CHAPTER I

INTRODUCTION

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

A. Background of the Research

Vocabulary is components of the language that English learners must mastered. A person's vocabulary is described as the set of all the phrases understood through others. According to Richard (1997), Vocabulary are words of language learned through what they used in performing communicative actions. A vocabulary is needed to know and master to make it easier to interact with others. Vocabulary is an important part of language used to supports students' abilities in developing language skills (Lado, 1959). It means, vocabulary makes it easier for learners to convey their ideas both in writing and orally. So, vocabulary make it less difficult to communicate in the daily interactions.

As we know, the students still have difficulties to learn vocabulary. In general 1) they still have difficulty pronouncing words, 2) how to read and write correctly, 3) they differ the grammatical form of a word called inflection which one causes student difficulties in learning vocabulary, 4) they encounter difficulties in selecting the appropriate meaning of the

word and get confused in using the word-based context, then 5) the students were still confused find idiomatic words or expressions.

A suitable media is needed to attract students' learn vocabulary mastery. Media are used to facilitate a learning process. With suitable and attractive media, the learning process can be less difficult. Brown: J. W, Richard B. L, Fred F: H (1969: 2-3) described media as an object used by teachers to facilitate learning activities. It means, the media is very important to use because it facilitates the learning process. Teachers must pay attention to students characteristics which related to the learning activity to choose appropriate media there are verbal skills, visual and audio perceptual abilities (Gerlach and Elly, 1980: 245). It means by selecting the right media, the learning process will become easier and more interesting. In addition to choosing the right media, the facilities and infrastructure used must support in order to create comfortable learning.

Nowadays, the use of gadget has become a habit for millennials. Gadgets are directly related to what they do everyday because wherever they go, they always carry gadgets. According to McCoog (2008), millenials are a generation that always brings gadgets to connect the internet at school, at home, and anywhere. These students found time to communicate regularely with fiends and family. Cell phones, instant messaging, text, blogs, and social networking are part of their daily life. Students can access anything in their phone using the internet, including installing English learning application. Of course, teaching millenial

students is more difficult than previous generations. Millenial teachers need to adapt their teaching style to the habits of millenial students and combine teaching materials according to the situations. Teachers can also use their phone as a media to teach English vocabulary. With the application installed on their mobile phone, it will be very helpful to improve their language skills, teachers can also organize and ensure that all students practice more.

Based on what's the students' need, the researcher try notice an alternative media. Music is an alternative media which will be used because music is universal language that can be combined with all fields of studies to produce lessons. According to Eurice Santoso, song is one in every of teaching media which will be accustomed teach vocabulary mastery as a results of vocabularies within the lyrics. It means that song can regulate the athmosphere or prepare the students for new activity in the classroom. Teacher can play song in the classroom for relaxation, gratifying category and enhance the students' learning motivation. With elevate motivation to learn, students will be more enthusiastic about participating in learning activities.

By the usage of media as an learning object, students' can be capable of acquire their goals. The author introduce JOOX Music Application as the alternative learning media to learn vocabulary. JOOX is the biggest music streaming application in Asian, such as Indonesia, Malaysia, and Thailand. Its application has many genre of song. JOOX gives a few

benefits in teaching vocabulary, it can make students' interesting to learn. This application is equipped with lyrics, so when a song is playing, the lyrics will automatically available and students' can read it while they are listening to the song. JOOX Music Application also easy and practice to use, the students' just need to download this media on Google PlayStore or AppStore. After downloaded, students must login with their own accounts and the application is ready to use. Students can play the songs they like in a more relaxed way. Vocabulary can be remembered if students listen to songs often. In addition, listening to songs can also create a sense of happiness for students, thus helping students track their learning more easily. By using this application, teachers can create a relaxed, fun, and comfortable learning athmosphere for students. From these incentives, the researcher desires to understand whether or not the media is effective to mastering vocabulary. Hopes that students' can get a lot of words from their chosen song.

This study aimed to ensure that is it effective to mastering vocabulary using song from JOOX Music Application as a media. Therefore, the researcher looked for some research concerning those media, there are: the first previous study has been written by Prames Ayunimas, entitled *Improving Vocabulary Mastery through listening to Songs for The Students of SMKN 2 Depok Sleman Jogjakarta*" from English Language education Study Program Sanata Dharma University Yogyakarta. This thesis used descriptive qualitative research method. The

researcher also conducted a students observation to determine the implemented of songs. Second previous study has been conducted by Ahmad Sauki Puttaki Bahri 2018 "*The Effectiveness of Using Song Lyric Toward Students' Vocabulary Mastery at the Eight Grade of MTs N Muara Bungo In the Academic year 2016/2017*" from English Education Program, Faculty of Education and Teacher Training, Islamic State University Sulthan Thaha Saifuddin Jambi. He used quantitative research approach with experimental research design with SPSS 24.0 program to calculate the data. The last previous study has been written by Fika Sari Robiatussholikah, entitled "*The Effectiveness of Song from JOOX Music Application on Students Vocabulary Mastery of Second Grade at MTs Darul Falah*" from English Department of State Islamic Institute (IAIN) Tulungagung. This study used quantitative approach. This research aimed to discover the mastery of students' vocabulary that improves by using a song from JOOX Music Application. The subject of this research was MTs Darul Falah's second grade students.

Based on several clear descriptions, researcher decided to use song from JOOX Music Application as the media for learning vocabulary during this study. Consistent with Dale (1992:5) the song prevents discontent student learning in language classes. In teaching and learning process, the employement of song features good purpose, there are scale back the train levels of learning, stimulate student's imagination and creativity, improving concentration, building emotional intelligence,

enhance vocabulary while listening song, and also balance the functions of the brain. Due to benefits of song, the researcher desires to grasp is song effective or not for mastering vocabulary. The reasonably song are going to be totally different with the previous study above. The researcher use JOOX Music Application' songs as a media to teaching vocabulary mastery. The method of learning vocabulary using JOOX Music Application would be practice as a result of it can be found in smartphones and complete with such a lot of genres of song with lyrics, it additionally may be acessed anywhere and anytime. Quasi-experimental research design used to determine whether the effectiveness of JOOX Music Application to teach vocabulary mastery. The researcher choose SMKN 3 Boyolangu as the place to conduct the research because the researcher was interview the English teacher of SMKN 3 Boyolangu Tulungagung, the teacher said that the students even have issues in mastering vocabulary. A number of them got minimum scores in vocabulary and lack motivation to find outing vocabulary. Moreover, this school features a fulfill net affiliation because there is Wi-Fi connection, and students have compatible phones to learn vocabulary through JOOX Music Application.

From the description above, the researcher conducted the research entitled "**The Effectiveness of Using Song from JOOX Music Application on Students' Vocabulary Mastery of The Twelfth Grade at SMKN 3 Boyolangu Tulungagung**"

B. Statement of the Research Problem

The researcher developed the statement of the research problem as follows:

"Do the students' taught vocabulary mastery by using song from JOOX Music Application have significantly different scores from those taught by traditional method?"

C. Objective of the Research

The research purposed to realize that through the employment of songs, the scores of the vocabulary taught by students mastering JOOX Music Application were significantly different from those taught by traditional method.

D. Research Hypothesis

Hypothesis may be a temporary answers to issues that are still need to be proven. Before conducting this research, the reseacher proposed two hypotheses:

1. H (null hypothesis): There is no significant difference in the average score of students who are taught vocabulary by using song from JOOX Music Application and review taught using conventional method in the twelfth grade at SMKN 3 Boyolangu Tulungagung

2. H_a (alternative hypothesis): There is significant difference in the average score of students who are taught vocabulary by using song from JOOX Music Application and review taught using conventional method in the twelfth grade at SMKN 3 Boyolangu Tulungagung

E. Significance of the Research

In this research, the researcher hopes the results can give contribution to:

a. For the students

The author hopes that this study is also useful for the students in improving their ability regarding vocabulary by using song from JOOX Music Application. The students feel interest to find out English lesson than before and they have sensible perception that English isn't difficult.

b. For the teachers

The English teacher can enrich variation media for teaching vocabulary. English teacher can use the media to allow an answer for students' problems especially in vocabulary.

c. For the readers or other researcher

The use of JOOX Music Application can facilitate the researcher to spot a way to teach vocabulary well. It also offers information to improve creativity in learning method particularly in teaching vocabulary.

F. Scope and Limitation of the Research

This research focused on mastering vocabulary using song from JOOX Music Application as a media to taught students' in mastering vocabulary. The researcher first conducted the treatment to experimental group. The aim of this treatment is to find students' whose taught

vocabulary mastery by using song from JOOX Music Application have significantly different score than those taught by conventional method. This research only conducted to the twelfth grade at SMKN 3 BOYOLANGU in the academic year 2020/2021, with XII TEI 2 and XII TEI 3 classes as sample.

G. The Definition of the key terms

The definitions of key terms are included to avoid the readers misunderstanding, some of terms used in this study are as follows:

1. Vocabulary Mastery

Vocabulary mastery is the ability to understand and use the words contained in a language.

2. Media

Media is a tool used as a means to support the teaching and learning process.

3. JOOX

JOOX Music Application is an application which completed with many kinds of genre music especially English that can give the students motivation to learn. This application also including the lyrics if the song is playing.