

**INTERACTIVE ANDROID-BASED APPS FOR LEARNING  
ENGLISH VOCABULARY**

**THESIS**



by:  
**APRILIA ANGGRAINI ALI**  
NIM. 20202148

**DEPARTMENT OF ENGLISH LANGUAGE EDUCATION  
FACULTY OF TARBIYAH  
STATE ISLAMIC INSTITUTE (IAIN) KEDIRI**

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**INTERACTIVE ANDROID-BASED APPS FOR LEARNING  
ENGLISH VOCABULARY**

**THESIS**

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In Partial Fulfillment of the Requirements  
For the degree of *Sarjana* in Education Department

**By:**

**APRILIA ANGGRAINIALI**

**NIM. 20202148**

**DEPARTMENT OF ENGLISH LANGUAGE EDUCATION  
FACULTY OF TARBIYAH  
STATE ISLAMIC INSTITUTE (IAIN) KEDIRI**

**2024**

## DECLARATION OF AUTHENTICITY

Name : Aprilia Angraini Ali  
Student's ID Number : 20202148  
Study Program : Department of English Language Education  
Faculty : Tarbiyah  
Title of Thesis : Interactive Android-Based Apps for Learning English  
Vocabulary

I hereby declare that the thesis and work presented in it are my own and it has been generated by me as result of my own original research. It does not incorporate any materials previously written or published by another person except those indicated to quotations and references. No portion on this work has been submitted in support of an application for another degree of qualification of this or any other university or institute of higher education. Due to this fact, I am the only person responsible for this thesis if there is any objection or claim from others.

This thesis is to fulfill the requirement for the degree of Sarjana (S1) in English Study Program, State Islamic Institute (IAIN) of Kediri.

Kediri, June 1<sup>th</sup>, 2024

The Researcher



**APRILIA ANGRAINI ALI**

**NIM. 20202148**

**APPROVAL PAGE**

This is to certify that the *Sarjana*'s thesis titled

**INTERACTIVE ANDROID-BASED APPS FOR LEARNING ENGLISH  
VOCABULARY**

**By**

**APRILIA ANGGRAINIALI**

**NIM. 20202148**

Has been approved by the thesis advisor for further approval by the board of  
Examiners.

**Advisor I**

**Advisor II**

**Dr. Fathor Rasyid, M. Pd.**  
**NIP. 196908312000031001**

**Ria Fakhurriana, M. Pd.**  
**NIP. 198010172023212017**

## RATIFICATION SHEET

### INTERACTIVE ANDROID-BASED APPS FOR LEARNING ENGLISH VOCABULARY

**APRILIA ANGGRAINI ALI**

**NIM. 20202148**

Has been examined by the Board of Examiners of State Islamic Institute (IAIN)

Kediri on June 11<sup>th</sup>, 2024

1. Main Examiner

**Bahrudin, S. S. M.Pd.**  
**NIP. 197509302007101004**

(Signature)

2. Examiner I

**Dr. Fathor Rasvid, M. Pd.**  
**NIP. 198010172023212017**

(Signature)

3. Examiner II

**Ria Fakhurriana, M.Pd.**  
**NIP. 198010172023212017**

(Signature)

Kediri, June 11<sup>th</sup>, 2024

Acknowledged by Dean of Faculty of Tarbiyah  
State of Islamic Institute (IAIN) Kediri



**Prof. Dr. Hj. Munifah, M.Pd.**  
**NIP. 197004121994032006**

**MOTTO**

*“You Don’t Have To Have A Dream That Anybody Dreams”*

-Bangtan Sonyeondan-

## DEDICATION

First of all, I would like to thank to Allah SWT who always gives me His bounties

and blessings, so I can pass all the challenges and boundaries in my life.

Secondly, to our Prophet Muhammad SAW, who has guided us from the darkness

to the brightness. He has also guided us to a beautiful religion, namely ‘Addinul

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Kediri, June 1<sup>th</sup>, 2024

The Researcher

**APRILIA ANGGRAINI ALI**

**NIM. 20202148**

## ABSTRACT

**Ali, Aprilia Anggraini.** (2024). *Interactive Android-Based Apps for Learning English Vocabulary*. Thesis. Department of English Language Education, Faculty of Tarbiyah, State Islamic Institute (IAIN) Kediri. Advisor: (I) Dr. Fathor Rasyid, M. Pd. (II) Ria Fakhurriana, M.Pd.

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One of the language components taught in the classroom as part of language teaching is vocabulary. A limited vocabulary would prevent students from understanding what was being said or from expressing their own opinions. In digital era users often using mobile phone for daily activity. The "English Explore" application is especially needed for students majoring in English at IAIN Kediri because it can help improve English language skills effectively and efficiently through various interactive features and materials that are relevant to student needs. This study explores how interactive Android-based apps can be utilized for learning English vocabulary. The objective is to develop an interactive Android-based application designed specifically for enhancing English vocabulary acquisition.

This study employs a Research and Development (R & D) methodology using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. At the analysis stage, researchers conducted a need analysis which was distributed to students. The results showed that on average 80% of students chose multi-word units, word classes, sentence structures, parts of speech, adjectives, and adverbs as the materials that should be included in the application. Furthermore, at the design stage, the researcher used Canva to design the application. At the development stage, the researcher used the Kodular website as a tool to create the application and conducted expert validation at the end. The results of the validation showed the need for additional colors, usage guides, and button relocations. All these suggestions have been implemented in the app. At the implementation stage, the researcher tested the application on fourth-semester students at IAIN Kediri. Finally, at the evaluation stage, the researchers received feedback from the students' questionnaires, with the results of 1% stating "Poor," 20% "Fair," 49% "Good," and 26% "Very Good."

Based on all stages of developing the English Explore application using the Research and Development (R&D) method with the ADDIE model, it can be concluded that this application is highly feasible for independent learning among fourth-semester English majors at IAIN Kediri. Through comprehensive stages of needs analysis, design, development, implementation, and evaluation, the application received excellent expert validation for both material and media with percentage of 100% in material and percentage of 96% in media, along with positive student feedback with result 1% stating "Poor," 20% "Fair," 49% "Good," and 26% "Very Good.". This stage showed positive feedback from student. This app will help students independently learn English vocabulary, enhancing their overall English competence.

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