

CHAPTER 1

INTRODUCTION

A. Background of The Research

Language is a human communication system that is expressed through sound arrangements or written expressions arranged to form larger units such as words, morphemes and sentences. According to Nurhayati (2016) Language is used to create a meaningful communication among human beings. Muhammad (2011) states that with language, humans could communicate well. There were many different kinds of language that often used by people, including the ones that were used for local, national, regional, and even international communication, unlike the use of English.

An worldwide language is English. English is widely used as a first language in many nations. According to Nurhayati (2018) English is a language that has an important role as the language of instruction in communication, especially in international communication and in the development of education, politics, economy and tourism. Mutiah (2020) satates in Indonesia, the curriculum for English subjects included in the category of formal subjects. Although English is not the primary language in Indonesia, it does play a significant role as a unique language. It has been proven that English has long been an essential course at all levels of education, from kindergarten to higher education. When studying English properly and correctly, there were four skills that must be learned. This includes listening, reading, writing, and speaking. Along with these skills, learning English also

involves studying language elements including grammar, pronunciation, and vocabulary. These elements have always been connected, but the growth of vocabulary is among the most important aspects of language learning. According to Hornby (2010), vocabulary includes all words that someone knows or uses. Additionally, notably in books for learning other languages, there is a list of words together with their definitions. The more vocabulary a person has, the more adept they are at mastering the language, which could make it easier for them to communicate verbally or in writing. According to Nurhayati (2019), Vocabulary helps people in arranging the sentence to communicate and it can make the language more variety.

Vocabulary learning in language classes is challenging. The lack of student interest to learn new vocabulary, the conventional teaching methods usually make students bored because the method is monotonous and students are passive, thus making the interactions between them boring, thus making students not interested in learning (Nurhayati 2018). The monotony that students feel with repetitive learning methods, and the continued use of old teaching methods by teachers include all significant problems. In observations made by researcher on January 10th, 2023, it was found that most students perceived English as a difficult language because they did not know the meaning of the language. This was closely related to their mastery of vocabulary. According to Nurhayati (2014), the lack of mastery of vocabulary can result in some students having difficulty in understanding. This relates to most of them saying that they are lazy to look up foreign

words in the dictionary. Therefore, the latest breakthroughs in learning were needed, which is by using fresher learning media to attract students' interest in learning English, especially in terms of their vocabulary mastery.

According to Nurhayati (2019) In the industrial era 4.0 it is very necessary to have competency in operating technology and learning media or E-learning. Education in the digital 4.0 era integrates technology with the world of education where almost everyone, both students and teachers, uses technological devices as a means of support in the world of learning. In this sophisticated era, where everything could be accessed easily via a smartphone, this could be a big magnet that used to develop the quality and interest of students in the world of education itself. Along with the current development of technology and communication which is felt to be very easy in various ways, especially in accessing all information in terms of education. Students in the current generation or what could be called gen Z are currently more interested in technology-based learning. This is also the result of online learning in recent years due to the Covid-19 pandemic which has spread throughout the world. Even though in the current post-pandemic era, there were still many students who have not been able to let go of the habit of studying via smartphones. Students also feel more interested in learning using technological devices that provide web-based and application-based convenience features that could be accessed online.

During the current post-pandemic period, the use of technology as a web-based or online learning model is considered a quite effective solution to be

used in combining the world of learning, especially in language learning. Along with the large number of users of various online learning platforms both web and applications, so many learning support applications have emerged both in the classroom and media-based learning or online applications such as; Hello English, Edmodo, Schoology, Google Classroom, Lasvita.

The "Hello English" program is one of the most basic instruments for learning support. The Hello English app is a learning tool for mobile learning with several benefits, one of them is that considered to be beneficial to boost students' vocabulary. An educational smartphone applications called "Hello English" helps users in understanding and learning the English language. The Hello English application offers different vocabulary items with specific topics each day so that students could enhance their vocabulary. The only way for students to use this app is to download it from the Play Store.

Since most students would rather play games on their cellphones than read dictionaries or books, implementing this application could help students become more enthusiastic instead of quickly bored when learning new terms.

There were several researcher who conducted research on the use of the Hello English application as a learning medium (Ismiati & Kurniawan, 2019; Simanjuntak, et al., 2022; Siregar, 2020; Permatasari, et al., 2022; Amaliah, 2021; Hidayati, 2019) . For example a study conducted by Ismiati & Kurniawan (2019), this research was conducted using the CAR (Classroom Action Research) as a method, and the results of this study showed that Hello English application are enjoyable and effective media to students' learn their new vocabulary. The difference between research conducted by Ismiati & Kurniawan (2019) and research conducted by researcher is the use of features on the Hello English application, in research conducted by Ismiati & Kurniawan the use of the Hello English application as a medium for learning vocabulary for students is too broad and less specific, while in research conducted by this researcher limits the use of the Hello English application to describing things, people and places so that it is in accordance with the predetermined syllabus. To find out about the syllabus that has been determined, it can be found in appendix 1. Another difference between them is in the research that the researcher conducted at MTs Miksyaful Ulum, the research method used was a pre-experimental research design with the aim of knowing the effectiveness of the Hello English application on vocabulary mastery skills in class VII students at MTs Miksyaful Ulum Mojokerto.

Another study conducted by Simanjuntak, et al., (2022), in this study, with the result the use of learning media in the form of the Hello English application has many positive impacts such as making it easier to understand the material, giving students new enthusiasm in learning English, and making students more motivated in their speaking ability in the class XI. The research conducted by researcher at MTs Miksyaful Ulum in class VII has similarities in the use of a research design, Quantitative with a pre-experimental research design but with different objectives because in this study the researcher examined about using the Hello English application for students' vocabulary mastery in class VII.

Another study conducted by Amaliah (2021), Hello English application is an interesting learning, could reduced boredom while studying and could help eliminate learning anxiety in students. Another study conducted by Siregar (2020), regarding the use of online media Hello English for learning English language competence of students. The use of the games feature in the Hello English application could encourage students to learn English, they feel more enjoy and have fun learning. So, the use of the games feature in the Hello English application is suggested as a new effective learning medium. The difference in the research conducted by the researcher at MTs Miksyaful Ulum is that in this study the researcher used various features not only limited to the use of games features but also lesson features and homework. The Hello English application is an application that is only used for learning English by offering a variety of interesting features and also

various games. As well as assisting users in learning various skills including reading, writing, speaking, listening, vocabulary as well as grammar (Hidayati, 2019).

The use of online application media to assist the learning process was not only carried out using the Hello English application but of course with various media, one of them is research by Permatasari, et al., (2022) which examines the use of the Duolingo application which has a positive impact and is recommended for learning English because it is interesting and makes students more motivated to be active, enjoy and understand the material provided more easily. Whereas in this study, the researcher used the Hello English Application to enhance students' vocabulary. This shows that the use of online learning application media, both Hello English and various other applications, is good if it is in accordance with the needs and objectives of each research. Based on some of the results of previous research that conducted research using research methods, samples, and specifications as well as the use of various applications, however, no one has examined more specifically the use of the Hello English application to increase students' vocabulary skills in the material "Describing things, places, animals and someone's personality". So with that the researcher conducted research with the aim of specifying this research.

Based on explanation above, the researcher interested to find out how effectively children could learn vocabulary using the "Hello English" application. The title of the research used is *"The Effectiveness Of Using Hello English Application Towards Student's Vocabulary Mastery at The Seventh Grade of MTs Miksyaful Ulum Mojokerto."*

B. Formulaton of Research Problem

According to the background of the research above, the formulation of research problems were as follows: "Is there any significant different score between student's Vocabulary Mastery before and after being taught by using Hello English Application in the seventh grade at MTs Miksyaful Ulum Mojokerto?"

C. Objectives of the Study

Based on the research problem, the purpose of this study is "to find out the significant differences in students' vocabulary mastery scores before and after being taught by using the Hello English Application for seventh grade students at MTs Miksyaful Ulum Mojokerto".

D. Formulation of Hypothesis

To get the answer of the question, the researcher proposed two hypothesis:

1. Null hypothesis (Ho)

There are no significant difference scores of students' Vocabulary mastery before and after being taught by using Hello English Application in the seventh grade at MTs Miksyaful Ulum Mojokerto.

2. Alternative hypothesis (Ha)

There are a significant difference scores of students' Vocabulary mastery before and after being taught by using Hello English Application in the seventh grade at MTs Miksyaful Ulum Mojokerto.

E. Significance of The Research

In this significance of the study, the result may contribute to the following parts:

1. For Teachers

This study is hoping to provide English teachers at MTs Miksyaful Ulum Mojokerto another alternative for enhancing students' vocabulary knowledge through the use of the Hello English application.

2. For Students

After finishing of this study, it is expected that students in MTs Miksyaful Ulum Mojokerto seventh grade could be more motivated to learn vocabulary using the Hello English application.

3. For researchers

The results of this study are expected to contribute to further research and also this research is expected to be a good experience for researcher to make better research in the future.

F. Scope and Limitation

The scope of this research is to examine the effectiveness of the use of the Hello English application media on the vocabulary mastery of class VII

students of MTs Miksyaful Ulum Mojokerto. In addition, in order to make research more concentrated and comprehensive, researchers would limit it. The limitation of this study only lies in the aspect of students' vocabulary mastery by comparing pre-test and post-test scores. This research was conducted only in class VII MTs Miksyaful Ulum Mojokerto.

G. Definition of Key Terms

To avoid misunderstanding in terms and contents of the topic in this study, it is necessary for the researcher to define the key terms used in this study:

1. Hello English Application

The Hello English Application is a learning tool that could be used on cellphones and aids in the understanding and learning English. Several interesting courses, a comprehensive English dictionary, and a variety of enjoyable activities have been included.

2. Vocabulary Mastery

Vocabulary is a basic competency that must be mastered by students when learning English and other foreign languages. Without vocabulary, students would find difficult to learn any language skills. Vocabulary teaching could also use media that attract students' attention, namely with fun application media. By using media, students could recognize and memorize a lot of vocabulary correctly and precisely.