

## CHAPTER 1

### INTRODUCTION

This chapter provides the background of the study, research question, research objective, hypothesis, significance of the study, scope and limitation and definition of the key terms

#### **A. Background of Study**

Vocabulary is important part to learning english. By mastering vocabulary, we can easily to improve skill on writing, listening, reading and also speaking. Nurmala and Anggoro (2023) stated that it is impossible to learn language without vocabulary because a lack of vocabulary knowledge make students difficult to learning an english language. There are many vocabulary list that students should improve new words in their mind everyday in order to have good ability in English. Sometimes, many people ignore to improve vocabulary even if it is very needed to thoughtfully integrate vocabulary when learn foreign language.

Therefore, vocabulary becomes a main key of learning English language. Vocabulary skills are frequently overlooked for successful foreign language learners, it needs a role of teacher that able to teach English vocabulary to make students have much vocabulary mastery. Matra (2020, p 47) stated “Students will improve much if they learn more words and expressions, even if students grammar are excellent, they are still having difficulties to communicate English without a wide vocabulary”. Students need something

new in teaching english, because it will make them more interest and antusias. When they enjoy to learn, they will understand the material.

One of the effective learning strategies to improve vocabulary is choosing the right learning media. Interactive learning media can create a new atmosphere in the classroom that can support students to improve their understanding of the material. According to Gagne et al, (2011) learning media that is in accordance with student characteristics is one of the factors that can present stimuli that can make a learning process more qualified.

Technology is the solution to English learning problems. Using technology as a learning tool is mandatory nowadays. Komalasari and Zuhriyah (2021, p 36) stated that the use of online learning media that can be accessed in mobile phone is a great way in using technology and it can make students more interested in learning. Learning using technology can increase students' vocabulary because it is a fun learning method using education-based teaching applications. One of media developments in the world of education is learning using Augmented Reality. Augmented Reality (AR) is a technology that combined 2, 3 or 4 dimensional virtual object with the real world in real time. There are several application to make Augmented Reality such as Assemblr Studio, Vuforia SDK, Unity 3D, ARKit for iOS platform, ARCore, and Just a line. In his research, researcher using assemblr edu learning media to improve vocabulary mastery. Implementation of Assemblr edu in english learning because it can make learning becomes more interactive and interesting by presenting real life visualization.

Assemblr Edu is one of application the results of development technology education at this era, using augmented reality technology that can visualize the concept of a subject matter into a 3-dimensional form. The advantage of Assemblr Edu media based on augmented reality technology is that it enables the visualization of objects as a whole and obtains clear images (Tuta, Harta, & Purwasih, 2022). Assemblr Edu can be accessed through smartphones and can be used for premium account or for a free account. Assemblr Edu provides beautiful application presentations and easily accessible features, simplifying its use for students and teachers (Lestari et al., 2023).

From the result of observation made by researcher on the language assessment and testing development test, it is known that at seventh grade of MTs arrahmah still has lack of vocabulary mastery. Their score was standards and they have difficulty to understanding English Vocabulary. They need new strategy to increase their interest in learning english process, so they can improve their vocabulary mastery. Researcher choose Assemblr Edu learning media because this application allows users to make learning activities more innovative, interactive, collaborative, and enjoyable based on 2D and 3D. By using this application, learning vocabulary can become more enjoyable and facilitate students' interaction with the real environment.

There are several studies that examine the use of augmented reality in english learning. There are several studies that examine the use of augmented reality in english learning. Therefore, the researcher provided three previous study. The first was conducted by Nurul Khafifah Rusni (2024) by the title “The use of Augmented Reality in improving speaking skill ability of tenth

grade student of MAN 2 Soppeng”. The second is research from Ari Riadin (2024) by the title “Developing EFL high school students’ vocabulary mastery using Assemblr Edu Augmented Reality (AR) media”. And the last was conducted from Asminah Bahar (2023) entitled “ The effect of using the Canva application in improving students’ vocabulary at Junior UPT SDN 214 Pinrang”

Based on the background above, the researcher will conduct the research with the title “The Effectiveness of using Assemblr Edu Learning media to Enhance Students’ Vocabulary Mastery at MTs Arrahmah Papar”.

## **B. Research Question**

Based on the background of this study, the research question can be stated as follows: “Is the use of Assemblr Edu effective in students’ vocabulary mastery?”

## **C. Research Objective**

Based on the research question, the main objective of this study is the researcher attempt to determine the effectiveness of using Assemblr Edu to enhance students’ vocabulary mastery.

## **D. Hypothesis**

### 1. H<sub>0</sub> (Null Hypothesis)

There is no significant difference between the use of Assemblr Edu and Canva at seventh grade of MTs Arrahmah.

### 2. H<sub>a</sub> (Alternative Hypothesis)

There is significant difference between the use of Assemblr Edu and Canva at seventh grade of MTs Arrahmah.

## **E. Significance of Study**

### 1. For Teachers

This study aims to help teachers obtain information and develop alternative solutions to improve students' vocabulary mastery using Assemblr Edu application.

### 2. For Students

This research is expected to encourage the students to enhance their English vocabulary through the use of Assemblr Edu in english learning.

### 3. For Researcher

This study aims to encourage students to use Assemblr Edu to expand their English vocabulary when learning English.

## **F. Scope and Limitation**

To avoid misunderstanding, the researcher limited the scope of this study. This study focused on the effectiveness of Assemblr edu in improving students' vocabulary mastery. This study aims to explore the effectiveness of Assemblr edu in improving the vocabulary of junior high school students. This study is limited to the seventh grade students of MTs Arrahmah Papar and the spesific topic is Asking and giving directions and Preposition place.

## **G. Definition of Key Terms**

### 1. English Foreign Language

English as Foreign Language EFL is a term used to describe the teaching of English by non-native speakers in countries where English is not the primary language. English Foreign Language focuses on helping

non-native speakers to learn English for academic, business, or career. This is a tool to communicate with different countries that have different mother tongues.

## 2. Learning Media

Learning media is all of the tools, resources, and materials used to facilitate the process of teaching and learning activities. Media is all things that can stimulate student thoughts and creativity to support the learning process. The use of Learning Media helps students to understand material and learn better so they can improve their knowledge.

## 3. Assemblr Edu

Assemblr Edu Assemblr Edu is an AR platform specifically designed for educational purposes with 3D and AR technology, serving as a learning process by creating interactive and innovative learning media. This application allows users to make learning activities more effective, interactive, collaborative, and enjoyable. By using this application, learning activities can become more enjoyable and facilitate students' interaction with the real environment. Assemblr Edu can be accessed using a smartphone and can be used for free or for a fee..

## 4. Vocabulary Mastery

According to the Cambridge dictionary, Vocabulary is all the words used by a particular person, or all the words that exist in a particular language or subject. Vocabulary Mastery is a competence about a list of words that can be understood by other people which may be used for communication. Vocabulary mastery is one of the important things in foreign language as a

basic to mastering english language. It is one component to master english as a foreign language for primary, junior high school and senior high school.

#### 5. Canva

Canva is a versatile graphic design application that enables students and teachers to create a wide range of visual content, including presentations, social media graphics, and posters. It offers an intuitive interface with numerous templates and design tools, making it accessible for both beginners and professionals. The platform provides access to a various library templates, images, shapes, color background and fonts facilitating creativity and efficiency in desaign project. Canva's collaborative features also support teamwork, making it valuable resource for bussiness and educators.