CHAPTER II

LITERATURE REVIEW

This chapter discusses the theoretical basis and previous research used Drops in teaching and learning vocabulary mastery. (The Definition of Vocabulary, Vocabulary mastery, Problems in Learning Vocabulary), Drops (The Definition of Drops, Using Drops Application to Learn and Teach English Advantages and Disadvantages of Drops, Flashcard)

A. Vocabulary

1. Definition of vocabulary

Vocabulary is the most important aspect to think about when learning a language. This is a crucial element since learning vocabulary is necessary for language learners to be able to communicate, read, write, and understand content in a foreign language. In addition, Richards and Schmitt (2010), vocabulary is the knowledge of words and their meanings. However, this involves more than just knowing the definition of a word— it includes knowing how that word functions grammatically and how it can be combined with other words. Words may have multiple meanings, connotations, and specific usages in different contexts, making vocabulary mastery a complex but essential part of language proficiency.

To increase other components of the language, such as speaking, reading, listening, and writing, students must learn vocabulary. Although vocabulary is the easiest component of a second language to learn. Schmitt (2007) emphasizes that vocabulary is central to communicative competence and is crucial for both the learner's receptive (listening,

reading) and productive (speaking, writing) skills. He also suggests that learning vocabulary is a cumulative process, with words being learned over time through multiple exposures and in various contexts. Students who have mastered vocabulary will be able to speak with everyone since they will be able to comprehend all material presented in a foreign language. In conversations with native English speakers, students will also be able to speak and hear the language more clearly. If students do not know much vocabulary, they won't be able to share what they are thinking. Therefore, it is very important to master vocabulary.

2. Vocabulary Mastery

Vocabulary mastery refers to the learner's ability to fully understand and effectively use a wide range of words in a language. Stated to Asyiah (2017) Mastering vocabulary means that students have comprehensive knowledge about the vocabularies which include the meanings, the spoken form, the written form, the grammatical behavior, the word derivation, the collocations of the words, the register of the word - spoken and written, the connotation or associations of the word, and word frequency. It goes beyond mere recognition of words and involves a deep understanding of their meanings, forms, usage in different contexts, and associations with other words. According to Nation (2001), vocabulary mastery requires learners to know both the form and meaning of words, as well as how to use them appropriately in communication. This includes knowing how words are spelled, pronounced, their grammatical properties, and how they fit within sentences.

Moreover, according to Douglas Fisher (2016), vocabulary is one sign of a learner's previous understanding. Additionally, it helps with the comprehension of spoken and written language. But students are assessed on more than just their vocabulary; they are also evaluated on their understanding of the concepts associated with the words. This means that without a strong vocabulary, students may struggle to express their ideas clearly and will have trouble acquiring the four English language skills. Students can better understand communication principles and feel more comfortable expressing their views if they have a larger vocabulary. So, vocabulary knowledge is an important factor in children's learning process.

3. Problems in Learning Vocabulary

Students still find it difficult to learn vocabulary. According to Nugraeni (2023) To learn and develop an English vocabulary is not as easy, because the pronunciation of the English word differs from spelling. Besides, English is not also the main language in Indonesia, so it will be difficult to learn English as a foreign language. There are several factors that cause students to have difficulty understanding or memorizing vocabulary, one of the causes is learning that is less interesting. Students are bored with learning vocabulary and learn passively by listening to the teacher to explain. Apart from that, the vocabulary of words mastered by students is still low, this limits students from learning vocabulary

One of the problems students have when learning vocabulary is pronunciation. Many students struggle with pronouncing new words correctly and spelling them. According to Rosyada and Apoko (2023),

students often struggle to correctly pronounce or spell new words, particularly when these words don't follow predictable spelling rules. This problem is compounded when learners have limited phonetic knowledge, making it more difficult to remember or apply new words. Based on Ismail (2022) kids do not understand how to construct strong phrases in a paragraph or how to construct a decent sentence word for word. Researchers stated that the problem students have when learning vocabulary is pronunciation, spelling and also writing. students must be accustomed to being trained when there are new words and memorizing them in a way that is interesting to students.

B. Drops

1. Definition of drops

Drops is a language learning program and website available for free on the Play Store and App Store and install on Android or iOS operating systems or you can try it on this website (https://languagedrops.com). Developed in Estonia by Daniel Farkas and Mark Szulyovszky Drops is a language learning app designed to help users learn vocabulary efficiently through a visual and interactive approach. The app uses illustrations, animations and simple games to introduce and reinforce mastery of new words in various languages, including English. With a short learning duration, about 5 - 10 minutes per session, it is easy to learn and students can access it anytime. The colorful design can make students interested in learning vocabulary. There are reminder notifications so students don't forget when it's time to learn and memorize

vocabulary. In this application there is a voice from a native speaker to tell the correct pronunciation.

Drops aims to keep users' learning consistent without making them feel overwhelmed. This visual and repetition-based teaching method is considered effective for accelerating understanding. Researcher Rahmandika (2023) answered questions about participants' reviews after they used Drops Apps. The result of the question was that the students were satisfied with the implementation of Drops and also received positive reviews from the students. This means that the students enjoyed using the app to help their English vocabulary skills. The students stated that the use of mobile learning media in teaching and learning vocabulary is very good. "The app is easy to use, the appearance of the app is good, and the content included in the app may be the matrix of the positive reviews. According to Shelly (2010), digital media is the newest type of media available today, and refers to the technology used as media. Any computer-based presentation or application program that incorporates multimedia elements is considered digital media. Shelly's statement highlights the need for educators to use technology effectively in the classroom and most importantly to ensure that students use it according to guidelines.

Figure 2. 1 Drops Application

a. First, to access the application on mobile phones or laptops, students are able to download the application from Google Play or the App Store and install it on the Android or iOS operating system or you can try on this website (https://languagedrops.com)

Figure 2.2 Registration Page
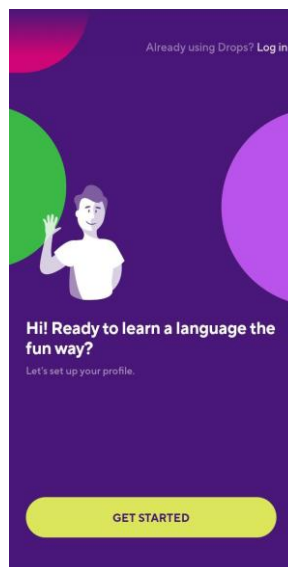
b. The second contains the user profile in which the account exists settings, help, and exit.
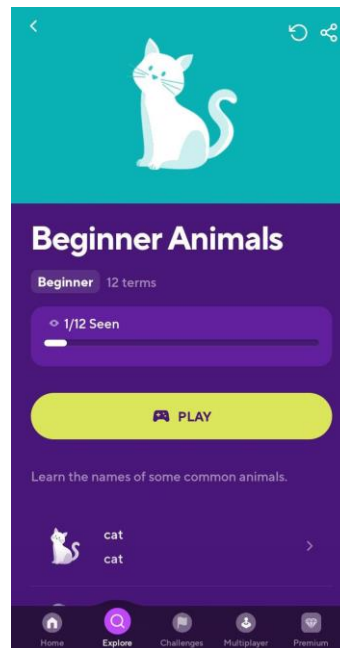
Figure 2.3 Homepage
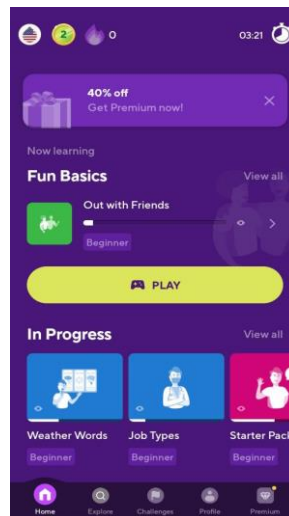
c. The third select explore will display the topics being tested. There are several themes presented, such as the image entitled "Beginner Animals" which provides 12 terms. The user can continue with the same theme titled "Farm Animals" which has 13 terms.

Figure 2.4 Beginner Farm Animal Theme

Figure 2.5 Beginner Animal Theme

d. The fourth Users can increase the difficulty of questions at the Intermediate level such as the Animal theme titled "City Animals" which has 9 terms.
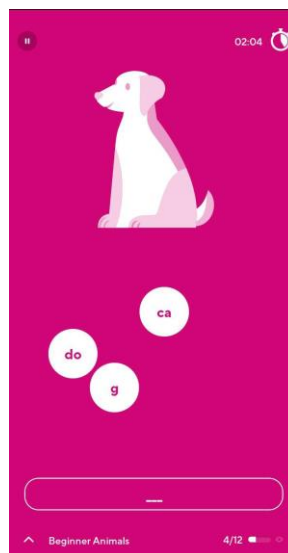
Figure 2.6 Intermediate Animal Theme

e. Fifth Users will be presented with various interactive games to add new vocabulary.

Figure 2.7 Interactive Games

Figure 2.8 Interactive Games

f. Sixth Users can select vocabulary to listen to the correct pronunciation
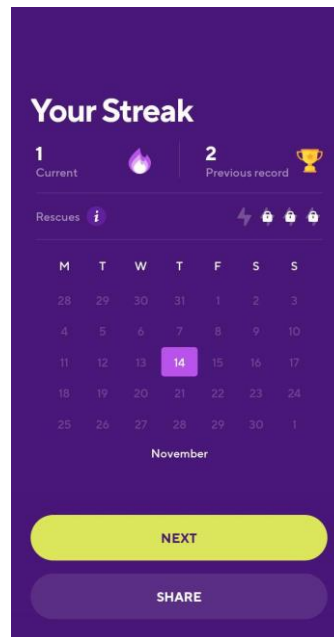   of the vocabulary.

Figure 2.9 Check Pronunciation

g. Seventh, After playing 1 theme, the user can see the new progress according to what the user has completed.

Figure 2.10 Finish Progress

h. Daily activity progress will be recorded and users can set a schedule for when to play the drops app.

Figure 2.11 Daily Activity

i. Using Drops Application to Learn and Teach English

    With Drops app, students can expand their vocabulary. Students need to be able to develop a strong vocabulary in English. Students can play Drops in private in the classroom after submitting their materials to the teacher. When learning a new language, students might employ a few practical and systematic strategies. Teachers are able to choose and modify resources in accordance with the government's curriculum for the classroom.

2. Several

    There are several steps to teaching vocabulary using the Drops app Start by choosing a vocabulary topic relevant to the subject matter, such as "Animal" or "Weather" in Drops. show the new words that appear in the app along with their images on a projector or screen in front of the class.

discuss each word briefly, so that students connect the new vocabulary with the image and its meaning.

a. then the user can go to the explore feature to choose the topic to be studied. for example, Animal And there will be a progress of the work.

b. Ask students to listen to the pronunciation of the words in the Drops app. After each word, encourage students to repeat the word together to practice correct pronunciation. repeat the word several times to strengthen short- and long-term memory.

c. Use the gamification features in Drops to make learning more interactive. Encourage students to complete vocabulary exercises in Drops individually. Allow 15-20 minutes for students to use the app independently.

d. After using the drops application Give students 20 vocabulary questions on paper to test how many vocabularies the students can get.

e. Lastly, learners can view their development throughout courses or units. About 10 questions are included in each lesson, with the goal of enhancing vocabulary through listening comprehension, translation, pronunciation, and vocabulary understanding.

3. Advantages of Drops

There are several advantages of using Drops as a means of learning in Class:

a. Drops uses images and animations to help students visualize new vocabulary, which facilitates the learning process. Research shows that

visual learning can improve information retention, because students can more easily associate words with images compared to just text

b. Drops incorporates game elements, such as rewards and challenges, that can motivate students to keep learning. This gamification helps create a fun learning atmosphere in the classroom and encourages students to be actively involved.

c. This app supports more than 30 languages and various vocabulary topics. Teachers can adapt learning materials to the needs of students at various levels, from beginner to intermediate.

4. Disadvantages of Drops

Using Drops as a vocabulary-learning tool has the following

disadvantages:

a. To use Drops in the classroom, especially in schools with limited technology, reliance on an internet connection can be a hindrance. Students who do not have stable internet access may find it difficult to make optimal use of the app.

b. While gamification helps motivate students, apps like Drops are more effective when used independently by motivated users. In the classroom, students who are less interested in self-directed learning or who need more support from the teacher may struggle to get the full benefit of these apps.

c. Drops does not provide in-depth assessments or direct feedback from teachers. While the app does provide quiz-based learning, the feedback provided is automated and not in-depth. Students may need more

interaction with the teacher to get better corrections and explanations on the correct use of words in context.

A. **Flashcard**

Flashcards are cards used as learning aids, usually having the information to be learned on one or both sides of the card. Stated to Nugroho (2012) Flash cards in teaching vocabulary are very simple visual aids and the teacher can make the students more active during the teaching learning process. Flashcards are used to remember or memorize information through repetitive practice. Usually, flashcards are used to learn vocabulary, academic concepts, or information that needs to be memorized. Flashcards can be physical, such as paper cards, or digital, such as in learning apps. One of the learning methods often applied with flashcards is spaced repetition, which helps improve long-term recall of information.

According to Angreany, (2017), namely: "Flash cards are learning media in the form of picture cards measuring 25 x 30 cm. The images are made using hands or photos, or utilize existing images or photos that are pasted on flash card sheets". She stated that it can be said that flashcards are media in the form of picture cards made using photos or drawings, on the back there is a description of the image on the flash card. From the quote, it is explained that the size of the flash card is 25x30cm.

This media is a learning media that can help in improving various aspects such as: developing memory, practicing independence and increasing the number of vocabulary. According to Fitania, (2019) also states that the advantage of flashcard media is that it helps the ability of the right brain to

remember images and words as components. Through this opinion, the advantages of flashcard media are easy to carry, practical, easy to remember, and fun. According to Y Aslan, (2011) Flash cards are one of the learning media in the form of graphics in the form of small illustrated cards, usually made using photos, symbols, or images that are affixed to the front side and the back side has information in the form of words or pictures. On the back side there is a description in the form of words or sentences from the Flashcard image. Media Flashcards remind or direct students to something related to the image. with the picture.

C. Previous study

The first previous study was titled "Learning Vocabulary through Drops Application: A Case Study of Students' Perceptions at a Junior High School in Bandung" and was carried out by Hikmawati, Hesti (2023). The purpose of the study was to investigate how students felt about using the Drops app to learn vocabulary in English. It concentrated on students' perceptions of the app's usefulness, appeal, and contribution to vocabulary development. According to the findings, the majority of students thought utilizing Drops was beneficial. They claimed that the app increased the fun, interest, and motivation of vocabulary mastery. Additionally, students reported that Drops' gamified elements, time-based learning sessions, visual design, and image usage made it easier and faster for them to learn new words. However, a few students noticed that internet dependency and restricted free features were some issues when using the program.

The second previous study was written by Repeleta Siregar (2020) The Title is "Using Drop Everything and Read (DEAR) Technique to Improve Reading Comprehension of Descriptive Text to the Tenth Grade Students at SMA Methodist 1 Talang Kelapa" is the title of the study, which employs quantitative research. The purpose of this study is to ascertain if grade 10 students at Methodist 1 Talang Kelapa High School can enhance their reading comprehension skills of descriptive texts by implementing the Drop Everything and Read (DEAR) strategy. Following the class employing the DEAR approach, the kids' reading comprehension significantly improved, according to the results. The rise in pre-test to post-test scores makes this clear and demonstrates how well this method works to help students understand descriptive texts.

the third previous study, Muhammad Gilang Rahmandika, Dina Rachmawati, and Rosmania Rima (2023) titled "Teaching English Vocabulary by Using Mobile Application 'Drops' For Senior High School" and used Design-Based Research (DBR) as their method. The study's goal was to investigate how well the Drops mobile app supported vocabulary learning in senior high school students and show that using the app improved vocabulary mastery, as evidenced by positive results in learning indicators and student perceptions, with 92% of students responding favorably that the Drops app made vocabulary learning more engaging and easier. It suggested that the application may be regarded as a successful substitute for teaching vocabulary in English at the senior high school level.

Based on previous study, this research has similarities in using drops as a vocabulary tool. However the difference between my research and previous research is that the learning environment focuses on junior highschool with a lower learning level. It is hoped that learning at an earlier age can form a strong foundation and can motivate students to learn English at an earlier age.