

CHAPTER 1

INTRODUCTION

This chapter discussed an overview of the research. It covered background of the research, problem of the research, objective of the research, operational definition of the research and scope of the research.

1.1 Background of the Research

Language plays a crucial role in our everyday existence, serving as a fundamental element of communication among individuals. People employ various languages, acquiring and utilizing them in diverse locations through different methods. One of the examples used by people to interact with each other is English. In addition, according to Fahriany, 2018 stated that English, serving as an official second language, exerts influence across various dimensions of people's lives. Proficiency in English is crucial due to its impact on communication. Proficiency in English demands competence in skills such as listening, speaking, reading, and writing. (Andriani & Sriwahyuningsih, 2019) stated that English encompasses several fundamental elements, comprising vocabulary, grammar, pronunciation, and spelling. Skills and linguistic components mutually support and strengthen each other.

The main problem in the learning process at SMP Plus Raudlatut Tholabah is that grade VII students feel bored and lazy to follow learning in class, especially in English Vocabulary learning because the learning method in class is the teacher tells students to read the textbook and translate by writing in each student's book, and this makes students feel bored in following the learning in class and ignoring the teacher's instructions, and this can make students less proficient in vocabulary. Students feel sleepy during learning because the technique carried out does not make students active in the classroom. The student score of English in a preliminary study is 78, and in this study, the researcher wants to increase the average score of students.

As well known, the field of education has undergone substantial changes in tandem with the advancements in information technology. Incorporating technology in the learning process is becoming more prevalent, providing teachers and students access to many learning resources and tools. Learning applications now play a crucial role in the contemporary education landscape, not only altering the methods through which students gain knowledge but also offering innovative and interactive approaches to facilitate teaching and learning.

Learning English is the process of acquiring communication skills in one of the most important and commonly used world languages. This process involves understanding grammatical rules and vocabulary and developing listening, speaking, reading, and writing skills. Furthermore, it is crucial to emphasize the inherent interconnectedness of these elements, as they cannot be easily disentangled. Vocabulary stands out as a fundamental component of language, and a robust grasp of vocabulary is indispensable for achieving proficiency in the

English language. A person with a strong understanding of vocabulary significantly contributes to effective communication processes (Ardianti, Asriati, & Jumiaty, 2022). A grasp of vocabulary is essential for language acquisition. It aids in comprehending and expressing ideas and serves as a reliable indicator of language skill acquisition processes (Viera, 2017). Therefore, the students have to mastery vocabulary to make it easier to convey their ideas.

Vocabulary requires more than memorizing words; it involves understanding their contextual usage. Proficiency in using vocabulary precisely and variedly is a vital component of overall language competence. A mastery of vocabulary empowers individuals to articulate ideas clearly and comprehend the communication of others. An extensive vocabulary enables the construction of diverse sentences and facilitates more effective information organization. Despite its significance, vocabulary acquisition is only sometimes straightforward. Students often struggle to recall new words, grasp their meanings, and use them accurately in sentences. Technology has played a crucial role in easing vocabulary learning in the digital era. Educational applications like Educandy employ innovative approaches, incorporating interactive elements, games, and creative features to enhance students' mastery of vocabulary.

Some previous research suggests that using technology can enhance students' proficiency in vocabulary. Consequently, delving into further research on the effectiveness of Educandy holds promise for yielding valuable insights aimed at enhancing students' mastery of language. Given this backdrop, investigating the impact of Educandy on improving students' vocabulary

proficiency is pertinent. It could exert a meaningful influence on the advancement of language skills in English language learning.

Educandy is emerging as one of the learning applications that offers an innovative approach to improving the learning process, especially in the context of language learning. According to Ulya, 2021, Educandy is a web application that generates quizzes. Anyone can create and participate in this quiz, all under the motto of "making learning sweeter." This application is crafted to infuse excitement and interactivity into the learning experience, presenting educational concepts through diverse creative features. Educandy incorporates interactive elements and games strategically aimed at boosting student engagement. Adopting a more enjoyable approach, the app can kindle students' interest and encourage active participation in the learning journey.

Furthermore, according to Fitriati et al. (2021), Saputri et al. (2023), and Ulya (2021), This application has several benefits, such as teachers can design and create question banks related to academic material, improve students' interest and enthusiasm in working on the question, increase students' learning motivation, and so on.

Some studies related to this research about using Educandy to help students improve their vocabulary achievement have been conducted by other researchers before. This study investigates the usage of Educandy media during the COVID-19 pandemic as a substitute for conventional game-based learning. Using questionnaires and exam questions, the researchers employed a quantitative approach to measure the learning outcomes of 20 students at Ash Shoheh 2

Citeureup Vocational High School. According to the study, Educandy media efficiently encouraged students and increased their enjoyment of learning English, making it a more engaging educational game. According to the research, Educandy media can be a helpful tool for raising student learning standards in the event of a pandemic (Saputri, Putri, Salsabila, Triwulan, & Susilawati, 2023). The second investigates the effectiveness of Educandy in enhancing English vocabulary mastery among seventh-grade students at MTs. Safinatul Huda 02 Karimunjawa. The research used an experimental design with multiple-choice and essay questions. The results showed a significant difference in mean scores between the experimental and control classes, indicating that Educandy can improve students' vocabulary mastery (Khoirunnusa, Candraloka, & Shoflyuddin, 2023). The study concluded that the use of Educandy can significantly enhance students' vocabulary mastery.

Therefore, this study provides a solid basis for further research to deeply understand how the application can be used optimally in teaching and learning at the junior high school level by comparing previous grades' results with those after using this learning media.

1.2 Problem of the Research

Based on the background above, the writer identifies the problem as follows:

How can the Educandy app be used during english language instruction to improve students' vocabulary mastery?

1.3 Objectives of the Research

Knowing specific strategies in using the Educandy app during English language instruction to improve students' vocabulary mastery

1.4 Operational Definition of the Research

The researcher needs to interpret and describe the meaning of a few important terms related to this research to make clear some of the main terms in it:

1) **Educandy**

Educandy is an interactive learning platform designed to help educators and students improve vocabulary mastery in English language learning. The app uses various educational features and games to make learning more engaging, interactive, and effective.

2) **Vocabulary Mastery**

A vocabulary Master in this study refers to a person who understands, remembers, and uses vocabulary or vocabulary in a language. Mastery of this vocabulary includes understanding the meaning of words, using words in the context of appropriate sentences and remembering and applying words effectively. Some vocabulary suitable for teaching include adjectives, nouns, prepositions, and adverbs.

1.5 Significance of the Research

This study's goal is to increase the effectiveness of language learning and provide insight into the extent to which mobile technology applications can improve students' understanding and mastery of vocabulary.

1.6 The Scope of the Research

The study will evaluate aspects of vocabulary mastery, including increasing the number of words, understanding the meaning of words, and using words in sentences. Researchers will compare the results of vocabulary mastery before and after using Educandy.

