

CHAPTER I

INTRODUCTION

This chapter explains the first discussion in this research. This chapter contains information about the background of the research problems, identification of the problems, limitation and the focus of the research, research questions, aims of the research, and significance of the research.

1.1 Background of the Research Problem

Currently, many English learning are still monotonous and boring, which is caused by the implementation of the conventional learning process with inappropriate use of media (Maryati, 2023). The use of the lecture method and books that teachers still use in learning causes students to only imagine the material without knowing the original form, to easily feel bored, break the focus, and have difficulty understanding the material (Puspitarini & Hanif, 2019). Hence, it can be collaborated with appropriate learning media so that the learning process becomes more varied, and appropriate learning media greatly influences students' understanding in class, especially in learning English.

Given developments in technology in the field of education and its extensive integration into the learning process, it is imperative for teachers to include technology into their classroom instruction. Through the use of media, the potential use of students' senses can be optimally accommodated so that the level of student learning outcomes will increase (Hidayati, 2016). Thus, media, which encompasses many aspects like text, images, animation, and multimedia presentations, has the ability to enhance student learning outcomes.

Prioritising English as the main foreign language that students must master to be able to compete at the world level. Rao (2019) says that in the era of globalisation, the world has undergone dramatic changes. These great transformations happen when people have a strong desire to achieve something, and people's needs are met when they clearly express their thoughts and opinions to others. Another point was made by Suhardiana (2019) the 21st century is an era of globalisation and it is important to understand English as a foreign language, which has been going on for many years

and whose significance continues to grow and is partly driven by the influence of the Internet. Hence, learning English is essential for students seeking success in their chosen fields, as it facilitates effective communication and helps fulfil ambitions, desires, and goals. However, many still lack knowledge of English due to a lack of practice and vocabulary.

Vocabulary is really important in a language, acquiring a new language entail acquiring a set of words and phrases. A solid understanding of vocabulary is essential for anyone looking to delve into the English language (Novitasari, 2023). The same thing was stated by (Rachmawati, 2017), vocabulary refers to the complete set of words that an individual possesses and use when engaging in discussions pertaining to a specific book, subject, or language. Additionally, she mentioned students lacking extensive vocabulary abilities may struggle to understand the content presented by their teacher, particularly in the English language, and may misinterpret the messages conveyed by others in both oral and written form, especially because they will have difficulty communicating. Therefore, acquiring vocabulary is a crucial aspect of language acquisition, as it facilitates the learning process by focusing on everyday activities and experiences.

Learning media can increase students' motivation and as a result, also increase their vocabulary. One of the web-based language learning media to stimulate students' vocabulary learning is Wordwall.net. Wordwall.net is a website platform that allows teachers to generate various online learning activities, including random wheel, group sort, find the match, missing word, matching pairs, labelled diagram, game show quiz, true or false, flip tiles, match up, quiz, word search, open the box, and many more (Khoirunnisa et al., 2023). Worldwall.net provides a variety of interactive vocabulary practice games as part of their educational games collection. This website allows teachers to not only build their own games using the provided templates, but also access games created by other teachers. Wordwall.net already has a game feature that can be used for educational purposes with fairly easy steps to use (Çil, 2021). Hence, Wordwall.net is a practical learning media that can attract students to make learning English more meaningful and fun by providing a platform to create and share educational content and interactive activities.

The success of an education is determined, among other things, by how the learning process takes place. The success of education is partly influenced by teachers' role in the teaching and learning process (Anggraeni & Yusnita, 2017). Teachers make significant contributions to education when they do their role properly and professionally. Apart from that, the quality and success of learning are greatly influenced by the teacher's ability and accuracy in selecting and using learning media. Similarly, it was mentioned by Ediyani et al., (2020) that learning media is a crucial component in the learning process and serves as a valuable resource for teachers to enhance students' understanding. Hence, the ability of the teacher significantly influences the selection of suitable educational resources, ultimately determining the efficacy of the learning experience by sparking students' newfound interests and aspirations.

To the importance of research in learning media, the researcher picks focal points for explore in order provide a broader understanding of successful learning. Some clusters of research exist in this field of learning media for learning English. There are the use of information, communication, and technology (ICT) as English learning media (Jayanthi & Kumar, 2016; Mahfuz, 2021; Hidayati, 2016), flashcard as English learning media (Anggraeni & Retnantiti, 2022; Hamer & Rohimajaya, 2018; Herlina & Dewi, 2017), mobile application as English learning media (Abdu, 2018; Santosa et al., 2020; Ansari et al., 2017), gamification as English learning media (Fussalam et al., 2022; Dichev et al., 2017; Hadi & Athallah, 2021), learning media in pronunciation (Maulina et al., 2022; Ramli et al., 2023; Afriyeni et al., 2023), learning media in listening (Anggrarini, 2018; Sekeon et al., 2023; Huriyah, 2023), learning media in vocabulary (Mandasari & Wulandari, 2022; Rachmawati, 2017; Novitasari, 2023).

There are shortcomings in previous research with a similar study area. First, the researchers contain several applications that need to be downloaded, thereby consuming time and memory capacity on smartphones in English classes (Matiini et al., 2021). Thus, the researcher wants to make a difference by using a free website platform as a learning media without the need to download additional applications. Most previous research examines applications that are only intended for personal use

as a learning media. The differences with this research application are that it provides features to create various types of interactive learning, customize according to needs and learning topics, and share educational content with other users (Çil, 2021). Lastly, other researchers conducted research on the use of word wall media as a traditional strategy that successfully improved learners' vocabulary acquisition. Whereas in this study, the researcher made online learning where the teacher can use the word wall media strategy replaced by a website, wordwall.net (Ar-Rahmah, 2021).

Based on the researcher's pre-observation at SMPN 1 Astanajapura, Cirebon, West Java. One of the junior high schools whose school rules allow students to bring a mobile phone. At SMPN 1 Astanajapura, there are still many students who lack of English vocabulary in the seventh grade. From there, the researcher is interested in utilizing mobile phones that students bring to school by using Wordwall.net in the process of learning English as education learning media in this era by investigating, examining, and finding on students' vocabulary before and after using Wordwall.net and significant positive effect on students' vocabulary in experimental class. Therefore, the researcher formulated a study entitled **“The Effectiveness of Using Wordwall.Net on Students’ Vocabulary in Junior High School”**.

1.2 Identifications of the Problems

Based on the background of the problem above, the researcher identified several problems originating from seventh grade students:

- 1) Students are lack of vocabulary.
- 2) Students are fear of making mistakes in English vocabulary.
- 3) Students are not interested and feel bored in learning English.

1.3 Limitation and Focus of the Research

To narrow the search area, this research focuses the effectiveness of using Wordwall.net platform, particularly with regard to junior high school students' vocabulary. In this research are limited to the subject of seventh-grade junior high school students to describe students' vocabulary in using Wordwall.net of “Culinary and Me” material with using free templates, such as: match up, multiple choice, matching pair, group short, does not lead to other paid templates, and the researcher's

data source are class VII B as experimental class and class VII A as control class. Furthermore, the value of students results when using Wordwall.net platform is also the aim of this research.

1.4 Research Questions

Based on the research background described earlier, this research has several problem formulations as follows:

- 1) How is students' vocabulary before and after using Wordwall.net platform?
- 2) Is there a significant positive effect of Wordwall.net platform on students' vocabulary of class VII B at SMP N 1 Astanajapura?

1.5 Aims of the Research

In addition, this research has specific objectives to be achieved, such as:

- 1) To examine students' vocabulary before and after using Wordwall.net platform.
- 2) To examine significant positive effect of Wordwall.net platform on students' vocabulary of class VII B at SMP N 1 Astanajapura.

1.6 Significances of the Research

The researcher hopes that this research can contribute to English teaching and learning. This has two main meanings for practical and theoretical implications.

1.6.1 Theoretically

Theoretically, this research contributes to providing knowledge about how to increase vocabulary using Wordwall.net platform and gain useful experience during this research for class VII in Junior High School.

1.6.2 Practically

- 1) For researchers, this motivates researchers that teach vocabulary is not difficult by implementing Wordwall.net platform so that knowledge can be used for a longer time.
- 2) For English teachers, it gives English teachers an effective way that is vocabulary utilizing technology that is not boring with Wordwall.net platform and makes them realize that it can be implemented in teaching skills of vocabulary class.

- 3) For students, applying Wordwall.net platform helps students learn vocabulary. Apart from that, students can enjoy these simple strategies in learning English.

