

STUDENT'S PERCEPTION OF HELLO ENGLISH APPLICATION ON STUDENTS VOCABULARY LEARNING

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Abstract

Mobile technology quickly attracts new users, providing full features to support language development. One of the tools that plays a key role in the development of mobile language for students is the inclusion of many educational applications. This can improve the practical and structural features of the Mobile Assisted Language Learning (MALL) process. In this case, the researcher uses the mobile app 'Hello English' as a means of communication. The study was designed to determine students' ideas for using the 'Hello English' program as a way to develop students' skills in developing student vocabulary. In this study, researchers used a list of questions to get 'opinions. This study uses qualitative as a research project. The study was conducted at Junior High School in Ujung Batu Jae, North Padang Lawas. Participants are 25 students who use Hello English. The results showed that most of them gave good ideas about the application because they easily understood the story, were enthusiastic and motivated to learn English, 'Hello English' can eliminate boredom in reading and help them understand the story.

Keywords : *hello english, student's perception, vocabulary mastery*

INTRODUCTION

Vocabulary is one of the English skills that every grade must master. It is to support English language component skills, such as: listening, writing, reading, speaking. Students need vocabulary to understand how they use it (Harmer 2007). Therefore, students can communicate with each other and express their feelings,

thoughts and emotions through vocabulary. Insufficient vocabulary is a factor of students' difficulty in English learning. It may be caused by low interest of students or low motivation of students to learn English.

The integration of such technologies into teaching and learning has been gradual, as teachers need to understand how they can be used effectively to support different forms of learning (Kukulka-Hulme., Agnes & Shield, & Lesley, 2008 quoted in Yussof & Abas, 2017) and to develop applications. functional academics can be embedded in mobile phones that may attract students and enhance their language development, analytical ability, enthusiasm, ingenuity and creativity (Ni & Yu, 2015).

In this era, ICT in the world of education has been widely used. This affects reading, especially in learning English. As Liana's (2019) statement that information and communication technology spread across all aspects of life in the field of education and training is also affected. The impact of ICT, especially on education, can be felt at this time. Projects, laptops, speakers, and mobile reading are other ICT tools that can be used for learning, especially for learning English. Through the use of ICT media, learning activities can be aided especially in learning English.

Perception is a process in acquiring information through sensory receptors and changed into what of think, smell, taste, touch, see, and hear (Ibrohim, Septianti, and Sadikin 2019, 147). Hello English is a smartphone application designed specifically for learning English (Vesselinov and Grego 2017). Hello English is a specific English language learning for a mobile application that offers comprehensive English language skills through games and interesting scene (Hidayati and Diana 2019, 197). The features of this application are explanation and description of the lesson, lesson quiz, games one vs one that related to English lesson, and the user gets the coins from explanation lesson, lesson quiz, and games. This coins has function for unlock other lessons and as an achievement for the users.

Although there have been many studies that have been done regarding this application, here the author conducts research on junior high school students

whose schools are still quite lagging behind. Therefore, the author wants to introduce an application that is quite interesting to use as an interesting and effective learning medium. We start by explaining the technology and usability of the hello English application, whether it can increase the level of students' vocabulary mastery, we will also discuss the shortcomings and shortcomings of the application, including how the hello English application functions. The aim of the research is to provide students with more learning tools and provide the latest innovations for teachers to teach English to students.

LITERATURE REVIEW

Vocabulary

A vocabulary is a collection of names of individuals or organizations, or part of a language. Vocabulary is one of the basics of English skills where vocabulary is understood by someone and is used to communicate with each other (Sudrajat and Herlina 2015). Vocabulary is the foundation for learning a language. Vocabulary is an important part of learning English because vocabulary is a skill that supports learning English in addition to grammar and pronunciation. Vocabulary is one of the English skills that all grades must master. It is to support the skills of the English language component, such as: listening, writing, reading, speaking. Students need vocabulary to understand how to use it (Harmer 2007).

In summary, researchers concluded that vocabulary can be defined as a set of words that people can use and understand in order to be able to speak, write, read and listen well. Vocabulary is necessary for everyone, due to the fact it not only helps humans communicate with each other, however also helps people stay in this world. You can even learn about someone's intelligence via the vocabulary they use and understand.

Hello English

Hello English is a smartphone app designed specifically for learning English (Vesselinov and Grego 2017). Hello English mobile app that offers complete English language skills with fun games and scenes (Hidayati and Diana 2019, 197). Hello English (HE) is an interactive, personalized English learning app with content for people learning English as a 2d language.

HE used to be launched in October 2014 and is the most downloaded schooling app in Asia on the Google Play Store (January 2017) and the 1/3 absolute best in the world. The aim of Hello English is to allow customers to grasp English in their very own language. The software program has maintained a primary feature in the coaching category of free features in many worldwide areas such as India, Sri Lanka, Bangladesh, Nepal, and Qatar.

In addition it provides beginners with unique and attractive information to gain in the form of tools that use news, sports, and entertainment to help them decorate their English words. Instead, because most of the app's capabilities appear offline, it makes access to information easier and saves clients money with data.

The Advantages of Hello English Application

1. The main advantage that I rarely find compared to other applications is that there is information explaining the material that is very, very clear, it can be in the form of meaning or common mistakes in using the sentence.
2. Suitable for beginners, especially school children. It looks good and attractive. There is a kind of target point that makes us racing.

The Disadvantage of Hello English Application

The disadvantages of this application is that the speaker's voice is like Google Translate, so it's not fun when you practice conversation because it seems stiff.

METHOD

This research used qualitative research design. To complete this research, the researcher adopted case study method. Participants of the study are students who are using mobile application "Hello English" as media to enhance their English Vocabulary are the participants in this study. The tool used to gather information was a series of questions. The questionnaire was in the closed

question form. Specifically, a list of questions to get readers' views on the "Hello English" mobile app as a medium for English language development. Each participants was asked the same question. Before giving the questionnaire to be filled in by the students, the researcher asked for permission first. Data were submitted for the other five points of the Likert Scale questionnaire.

Five different points have gone: Strongly Agree and Agree, Strongly Disagree and Disagree. The researcher used the theory of Miles, Huberman and Saldana (2014) to analyze the data. Data Reduction, In the data reduction the researcher focuses on identifying students using the Hello English in learning vocabulary app. The researcher then selected the students' point of view into 4 themes. Data is a type of query. Data Display, the data display phase is performed in the form of a table. It can also be in the form of images, matrix, and chart (Miles, Huberman, and Saldana, 2014). Data based on a list of questions provided to students. Conclusion, the final step according to Miles, Huberman, and Saldana (2014) is a conclusion. In this study, readers' view of the mobile app Hello English.as English-language vocabulary development media is displayed on a data display. A brief description was provided to draw a conclusion.

RESULT AND DISCUSSION

The result of the study will be explained in this chapter. There are four aspects of students' perceptions on mobile application „Hello English“ as media to enhance English vocabulary as described below:

1. Students' Perception on Hello English as Interesting Media of Learning

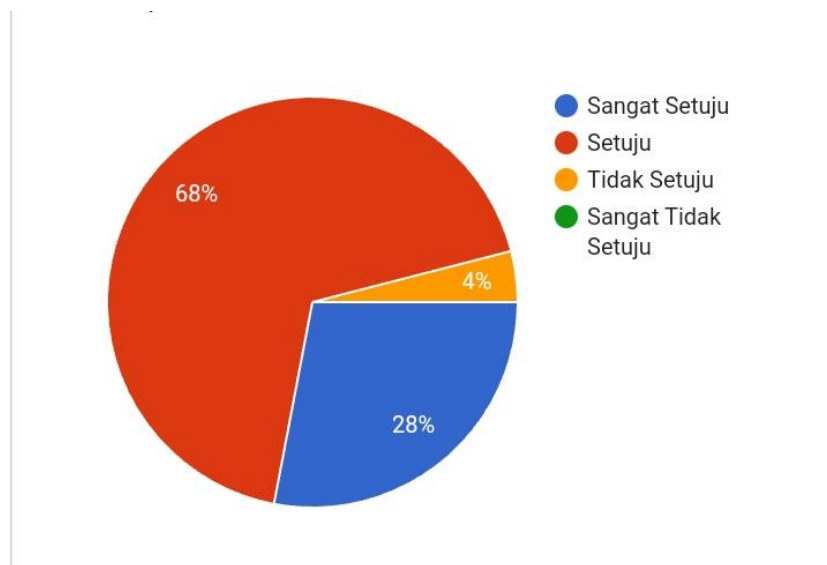


Figure 1. Students' Perception on Hello English as Interesting Media of Learning

As a result, the majority of respondents indicated that most of them view the Hello English mobile app as a fun media to use in their English vocabulary learning and can reduce the boredom of assisted readers while learning English vocabulary. Many agree with this statement. They think the app encourages and relaxes them as they agree with the statement in the questionnaire that describes how they feel when using the app. Proper approach to eliminating fear and anxiety in language use among students will appear to be beneficial to students in many ways as the excitement of participating in games will always encourage both the conscious and unconscious support of learners who learn and acquire language. Most importantly, enjoyable language activities can help alleviate student learning anxiety (Ma et al., 2012; Shima & Rahmah, 2012; Ongoro & Mwangoka, 2014; Virvou & Papadimitriou, 2014; Wu, Chen, & Huang, 2014b; Tsung- U- Chih Hsiao, Alyssa Cheung, Gloria Jiang, 2016 quoted in Yusof & Abas, 2017).

2. Hello English can reduce the boredom that students feel when learning English.

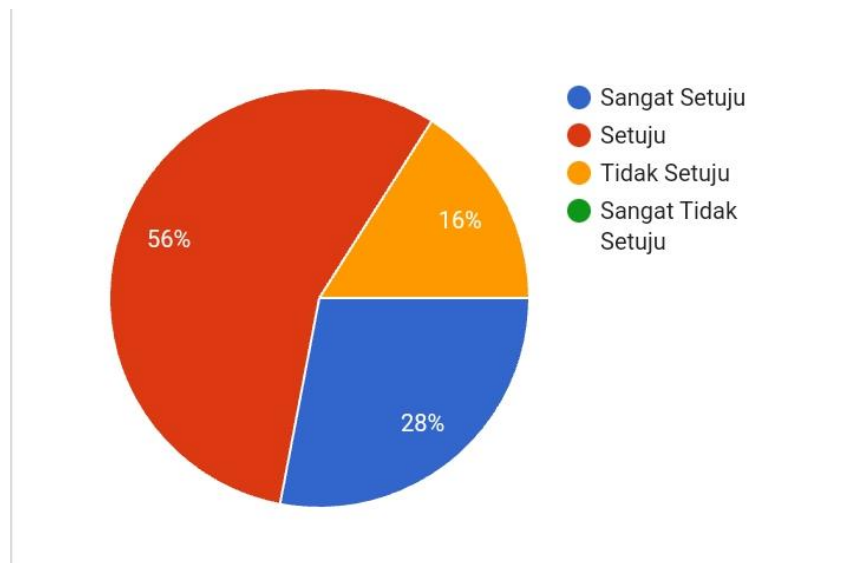


Figure 2. Hello English can reduce the boredom that students feel when learning English

As a result, the majority of respondents indicated that most of them were watching the Hello English mobile app which can reduce the boredom of students who are assisted while learning English. Learning vocabulary with Hello English was fun and encouraged them to continue learning. Learn vocabulary using Hello English makes them want to learn more English. Students not only develop knowledge but also apply it to their learning when learning about appropriate programming games. Ersoz (2000 quoted in cam and tran, 2017) shows that challenging and humorous games are very encouraging.

3. *Learning vocabulary through Hello English can find out more vocabulary.*

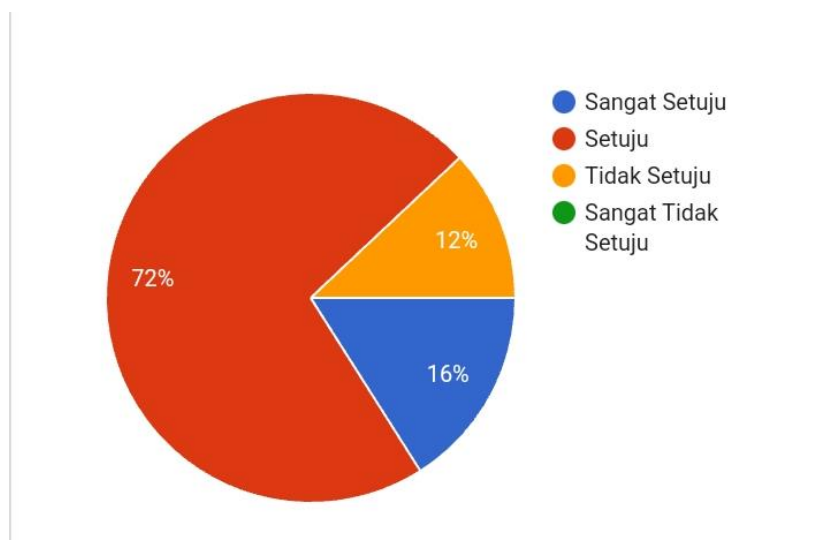


Figure 3. Learning vocabulary through Hello English can find out more vocabulary

In addition readers agree that the mobile app Hello English helps them learn vocabulary. It can be seen in the students' answers to a list of questions about how the app helps students in their vocabulary. Digital games designed so much are based on the principle that players need to learn, memorize, engage, test or gain additional information to progress in the game. (Felicia, 2009 p. 8).

4. *Hello English can motivate students to add more English vocabulary.*

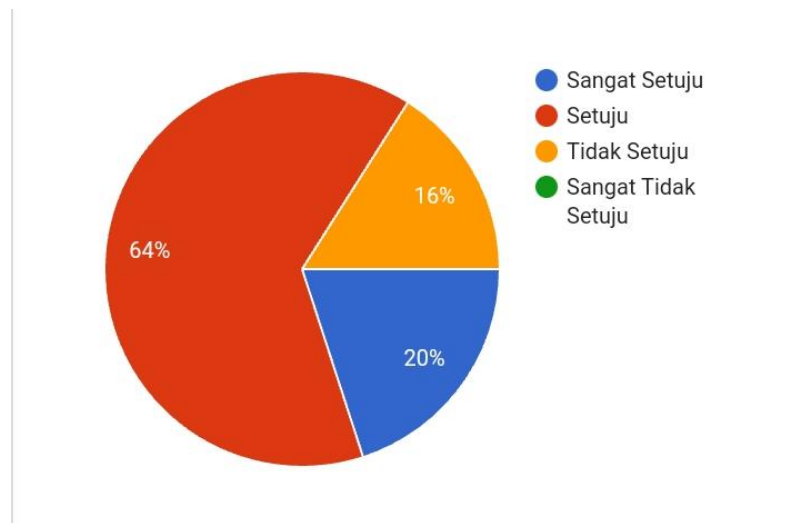


Figure 4. Hello English can motivate students to add more English vocabulary

This data shows that students agree as a mobile app used to encourage them to use the English grammar extensively. The use of wireless technology in education is increasing worldwide. Mobile devices improve communication skills by making connections, learning online using “anytime and anywhere” (Hardless et al 2001; Rochelle 2003 quoted in Burston, 2014). In fact, Cavus & Ibrahim (2008 p. 38 quoted in Burston, 2014) argue that wireless technologies such as laptops, palmtop computers, and cell phones transform education and transform classroom-based learning into teaching anytime and anywhere).

5. Learning to use Hello English is more fun than using a book.

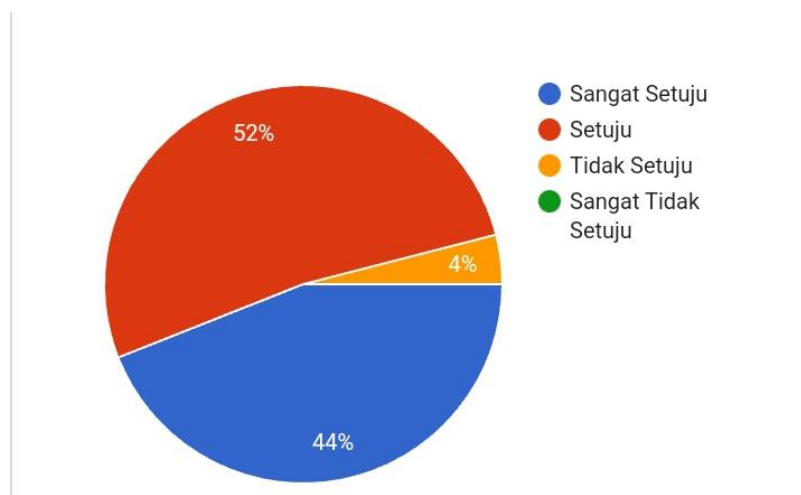


Figure 5. Learning to use Hello English is more fun than using a book

As a result, the majority of respondents indicated that most of them viewed the Hello English mobile app as more fun than a book. Many agree with this statement. they believe the Hello English app is more fun than using books. There are no difficulties in using the Hello English app and they have never used the Hello English app before.

DISCUSSION

In this study, the object is an app called Hello English which is detected by five sensors. Respondents received encouragement and continued to use the Hello English mobile app for their learning of English words. In the process of learning vocabulary using the Hello English app, students are asked to use a variety of features. These should be related to the reading of words. Other features used are dictionaries, books, stories, word of day, articles, day tips, spelling challenge, word games, spelling bee, and tea. Learning vocabulary using the Hello English app builds the learner's independence in learning English and fulfills the responsibilities of fulfilling his or her teacher's tasks and instructions. The teacher's job is to give instructions to students and to monitor students' activities in learning vocabulary using the Hello English app.

According to Maskor and Baharudin (2016, 263–264), English vocabulary is divided into 2 categories which are acceptable vocabulary knowledge and productive vocabulary knowledge. Acceptable vocabulary is words that learners know and understand when students read or listen to texts, while the vocabulary that produces them is a learner who can pronounce and understand the meaning of vocabulary. In learning vocabulary through the Hello English app, students can not only understand vocabulary, but can also pronounce fluently and correctly. In some cases, students can listen to the pronunciation of a word correctly. In their assessment, learners should be able to pronounce the vocabulary they acquire correctly through voice dialogue. For them, pronunciation of vocabulary is

difficult to use but they have been able to pronounce the correct vocabulary through the Hello English app and have a lesson for them to learn better. With the Hello English app, they are motivated to learn English because it is easy to use and easy to understand. As a result, the majority of respondents indicated that most of them consider the mobile app "Hello English" as a fun media to be used in their learning of English words and can reduce the boredom of students who are assisted while learning English vocabulary.

CONCLUSION

From the research conducted by the researchers, students have a good idea about the mobile application Hello English as a medium for developing English vocabulary media. This was confirmed by 68% of students agreeing that this app helps to improve the English grammar. The researcher also did an interview to find out what factors influenced their view of the Hello English mobile app like the media to improve English vocabulary.

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