

CHAPTER I

INTRODUCTION

This chapter contains background of the study, research problem, research objective, hypothesis, significance of the study, and terminology.

A. Background of Study

Language is a communication instrument. Because the objective of communication is to convey and share ideas, both listeners and speakers must understand each other in order to develop an effective conversation. Considering the language differences in every country and even region in the world, English is one of the worldwide languages, which implies that it is taught in many nations throughout the globe, that many people use it for international communication, and that it is utilized as a key to knowledge, science, and technology. English is important in the age of globalization, as many sources are now written in English. As a result, English is extremely necessary for conducting conversation anywhere, at any time, and in any situation. As is well known, English has four primary skills: listening, writing, reading, and speaking; they are all highly significant in English. Regardless of those abilities, there is one factor that is tied to the primary abilities, and that is language. The abilities are utilized to communicate concepts, but without a large vocabulary, the ideas will not be expressed. Vocabulary acquisition is crucial in the area of EFL students because EFL

students would struggle to apply language, either structurally or functionally, if they do not have a large vocabulary (Alqahtani, 2015).

Vocabulary acquisition is a crucial part of language learning that has hitherto been overlooked. In recent years, there has been a greater recognition of the significance of vocabulary development to the process of language learning (Lightbown, 2010). Vocabulary is a crucial language component and the first step in EFL; it assists learners in understanding effectively spoken and written language. Despite the fact that they still face challenges in learning English vocabulary, such as a lack of language experience, which affects the number and type of languages they know (Lutviana & Mafulah, 2017). They can lose interest in learning, and they get bored easily, so the center of learning is highly limited (Juhana, 2014). As a result, instructors must be aware of the aspects in teaching, such as method, methods, technique, and content that may be employed, particularly when teaching young learners, in order to boost their enthusiasm in learning. A good technique does not function if the teacher does not know how to utilize it, and a good teacher is ineffective if the approach she/he picks is ineffective (Lelawati et al., 2018; Rahmadhani, 2015). Teachers should view technology as a tool to aid them in whatever strategies and approaches they choose to employ (Harmer, 2007, p.176). As a result, instructors can employ modern technology such as mobile phones or computers to access cartoon film on youtube as a learning tool.

Using video on YouTube may make the learning experience more interesting and engaging, making it simpler for students to recall the subject (Almurashi, 2016; Juhana, 2014). Furthermore, young learners may form significant understandings based on the items they see and hear, as well as when they touch and engage with these objects (Juhana, 2014). The video, as we know, shows language in genuine terms since it includes both visual and audible elements. It can assist young learners in communicating the meaning of word and pique their interest in studying vocabulary.

cartoon film on youtube that is used as learning media can be accessed using various technologies that exist today. Technological advances in today's era can help the learning process more effectively. Then, several research were conducted in order to increase the capacity in acquiring vocabulary via the use of technology, which encourages students to profit from autonomous learning and allows students to pick the strategy that they choose. As a result, the current study intends to investigate the role of technology in increasing vocabulary learning

Nowadays, technology has become a common element of daily life, and the advancement of technology has had an impact on foreign language instruction, particularly in vocabulary. EFL learners, on the other hand, are already using their gadgets to help and address vocabulary acquisition challenges. As a result, learners can expand their vocabulary by utilizing technology.

Cartoon film on youtube is one example of technology that may be employed. University students are interested in accessing YouTube. It also helps them with their homework (Zaidi et al., 2018). Students have a favorable response to utilizing YouTube, which has an influence on their vocabulary learning (Kabooha and Elyas, 2015). Utilize a cartoon film The pupils appear to learn the terminology more easily since they enjoy the animation, particularly Dora's cartoon. As a result, the kids find it simple to follow the tale and comprehend every word in Dora's video. Children adore cartoons, therefore if a teacher employs cartoons in the classroom, they will enjoy teaching and learning. Cartoons are enjoyable for youngsters. Cartoon films provide pleasant and relevant teaching and learning experience (Putranti and Mina, 2015).

YouTube is a video-sharing website where users may publish, share, and watch videos (Riswandi, 2016). Using video in the learning process benefits students since it can explain all sectors of knowledge and interest, as well as maintain students' attention (Kabooha & Elyas, 2015). Meanwhile, a cartoon movie is a type of art that uses exaggerated colors and moving diagrams to create a humorous look. In short, it can be observed in cartoon movies how to convey people's imaginations through drawing shapes. A cartoon movie is an exaggerated hilarious picture caricaturing in a moving diagram manner of cruising a person or event with certain ideas (Pande, 2008).

The researcher is interested in applying techniques to master vocabulary utilizing cartoons on youtube based on the previous background and the different approaches to learning vocabulary. To motivate and assist students in mastering the vocabulary, I believe they should be allowed to explore their talents, such as via song, film, comics, and other media that may make studying English more interesting and exciting. Movies, particularly cartoon films on YouTube, are examples of media that may be utilized in teaching and learning. Students will be more motivated to study English if Cartoons films on YouTube are used.

B. Research Question

The research question of this study are as follows:

1. How to implement vocabulary learning on YouTube in MAN 2 Kediri?
2. How is the effectiveness of using cartoons film on youtube on the students' vocabulary mastery?

C. Research Objective

The research objective of this study are as follows:

1. To find out how implement vocabulary learning on YouTube in MAN 2 Kediri
2. To find out how effective the use of cartoons film on youtube on the students' vocabulary mastery.

D. Hypothesis

The null hypothesis (Ho) and alternative hypothesis (Ha) in this study are as follows:

Null Hypothesis (Ho): There is no significant difference between students who receive treatment using cartoon films on YouTube and students who receive treatment using cartoon texts.

Alternative Hypothesis (Ha): There is a significant difference between students who receive treatment using cartoon films on YouTube and students who receive treatment using cartoon texts.

E. Significance of the Study

This research is expected to make a significant contribution to the easy teaching of English vocabulary. Through the use of cartoons film on youtube, it is possible to provide students with an engaging learning environment and enjoyable learning exercises. It also gives useful information to English teachers. The current study may assist and advise English instructors in using cartoons film on youtube to teach vocabulary, as well as expand the teacher's model for teaching vocabulary in the classroom. The teacher's capacity to devise new, effective, and engaging instructional tactics will have grown by that time. Furthermore, this study is beneficial to researchers since it might assist them perform fresh studies on the usage of cartoons film on youtube. The researchers' expertise and experience in teaching vocabulary in English language classrooms will be

enhanced as a result of this research. As a result, it is hoped that this study's findings would improve EFL students.

F. Terminology

To avoid misunderstanding, some key terms used in this study are explained in the following points:

a. Vocabulary Mastery

"vocabulary mastery is knowledge that includes understanding the meaning of terms and matching each word with a synonym or equivalent word in their own language" (Nation, 1990, p, 16). Students understand that vocabulary mastery is concerned with meaning and words. If the students can recognize (formal and informal situations), they would definitely know the word in their home tongue. Vocabulary refers to a list or collection of terms for a certain language that an individual speaker of that language may employ.

b. Youtube Video

YouTube is a multifaceted source that provides videos in various sectors of knowledge that are easily accessible. By delivering actual speech, YouTube may be useful in addressing students' interests and demands for real-life language (Balcikanli, 2011). Furthermore, YouTube provides a plethora of options for learning a second language, as a student may view and listen to various types of spoken material (formal, informal), genres (songs,

debates, talk shows, film clips), and so acquire new vocabulary or any extra language abilities. The events, actions, emotions, and gestures depicted in YouTube video segments provide a tremendous visual drive for language acquisition (McKinnon, 2011).

c. Cartoon Movie

Caricature is a type of caricature that depicts key political events or popular figures. Furthermore, cartoon movies are classified as one of the most important kinds of graphic communication. It has the ability to captivate people's attention and impact their attitudes and behaviour.

The reason why video (movies) should be used in the teaching and learning process. He claims that using films (movies) can bring a unique or additional dimension to the learning process (Harmer, 2001). The first purpose is to observe language in action. The second reason is to increase cross-cultural awareness. The third reason is the ability to create. Students are given the opportunity to create something memorable and pleasurable for themselves. Motivation is the last cause.

The benefits of employing carton movies include improving their pupils' knowledge of new language. The kids also comprehend the content in the movie without needing to be explained further by the teacher, so they retain the terms and how to

utilize them in their tasks. Using cartoon movies as a medium can help to expand pupils' vocabulary while also appealing to their drive.