

CHAPTER II

LITERATURE RIVIEW

The second chapter presents information about review of related literatures parts. These parts are the definition of vocabulary, kinds of vocabulary, vocabulary instruction, integrating vocabulary instruction into four skills, learning media, digital learning resource, Hello English application and previous research.

A. Vocabulary

a. Definition

According to Richards (2002:255), vocabulary is the core component of language proficiency and provides much of the basis for how well learners speak, listen, read, and write. Jackson and Amvela (2000:11) say that the terms of vocabulary, lexis, and lexicon are synonymous.

One of the language components that can impact macro vocabulary is Abilities. Some experts recommend a certain description of vocabulary. Nunan-Nunan (1999: 101) notes that a list of target language words is vocabulary. In addition, Jackson and Amvela (2000: 11) state that the vocabulary words, Lexis is synonymous with the lexicon. Richards and Schmidt, in addition, (2002:580) notes that vocabulary, including single words, is a collection of lexemes, Terms, compounds, and idioms.

In addition, According to Cameron, vocabulary as one of the knowledge areas in language plays a great role for learners in acquiring a language⁴ . It means that vocabulary cannot be separated from the language, it is an important part of language without vocabulary the language cannot be used to maintain all

information in language. Students must master vocabulary to develop another aspect in language such as speaking, writing, reading and listening. And the vocabulary should be taught especially for foreign language learning activity, because even the students have mastered grammatical form without mastering vocabulary they will not be confident to communicate or to speak.

All language abilities include mastering vocabulary, such as in reading, students will have difficulty learning or understanding the text they read if they do not understand the context of the phrases in the text. If they speak, it would be difficult to communicate in a foreign language. They just have a little vocabulary. It is not easy to master a language if you do not start with the simplest one, even without learning a new language, it is impossible to master vocabulary.

b. Kinds of Vocabulary

In relation to kinds of vocabulary, Nation (2001) states that there are four kinds of vocabulary in the text:

- 1) High frequency words. These words are almost 80% of the running words in the text;
- 2) Academic words. Typically, these words make up about 9% of the running words in the text;
- 3) Technical words. These words make up about 5% of the running words in the text;
- 4) Low frequency words. These are the words of moderate frequency that did not manage to get into the high frequency list. They make up over 5% of the words in an academic text.

c. The Technique in Teaching Vocabulary

Commonly, there are several techniques concerning the teaching of vocabulary, however, there are a few things that have to be remembered by most English teachers if they want to present a new vocabulary, it means that the English teachers want students to remember a new vocabulary. Then, it needs to be learnt, practiced and revised to prevent students from forgetting techniques employed by teachers depend on some factors such as the content, time availability, and its value for the learners. Here are some techniques of teaching vocabulary as stated by Brewster, Ellis, and Girard:

a) Using illustration and pictures, b) Drawing, c) Using objects, d) Contrast, e) Enumeration, f) Mime, expression and gesture, g) Guessing from context, h) Eliciting.

B. Game

Educational game, no matter what, are really important in the classroom. The Students' Age. Because the primary focus of classroom use of games is to help the students learn and enjoy themselves. The students can be while playing Relax, workout, and tease your buddy. The students, aside from having fun, they acquire a new vocabulary along with their spelling at the same time. Pronunciation, and. The students are beginning to realize they have to speak or speak if they want, pronounce the words clearly.

As one of the most enjoyable way of learning a foreign language, online games (Hello English) can be used while teaching vocabulary. Korkmaz 2018 enlists several advantages of integrating games in learning vocabulary:

- 1) Games are useful because they encourage learners to make an effort and sustain their interest and work when learning a language.
- 2) Games help learners experience language with several opportunities to negotiate meaning rather than only study it, which enables them to develop language skills more rapidly when compared to the students who do not play games.
- 3) Learners learn English subjects better through games and learners absorb the language better if language items are used repeatedly within games.
- 4) Games are useful ways of eliciting social interaction, particularly icebreakers and warmers games help learners be creative, risk-takers, thoughtful, communicative and happy to work together with other learners.
- 5) Games can increase motivation of the learners.

C. Hello English

Hello English is an interactive, personalized, and contextual English learning application designed specifically for English as a second language learners. Launched in October of 2014, he is Asia's most downloaded, and world's third most rated Educational application on Google Play Store (as of January 2017). The purpose of Hello English is to make the user can master English by their own native language. The app has consistently retained the top position under the free apps in education category in India, Sri Lanka, Bangladesh, Nepal, Qatar, and many others.

Hello English covers all four aspects of language skills: Reading, Writing, Listening and Speaking, with advanced voice recognition technology that allows

learners to speak into the app and hold real-life, useful conversations and a lot of vocabularies. It pairs interactive lessons with fun games and speaking practice for a complete learning experience. Also, it offers unique and engaging contextual learning tools that leverage news, sports and entertainment to help learners build their English vocabulary. Then, it makes learning seamless & saves data expenses for users as a majority of the app's features work offline.

With this application, users from across the world will be able to learn the spoken English and grammar from the languages choosing like Hindi, Indonesian, Thai, Arabic, Malay, Urdu, Malay, Bangladeshi, Bengali, Punjabi, Telugu, Tamil, Kannada, Marathi, Gujarati, Oriya, Assamesee, Malayalam, Chinese, Portuguese, Turkish, Nepali. Hello English is free English course application that has been used over 24 million users from all across the globe for the purpose of learning spoken English, grammar and vocabulary building. This application has some features:

1. Hello English offer 475 interactive lesson. The interactive lesson are 100 percent free to use for the purpose of conversational English, grammar topics, vocabulary and much more. All the lesson are accessible even when offline.
2. This application offers learning by interactive games. The interactive games allow users to learn the reading, translations, spellings, grammar and vocabulary with some games.
3. Allow discussions with teacher. User can ask questions from teacher about grammar and translations.

4. Practice is carried out by daily news. Learning is made efficient with help from latest news, articles, audio-video clips and ebooks.
5. This application allow users to hold daily use conversation by speaking directly into the application. This allows users to massively improve English learning capabilities.
6. The application comes with 10.000 words dictionary. Learn a new word daily along with its meaning and pronunciation.
7. Allows users to keep track of users rank. With this application users will be aware of global and city rank.

This application appropriates for beginner, especially junior high school. The display of Hello English are nice and interesting. The users will encourage getting the target point by play the games in it. This application has notifications to remind the users to finish their tasks and the exercise is different from day by day. The differences between Hello English and other applications is this application give very clear information of materials, give articles that very informative. This application also have many games to interact users such as Spelling Bee, Vocab Game, and Reading Game. For vocabulary purposes, all the words that users learned, will be save in 'My Dictionary'. But overall Hello English has many activities that allow users to learn English language, especially vocabulary in a pleasant way.

a. General Data Description

General Data Description to operate Hello English. First, installed this application and sign in with a Google account to make a Hello English account.

Then the researcher selected the native language, the gender, the work or school status, the reason why the researcher wanted to learn English and the researcher's name. In this application, the researcher chose Indonesian as the native language, so the instructions and explanations were in Indonesian language.

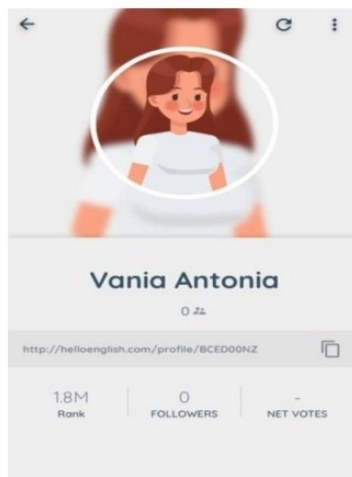


Figure 4.1 Hello English Account

Hello English have paid Pro membership which unlimited offline access to all features. The researcher did not pay this Pro membership. The researcher used 'try seven day trial' which have free access to all features in seven days.



Figure 4. 2 Pro Exercises Feature

Then researcher begins to visit home screen. In this home screen, users can select lessons and activities. There are main menu such as homework, all lessons, practice, advanced course and dictionary. All the lesson can be accessed offline but some of the features can only be accessed by online.



Figure 4.3 Homework Display

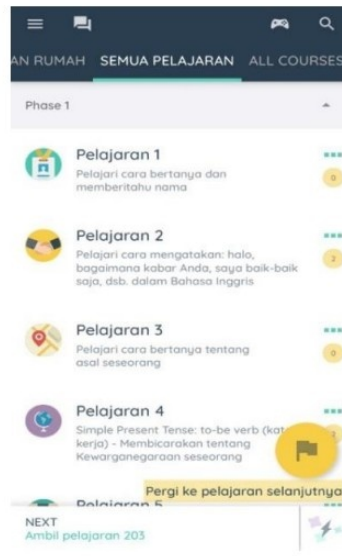


Figure 4.4 All Lesson Screen Display

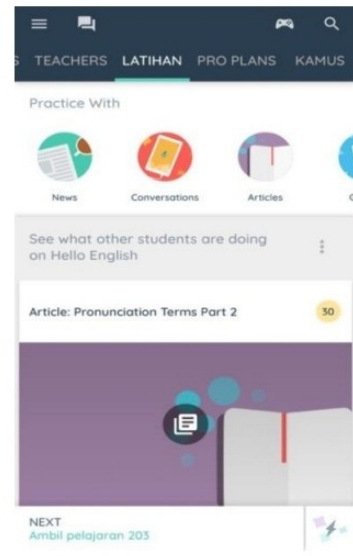


Figure 4.5 Practice Screen Display

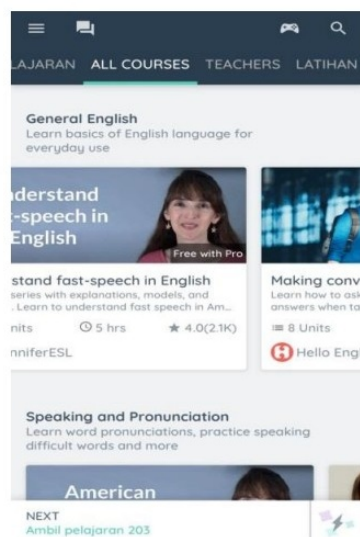


Figure 4.6 Advanced Course Screen Display

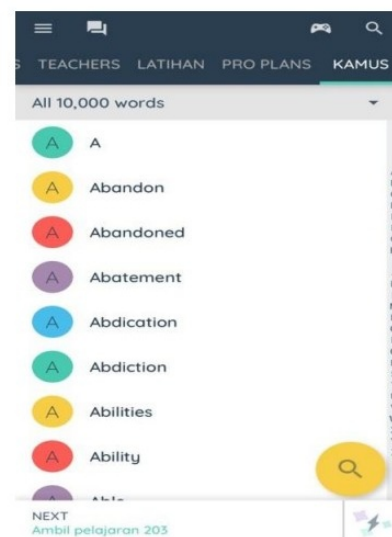


Figure 4.7 Dictionary Screen Display

The users can do the lessons and practices as much as they can in a day if use Pro membership, but they can only do a lesson in a day if become ordinary users. Every lesson, practice, activity and game have coin that can be reach. The phases are 19 with the total lessons were 475, but the researcher will only complete 25 lessons from the basic level in the first phase as the sample research. All the lesson had three parts. The first was Take the Lesson Today, Translate Game and Vocabulary Game, but some lessons were Conversation Game.