

CHAPTER I

INTRODUCTION

This chapter discusses the research background, research question, research objectives, significance of research, and scope and limitation of the research, definition of the keyterms.

A. Research Background

Many students find it difficult to master vocabulary because pronunciation and comprehension are difficult. This makes them reluctant to learn it, because students only remember the vocabulary they learnt that day, but will forget it the next day. In addition, Syaparuddin, S., & Elihami, E. (2020), revealed the problems that occur in the classroom are as follows: 1) the classroom situation is not lively, indicated by students feeling bored and becoming inactive in the learning process; (2) students' attention and motivation are low; and (3) students make noise in the classroom. In addition, self-confidence is also needed, without self-confidence students will have difficulty in memorising vocabulary. As a result, they cannot develop ideas and become passive in discussions, afraid of being laughed at by other students.

So from these problems, the researcher applied one of the media to discuss the most important thing in English learning is vocabulary mastery. A strong vocabulary is the basis for better comprehension of English texts, and allows one to speak and write more fluently. In addition, mastering English vocabulary can be a real challenge. One of the difficulties is the large number of words and phrases in English. There are many words that have the same meaning, but are used in different contexts, so understanding them can be confusing. In addition, some words have pronunciations that don't always match their spelling, adding to the difficulty of pronouncing them. English vocabulary is also constantly evolving with technology and culture, so it's important to keep your vocabulary up to date. Another difficulty is remembering and fluently using the words in everyday conversation. Although mastering English vocabulary is a challenge, with consistency, practice and

the right motivation, it can be overcome to achieve a better level of proficiency.

The researcher hopes that by using cartoon Movie media into the English learning process, students will have a more enjoyable time especially in the classroom. The researcher conducted the study with first year students because it is still very rare to learn using cartoon Movie media as a means of learning English to improve students' vocabulary, they only use textbooks so that students are not enthusiastic and not motivated to linger in learning English. This is one of the reasons why researchers conducted research at SMPN 2 Ngadiluwih.

Movie is indeed a form of visual communication that combines sound and moving images to convey a story or message to the audience. Most people enjoy watching Movies as entertainment, and their preferences for Movies can vary. Some seek entertainment in the form of comedy that makes them laugh, while others seek emotions such as happiness, sadness, or fear in Movies. This diversity of preferences reflects the appeal of Movie as a medium that is highly flexible in meeting different types of entertainment and emotional needs of its audience. A cartoon Movie is a series of images taken of a moving object. The image of the object is then projected onto a screen, and played at a certain speed to produce a live image. A certain speed so as to produce a living image. The benefits of cartoon Movies as a delivery medium in the form of audio visual will be able to provide a clear picture of the story being conveyed by Ridha (2023). According to Muslimin (2013) it can be concluded that the use of Animation-based Audio Visual media in improving vocabulary mastery is more effective than the application of conventional methods without the use of compared to the application of conventional methods without the use of media learning media. Because this learning media combines the work of the left brain and right brain so as to make students more active and creative and can improve vocabulary mastery and the right brain so as to make students more active and creative and can also improve student memory. Furthermore, the researcher used Classroom Action Research (CAR) to find out students' vocabulary skills by watching the Movie "Coco"

as a learning media and to find out the effect or response whether the Movie used by students is really motivated in improving their vocabulary mastery. whether students are really motivated in improving their vocabulary mastery that will be used in daily conversation. Based on this background, the researcher proposed a test to determine students' vocabulary skills by watching the Movie “Coco” as a learning media. Based on this background, the researcher proposed the following research analysis: ” The Use of “Coco” Cartoon Movie to Improve Students’s Vocabulary Mastery at SMPN 2 Ngadiluwih”.

B. Research Question

Based on the above background, the researcher summarises the problem formulation as follows:

“How can the use of Coco Cartoon Movie improve students's vocabulary mastery at SMPN 2 Ngadiluwih?”

C. Research Objectives

Based on the research problem, the objectives of this study are:

“To Improve students’s vocabulary mastery by using Coco Cartoon Movie at SMPN 2 Ngadiluwih”

D. Significance of Research

1. Theoretical Significance

To overcome problems in the classroom through the application of Coco cartoon movies to improve students's vocabulary mastery.

2. Practical Significance

Teacher: To provide information to English teachers about the application of Coco cartoon movie media to improve students' vocabulary mastery.

Students: Improving students's vocabulary mastery through Coco cartoon movie media.

Researcher: The researcher solves problems in the classroom and helps students improve vocabulary acquisition by watching Coco cartoon movie.

E. Scope and Limitation of the Research

In conducting researcher limited the study on improving students' vocabulary mastery by using “Coco” cartoon movie. The material the researcher focused on vocabulary about family-related, music and household objects.

F. Definition of the Keyterms

The key terms that related in this research, which are Vocabulary, Learning Media and Coco Cartoon Movie will be defined as follow:

1. Vocabulary

Vocabulary is a collection of words that have meaning when heard and seen, even though they were not created by the individual. Vocabulary is used to communicate with others. Vocabulary is one of the elements of language that is considered to play a control role.

2. Learning Media

Learning media is a very important component in a communication process. The communication process involves three main components, namely the delivery or source of the message, the intermediary, and the recipient.

3. Cartoon Movie

Cartoon Movie is an exaggerated humorous caricature illustration in the form of a moving diagram to criticize a person or an event with some violence. Cartoon Movie is a special art form to present a humorous appearance with the help of exaggerated colorful moving diagrams.

4. “Coco” Cartoon Movie

This Movie tells the story of a boy named Miguel who has a desire to become a musician. But his desire. it is contrary to the circumstances of his family who hates all things. related to music. Because of the rejection by his family, Miguel finally ran away from home into the world of the Dead, the struggle and change of Miguel and his family begins. Because of the good moral message in this cartoon movie, researchers chose this cartoon movie for this study.