

## **CHAPTER 11**

### **LITERATURE REVIEW**

This chapter presents the literature review related with this research. There are some points to be explained. There are Vocabulary Mastery, Learning Media, Assemblr Edu and Canva Application.

#### **A. Vocabulary Mastery**

##### **1. Definition of Vocabulary**

Vocabulary is the basic of a language when someone wants to learn foreign language. Vocabulary is a key to learning English, because it is impossible for students to master four English skills without mastering vocabulary first. Vocabulary is one of the crucial and important aspects in learning English as a foreign language, which is essential for every student to master before learning other skills including reading, listening, writing, and speaking. It is impossible for students to be fluent in English without mastering vocabulary because no one can speak, understand, or even write in English if they are weak in vocabulary. The lack of vocabulary becomes a problem for students when facing long texts and given writing assignments that require knowing the meaning of each word or phrase. Therefore, students cannot write words or construct sentences correctly when they have not learned vocabulary first..

According to Brown (2018) vocabulary is the basic building blocks of a language that can use to create sentences, larger paragraphs, and whole texts which is require to have adequate vocabulary knowledge.

Furthermore, Hornby (1995) defined vocabulary in three ways:

As the total number of words that make up a language, As all the words known to a person or used in a particular book, subject, etc., and As a list of words with their meanings.

Vocabulary knowledge is a key factor in achieving success in English language learning. It plays a major role in helping learners become proficient in English. Therefore, vocabulary should be considered one of the most important aspects of English language learning, requiring significant attention and consistent practice to improve students' mastery.

From these definitions, it can be concluded that English vocabulary is constantly changing and expanding. This means it is becoming increasingly complex, and no one can determine the exact number of words in the English language.

## **2. Types of Vocabulary**

According to Miller (2000) there are some kinds of vocabulary that commonly used in a text, as follows :

### **a. Receptive vocabulary**

This kind of vocabulary include words that are generally understood when heard, read, seen constitute a persons but do not use when they speak or write.

### **b. Productive vocabulary**

This kind refers to words that can be produced within an appropriate context that commonly used to speak and write in the intended meaning.

According to Gairns and Redman (1986) . kind of vocabulary divided into:

a. Understanding world of boundaries

- . It is not just about knowing what a word means, but also knowing how it is different from other, similar words, for example : what makes a cup different from a mug or a bowl?

b. Polysemy (One word, many meanings)

Some words have several meanings that are connected. Take the word *head* it can mean part of the body, a leader, or even the top of something.

c. Homonymy (Same word, Unrelated Meanings)

Other words might look and sound the same but have totally different meanings. For instance, *file* could be something to organize papers or a tool you use to smooth something down.

d. Homophones (Words that Sound the same)

Some words sound identical when spoken but have different meanings and spellings, like *flour* (for baking) and *flower* (the plant).

e. Synonyms (similar words, slight differences)

Even if words mean almost the same thing, they're not always used the same way. For example, *increase*, *expand*, and *extend* all suggest growth, but they are used differently depending on the situation.

f. Affective Meaning (emotional and cultural meaning)

Words *don't just carry* definitions they also carry feelings and attitudes. Some words might sound polite or rude depending on how or where they're used.

g. Formality, Context, and Accents (Style, Register, Dialect)

It is important to know how words change depending on formality, topic, or where someone is from. What you say to a friend may not be what you say in a job interview.

h. Translation Awareness

Words not always have a perfect match in another language. Some words may look familiar but mean something completely different these are called “false friends.”

i. Vocabulary Grammar (Using Words Correctly in Sentences)

Knowing a word means knowing how to use it properly in a sentence what prepositions go with it, how it changes with tense, etc.

j. Different Word Forms

Many words change form depending on how they're used. For example: *sleep, sleeping, slept* or *able, unable, disability*.

k. Pronunciation (Saying the Words Right)

Being able to pronounce words correctly is just as important as knowing what they mean especially when speaking and listening in real conversations.

According to Freeman (2000: 9–21), the following are several methods for developing vocabulary mastery:

a. Translation of Literary Passages

Students translate a reading passage from the target language into their native language. The same passage is used in subsequent lessons to study vocabulary and grammatical structures.

b. Finding Antonyms/Synonyms

Students are given a set of words and asked to find their antonyms or synonyms within the reading passage.

c. Fill in the Blanks

Students receive a series of sentences with missing words. They are required to fill in the blanks using new vocabulary items or words of a specific grammar type, such as prepositions or verbs in different tenses.

d. Memorization of Vocab List

Students are given lists of vocabulary words in the target language along with their native language equivalents, and are asked to memorize them.

e. Use Correct Words in Sentences

To demonstrate understanding of new vocabulary items, students create original sentences using the new words correctly.

f. Composition

The teacher assigns a writing topic related to the reading passage. Students write a composition in the target language. Sometimes, instead of a composition, students are asked to write a *précis* (summary) of the passage.

### 3. Vocabulary Mastery

Thornbury (2002) emphasizes that vocabulary acquisition is fundamental to language learning, as it equips learners with a broad understanding that includes word meanings, such as : synonyms,

antonyms, connotations, and denotations—along with their correct spoken and written forms, grammatical functions, derivations, typical collocations, frequency, and appropriate usage in both oral and written contexts.

Nevertheless, developing a strong vocabulary is a gradual process rather than an instant achievement. Learners must build their knowledge progressively, starting with basic words. This can be facilitated through various strategies, such as listening to vocabulary in context, engaging in conversation with peers, reading English texts and identifying unfamiliar words for further study, and applying newly acquired vocabulary in writing with accurate sentence structure and word order. These steps are essential for achieving vocabulary mastery, especially because insufficient vocabulary knowledge can hinder students' ability to fully understand longer, more complex texts

#### **4. Teaching Vocabulary**

Teaching Vocabulary Teaching is the most crucial aspect in learning process. Through the teaching, a teacher assists students to comprehend the material being presented. According to Brown (2007) teaching is "guiding, facilitating, learning, enabling the learners to learn, and setting the condition for learning." This means that teaching involves more than just delivering information; it is about creating an environment where learners can actively engage, understand, and develop their knowledge through appropriate guidance and support.

Vocabulary is the basic ability that should be mastered by the learners. By mastering vocabularies, the learners will make it simple for learners to comprehend the language. If the learners do not understand the meaning of words, they will be difficult to comprehend what they read, see, and learn. According to Napa in Moega (2022) vocabulary is very important in making up language, it is one of the basic elements and that is why no language exists without words. Therefore, teaching vocabulary is very important task in teaching English. Moreover, Doff in Tuan (2012) identifies four stages in teaching vocabulary including, presentation, practice, production, and review. These stages are described as follows

1. Presentation

Presentation is a critical initial stage in teaching vocabulary. Thornbury (2002) emphasizes that learners must grasp the meaning and form of new words during this stage. In addition, Gairns & Redman (1986) outline three techniques for presenting vocabulary: visual techniques (like gestures, flashcards, and realia), verbal techniques (including illustrative situations, synonyms, definitions, and contrasts), and translation, which offers a quick way to convey word meanings. Together, these techniques aid learners in understanding vocabulary through visual cues, contextual examples, and translation.

2. Practice

In this stage, students engage in controlled activities to practice the new vocabulary. Thornbury (2002) said that “practice makes perfect”, which means that teachers should provide students with vocabulary

exercises to give them opportunities to practice and reinforce the new words they've learned.

### 3. Production

At this stage, students are encouraged to engage in higher-level tasks known as production tasks (Thornbury, 2002). They are expected to create their own products, which helps transform their understanding of words from receptive to productive use, thereby aiding in transferring vocabulary into long-term memory.

### 4. Review

This stage focuses on reinforcing students' memories. According to Davies & Pearse (2000) reviewing involves applying new concepts to previously learned language, presenting a challenge that calls for creativity and innovation. It produces better results for teaching and learning vocabulary. In the reviewing stage, students have increased opportunities to use the language and receive feedback, which can be facilitated through communicative activities.

Additionally, Nation (1974) emphasizes that there are three key aspects that teachers should focus on when teaching vocabulary. Teachers must instruct students on the shape or form of the words, explain their meanings, and teach the form and meaning simultaneously. Moreover, to enhance students' comprehension and usage of vocabulary, it is essential to employ effective teaching techniques.

## **B. Learning Media**

### **1. Definition of Learning Media**

The term *learning media* is composed of two elements: "media" and "learning." The word *media* is derived from the Latin term *medius*, which means "middle" or "intermediary." In English, "media" is the plural form of "medium," referring to a means of transmission or communication. According to the Association for Educational Communication and Technology (AECT), media encompasses all tools and channels used to deliver messages and information (Januszewski & Molenda, 2008). In the educational context, selecting appropriate learning media represents an effort to innovate the learning process to students' needs in order to effectively meet instructional objectives. Learning media can take various forms, such as textbooks, teaching aids, projectors, digital platforms, computers, software applications, or even the physical and social learning environment. As stated by Sudjana (2009), the use of learning media has the potential to enhance the educational process and contribute to improved learning outcomes. In other words, learning media refers to any instrument or resource that serves to convey educational content from teachers to students by facilitating comprehension of the material being taught

### **2. Functions of Learning Media**

In the learning process, media functions as a means of conveying information from the source (Educator) to the recipient (Student). The functions of learning media are detailed below (Kristanto, 2006):

- a. Improving understanding : learning media help students understand concepts and information more visually and interactively than verbal explanation.
- b. Improving memory : images, videos, graphics and other visual elements can help students easily remember the material than just reading and listening.
- c. Increasing student interest : interesting and diverse media can stimulate student's interest in learning process
- d. Stimulating creativity : interactive learning media stimulate students' creativity and allow them to actively participate in learning process.
- e. Presenting abstract concept media : media helps explain abstract or complex concept in a more concrete and easy way to understand.
- f. Teaching by example : media can be used to provide concrete examples and case studies to support understanding of material.
- g. Measuring understanding : some learning media can be used to measure students' understanding through quizzes and questions contained in the material.
- h. Saving the time : the use of learning media increases efficiency by reducing the time needed to explain concept.
- i. Bringing Virtual Reality: Advanced technologies such as simulation and virtual reality help students experience real-world experiences in a safe and controlled environment.

- j. Connecting with the real world: Learning media helps students recognize the connection between learning materials and the real world and their application in everyday life.

The use of appropriate and relevant learning media in learning situations increases the effectiveness of the learning process and makes it more interesting for students.

### **3. Benefits of Learning Media**

Learning media has various benefits in the world of education. The following are the benefits of using learning media (Shoffa et al., 2021).

- a. Facilitate understanding: Learning media helps students understand what they are learning in a more visual and concrete way.
- b. Increase information retention: Images, videos, and other visual elements help students retain information longer.
- c. Increase student engagement: Interesting and interactive media can increase student participation in the learning process.
- d. Arouse interest in learning: Interesting media motivates students to be more enthusiastic about learning.
- e. Save time: Learning media can explain concepts quickly, saving time that can be used for other materials.
- f. Facilitate independent learning: Self-paced learning media allows students to learn independently outside the classroom environment.
- g. Collaboration and interaction: Online media fosters collaboration among students and allows for project-based learning and group work.

- h. Teaching to a variety of learning styles: Teacher can use media to teach students with different learning styles, including: Visual, auditory, and kinesthetic.
- i. Present real-world context: Media helps connect learning concepts to real-world situations, making learning more relevant

## **C. Assemblr Edu**

### **1. Definition of Assemblr edu**

Assemblr Edu is a learning application service that can be accessed via smartphones or computer, provided for free and for a fee. Assemblr Edu has advantages in its application design that is able to integrate programs with visual applications (immersion), so that this will be considered to make it easier for teachers and students to use it.

The Assemblr Edu application service provides various features, namely: class features, topic features containing various learning materials, scan features, 3D and AR creation features. This application can be used by teachers, educators, education developers or students. This platform also has features that allow for managing, storing and sharing content that is created, thus facilitating the collaboration process between teachers or educators. Assemblr Edu can also be used to evaluate student performance by adding questions or quizzes to the AR content that is created.

## **2. The Advantages and Disadvantages of Assemblr Edu**

### **a. The Advantages of Assemblr Edu**

Advantages of Assemblr Edu Assemblr Edu has superior features, namely: has animated videos, audio, does not require knowledge of programming, can be viewed from various angles (3 dimensions), can be stated where we want. Rissa (2022) The benefits of using Assemblr Edu as a learning tool can be summarized as follows:

#### **1) Visual Engagement**

The platform's use of 3D images and animations serves as a powerful visual look, capturing students' attention and stimulating their curiosity particularly effective for younger learners.

#### **2) Comprehensive Virtual Classroom**

Assemblr Edu provides a dynamic virtual learning environment where students can easily collaborate by sharing notes, documents, images, videos, and even 3D or augmented reality (AR) projects within a single platform.

#### **3) Simplification of Complex Concepts**

By integrating abstract and complex subject matter into interactive 3D and AR formats, Assemblr makes these topics more tangible and easier to comprehend directly within the classroom setting.

#### 4) Extensive Learning Resources

The platform offers a wide range of freely accessible educational content, including models, diagrams, and simulations, which align with various school subjects and curricula.

#### 5) Encouraging Creativity

With features such as the AR Editor and scan-to-see capabilities, Assemblr encourages active student participation and creativity, promoting interactive and meaningful learning experiences.

#### 6) Multi-Device Accessibility

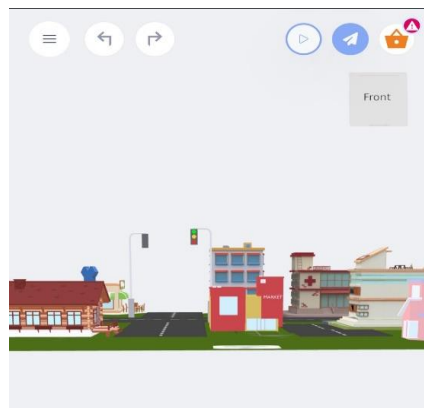
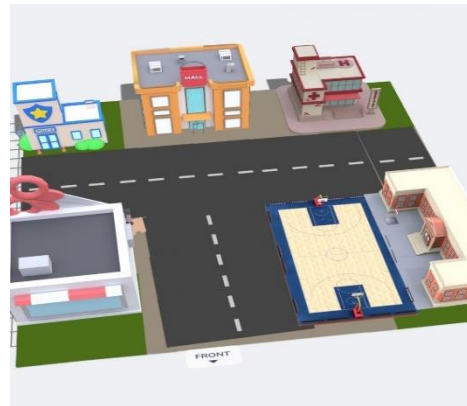
Assemblr Edu is compatible with multiple devices, including smartphones, tablets, and computers allowing users to access learning materials anytime and from anywhere, thus supporting flexible and mobile learning.

### **b. The Disadvantages of Assemblr Edu**

According to Chairuddin et al., 2023, here are some weaknesses of Assemblr Edu in learning media.

- 1) Some features of Assemblr Edu is sometimes difficult to use.
- 2) Loading takes a long time when teacher prepare the materials.
- 3) Teacher need to buy a premium sccount if they wants to get more complete features to explore many elements.
- 4) Sometimes there are obstacles when the application is used. for example, log out the application by itself.

### c. Picture of Assemblr Edu



## D. Canva

### 1. Definition of Canva

Canva is an online design tool that offers users to opportunity to create posters, slide shos, images, videos, resumes, certificate and other media. Students can use this media to help them for doing task or prepare for presentation because canva have many feature that free to used. The use of canva can increase creativity in making poster design, presentation or other visual content. Canva media also facilitate students for understanding materials because canva can display a variety of images, graphics, animation, video, and text as well as interesting elements.

## 2. Advantages and disadvantages

According to Bahar (2023) the strength and weakness of Canva as follows:

### a. The Advantages of Canva

#### 1) Easy access by application or web

Canva platform can be accessed from website [canva.com](https://www.canva.com) or by application. This platform provides free downloadable apps for windows, android, iOS and mac. By easy access through application or website, canva help users to get new experience and allow them to create, edit or share their ideas anytime and anywhere.

#### 2) Available for many templates

Canva allow users to quickly find various interesting templates. The type of design canva such as slides, presentation, posters, banners, logos, or animated videos can be easy to edit or create by users only by looking for key term. With a variety of templates, users can start their design quickly and have a visual reference ready to use and free express their ideas.

#### 3) Available for many features

Canva offers a variety of features, including tools for editing slides, editing posters, creating a short videos, adding effects, and making presentation.

#### 4) Result of design can be downloaded in various formats

Canva lets users to download variety formats of visual design, including photos, GIFs, videos, presentations, document or PDF

format. In Canva Pro, users have additional download options like CMYK PDF.

5) No need for large storage

The last advantages from Canva is no need for large storage space. Users can find their project easily because this platform saves users design every few seconds while users editing.

**b. The Disadvantages of Canva**

1) Access only by online

This platform is online application, so users must have an internet connection to be able to access the features and use it. This can be a problem if the internet connection is unstable or unavailable.

2) Limited free features

Canva offers a variety of free features, but many of more advanced and useful features are only available in the premium version, this can limit the creativity of users who are not willing to pay for Canva premium.

3) Limitation of elements

Canva has many features and elements for presentation, but there are limitations on the number of videos or photos and elements that can be used in a design, which can limit the complexity of design. Also, Canva doesn't have a table feature to show the data. Users need to import the table.

### c. Picture of Canva



### E. Previous Study

The first study stated by Rusni (2024) titled "The Use of Augmented Reality in improving Students' Speaking Skill Ability at The 10 Grade of MAN 2 Soppeng" aimed to know whether Augmented Reality (AR) can improve speaking ability of tenth grade student of MAN 2 Soppeng. The results clearly indicates that the use of AR media effectively enriched students' speaking skill, as evidenced by a significant improve in the average from both pre-test and post-test scores. The similarity between research and the present study lies in the shared focus on using augmented reality media. However, the key difference is in the research object: Rusni's study involved speaking skill ability while the current study focuses on vocabulary mastery.

The second study entitled “Developing EFL high school students’ vocabulary mastery using Assemblr Edu Augmented Reality (AR) media” by Ari Riadin (2024). The purpose of this study is to examine whether the effect of the use of Assemblr Edu augmented reality on student vocabulary mastery is significant or not. The result of this study are students’ vocabulary mastery improved, and pronouncing well. The Assemblr Edu media significantly affected to students’ vocabulary mastery in XI IPS 4 class SMAN Jatinangor. The similarity of this current study with Yanuari’s study is about same theme in using Assemblr Edu to improve vocabulary mastery. However, the key difference is the subject. The subject of Riadin’s study is high school learners, while the current study subject is Junior High School Student.

The third study entitled “The effect of using the Canva application in improving students’ vocabulary at UPT SDN 214 Pinrang” by Asminah Bahar (2023). The aims of this research is to access the effect of applying Canva platform as a learning media in Learning Process to enhance students’ vocabulary skill at UPT SDN 214 Pinrang. Moreover, the result of Bahar’s study showed From the analysis of the data the researcher find that there was a significant difference of students’ vocabulary mastery between students taught by using Canva application and without using Canva. The similarity of Bahar’s study is about the same in vocabulary. The difference is existed in term of subject, the research Bahar’s study using Canva application, while the research media this current study is assemblr edu and using Canva for control group..