimental class and another one was as control class.

G. Definition of Key Terms

To avoid misunderstanding of the concept used in this research, it is necessary for the writer to provide some definitions of the terms used in this research. Those are:

1. Effectiveness

Effectiveness is an attainment from the target which be measured, and can give an expected result. The effectiveness of this research means the significant improvement of students' vocabulary mastery indicated by the significant value ≤ 0.05 .

2. Media

According to Naz and Akbar, “Media are the means for transmitting or delivering messages and in teaching-learning perspective delivering content to the learners, to achieve instruction”.

3. LINE Webtoon

Webtoon is the combination of web and cartoon (comic). It was coined in Korea to refer to web comics launched by Naver in 2014. Comic can be defined as the form of cartoon to express the characters and apply story that have a related with the picture.

4. Vocabulary Mastery

Vocabulary mastery is competence to know words and their meaning.