

CHAPTER I

INTRODUCTION

1.1 Background Study

Learning English is very important for junior high school students, because English is a basic skill in today's globalization era. Learning English early on helps lay a solid foundation for the growth of pupils' language skills, which can benefit junior high school students. A key component to improving students' mastery of English is learning vocabulary. According to Hidayati (2020) Students who have a rich vocabulary will find it easier to learn other skills in English, such as listening, speaking, writing, and reading.

According to Nehal & Wu (2021) vocabulary acquisition is vital for mastering any language because words are the language's building elements. Because without an understanding of words, learning grammar, sentence structure, or conversational context is ineffective. Vocabulary mastery helps students to understand and use language more flexibly and appropriately according to the communication situation. Therefore, it is important to learn vocabulary early on because it can help students to more easily convey ideas, understand the context of English conversations, and keep up with global information that is mostly delivered in English.

Based on pre-observation with English teacher who teaches eighth grade students at SMPN 3 Tanjungpinang. The English teacher stated that many

students had difficulty in mastering vocabulary due to various factors, such as limited exposure to new words, lack of student motivation in mastering vocabulary, and lack of interesting learning English. Conventional vocabulary teaching usually relies on memorization, which not all students can memorize quickly. Therefore, an innovative and interactive vocabulary learning approach will be created that can attract students' interest and encourage deeper understanding so that students can learn English more easily.

Referring to the issues above, the researcher suggest teacher conduct interactive teaching to improve vocabulary learning. By encouraging active participation and fostering a collaborative learning environment through group problem-solving and discussion, interactive learning using media can help students become more focused and better understand the subject matter to improve students' understanding of English vocabulary, the media was created in accordance with the material and information conveyed effectively and interestingly. According to Arni et al (2024) Learning media involving interaction can improve students' critical thinking skills thus increasing learning motivation, enthusiasm and high dedication.

One of media that can be used is Quizlet. According to Tiara et al (2021) Through a range of engaging games and activities, Quizlet is an online tool that helps students learn vocabulary. This application offers eight language learning features, which include flashcards, tests, matching activities, gravity mode, writing, spelling, learning mode, and Quizlet Live. According to study by Aksel (2021) Quizlet provided enjoyable learning environment for participants,

increasing their focus, attention, and participation in the vocabulary learning process. Quizlet features can create interaction, collaboration and a learning environment that help students understand new vocabulary.

Based on the above problems, the researcher is interested and try to implement learning media for students' vocabulary learning by using Quizlet with the aim of providing valuable insights to eighth grade students in improving understanding of English vocabulary learning and fostering a more interesting learning environment. Therefore, the title of this research is “The Effect of Using Quizlet on Vocabulary of Eighth Grade Students ”.

1.2 Identification of Problem

Referring to the background of the study, several issues have been identified as follows:

1. Students lack of vocabulary mastery
2. Students lack of understanding of vocabulary in the conventional learning process
3. Students lack of motivation in learning English

1.3 Limitation of the Problem

Based on the explanation of the background of this study, the researcher has identified several problems and will limit the research by focusing on these

problems. Therefore, this study will specifically focus on the effect of using Quizlet on the vocabulary mastery of eighth grade students at SMPN 3 Tanjungpinang. The researcher chose class 8 A as the research object.

1.4 Research Question

Based on the background of the problem above, the researcher can formulate the following of research question “Is there a significant effect of using Quizlet on vocabulary mastery of eighth grade students at SMPN 3 Tanjungpinang?”.

1.5 Research Objectives

From the research question above, the objectives of the research is to find out whether the Quizlet will have a significant effect on vocabulary mastery of eighth grade students at SMPN 3 Tanjungpinang.

1.6 Significance of Study

The finding of this study is expected to give a contribution as follows:

1.6.1 Theoretically

This study contributes to the theoretical significance of vocabulary mastery within the framework of technology-assisted language learning. This research will implement Quizlet as a learning media to improve

students' vocabulary mastery and increase learning motivation by creating a fun learning environment using interactive learning media especially Quizlet design for eighth grade students.

1.6.2 Practically

1. English Teacher

This research will be useful for English teachers, learning media using Quizlet is effective to be used in learning therefore it can help teachers in teaching English vocabulary.

2. Students

This research is useful for students, learning media using Quizlet can help students in increasing motivation, engagement, or vocabulary understanding in learning English.

3. Other Researchers

The Researchers are advised to use it as additional knowledge in conducting further research in the same field.

1.7 Definition of Key Terms

1. The Effect

The effect in this study refers to the impact of using Quizlet as a learning medium on students' vocabulary mastery. This impact is examined by

comparing students' vocabulary achievement before and after the use of Quizlet, based on the results of the pre-test and post-test scores.

2. Quizlet

Learning vocabulary using a gamification-based digital learning platform that allows students to learn vocabulary through features such as flashcards, test, matching, gravity, writing, spelling, learning, and live.

3. Vocabulary Mastery

The process of mastering new vocabulary and understanding its meaning, so that students can use the vocabulary in transactional text in the context of asking and giving directions.

