

## APPENDICES

*Appendix (1)*

### Transliteration List

Page	Name of Surah/verse	Translation	
		Indonesian	English
1.	AR-Rahman/33	Wahai golongan Jiin dan manusia! Jika kamu sanggup menembus (melintasi) penjuru langit dan bumi, maka tembuslah. Kamu tidak akan mampu menembusnya kecuali dengan kekuatan dari Allah SWT.	Hii, company of Jiin and human, if you are able to pass beyond the regions of the heavens and the earth, then pass. You will not pass except by authority (From Allah SWT)

*Appendix (11)***Profile of UPB**

General English is abbreviation from Language Developing Unit in UIN Antasari Banjarmasin that established in 1975. In the past, the name of General English was Language developing institution, then replaced to be Language Developing Unit. Language Developing Unit become the center of management in learning and teaching foreign language, especially Arabic and English. The main task of Language Developing Unit is to carry out teaching Arabic and English courses for students in all faculties of UIN Antasari Banjarmasin. The program has been for one year and divided into two semesters, that is odd semester and even semester.

*Appendix (111)***Questionnaire**

Berilah tanda centang di bagian kolom yang sudah di sediakan dengan memilih satu jawaban yang menurut kamu benar.

No.	Pertanyaan	Sangat tidak setuju	Tidak setuju	setuju	sangat setuju
1.	Menurut saya aplikasi Hello English menyediakan fitur yang lengkap dalam pembelajaran Bahasa inggris				
2.	Menurut saya, game yang ada di aplikasi Hello English membuat belajar Bahasa inggris lebih menyenangkan				
3.	Menurut saya, aplikasi Hello English adalah pembelajaran yang efektif dalam belajar Bahasa inggris				
4.	Menurut saya,Hello English adalah aplikasi pembelajaran yang cocok bagi pelajar pemula				
5.	Menurut saya menggunakan aplikasi Hello English hanya bisa di waktu				

	luang tidak bisa digunakan pada waktu pembelajaran di kelas				
6.	Menurut saya, belajar dengan hello English bisa dimana saja				
7.	Menurut saya, belajar dengan hello English tidak terbatas oleh waktu				
8.	Menurut saya, belajar dengan Hello English membantu saya mengingat arti dalam Bahasa inggris				
9.	Menurut saya, aplikasi hello English memuat materi pembelajaran yang banyak sehingga saya bisa mempelajari hal yang baru setiap hari				
10.	Menurut saya, aplikasi hello English saya dapat mengingat lima kosakta dalam seharinya				

*Appendix (IV)***Interview for students**

1. Apakah kamu tahu Hello English? Jelaskan!
2. Apakah dengan kamus Hello English bagus untuk belajar kosakata baru?
3. Apakah Hello English membantu untuk mengetahui arti dari kosakata yang baru?
4. Apakah di Hello English disebutkan fitur (gambar, flash card) yang membantu mendapatkan kosakta baru yang baru?
5. Apakah di Hello English ada materi/gambar untuk menghapal kosakata, contohnya
  - Things around us, Sinonim, Antonim, and Word game
6. Berapa kosakata yang kamu dapatkan dalam seharinya?

Adapted by:

Schmitt, N., & Mc Charty, M. (1997). *Vocabulary: Description Acquisition and Pedagogy*. Cambriidge : University Press.

## Transcript of Interview

### 1. Student A

When researcher conducted interviews with student A who used Hello English application as learning vocabulary. Student A said that “learn with Hello English is fun, did not made bore and easy to understand, plus if there is a mistake, Hello English gives explanation with the right answer, but in Hello English there is no visualization or picture to help understand the vocabulary only arrange vocabulary that provided randomly. However, learning still fun because it provided from the easiest, medium, and hardest. In Hello English also has translation dictionary which makes it easy to add new vocabulary apart from the game. While I was learning vocabulary with Hello English, I got 10 vocabularies words in a day”.

### 2. Student B

When researcher conducting interviews with student B who used Hello English application as learning vocabulary, researcher found that the student use hello English or know Hello English application from her lecturer, when she used the application, it help me to get new vocabulary and understand the meaning with games provided for example; correct answer, fill in the blank, and words game. Hello English provided an English to Indonesia dictionary from A-Z, so it helps in getting new vocabulary apart from the games provided. The game that is in Hello English in a day, can get 15-20 vocabularies.

### 3. Student C

When researcher conducted interviews with student C who used Hello English application as learning vocabulary, researcher found that the student use hello English or know Hello English application from the lecturer in general English. He said Hello

English is good for learning vocabulary because when start the game, the first thing that appears is an explanation of how to play for example asking and telling name, the application also give Indonesia translation and how to pronounce in English and there is a point and ranking system that included the rankings of all Hello English users in other parts of the world. Hello English provides translating games and word games that making easier to remember vocabulary. The vocabulary obtained in a day is around 20 vocabularies. Hello English provides dictionary, maybe 500 words from here it can help to add vocabulary or information beside games.

#### 4. Student D

When researcher conducted interviews with student D who used Hello English application as learning vocabulary, researcher found that the student use hello English or know Hello English application from her lecturer. Student D said that *“sejak saya belajar pakai aplikasi Hello English, saya mulai sedikit-sedikit memahami Bahasa Inggris dan fitur permainan kata yang disediakan membantu saya memahami, mendapatkan kosakata dan mengingatnya terus dalam seharinya kosakata saya mulai bertambah, yang dari 5 kosakat menjadi 20 kosakata dalam seharinya. Di Hello English permainannya seru, didalam nya terdapat permainan kata, mengisi bagian yang kosong, dan menerjemahkan kata atau kalimat. Aplikasi tersebut menyediakan kamus yang membantu saya untuk menambah kosakata atau sekedar informasi. Di Hello English juga pakai sistem point dan ranking untuuk mengetahui kemampuan kita”* (Since I learned with Hello English, I started to understand English a little and the game features provided that help me to understand, get vocabulary, and remember it in a day. My vocabulary increases, from 5 to 20 vocabularies in a day. In Hello English that game is fun inside there are words game, fill in the blank, and translating words or sentence. The application provides a dictionary that help me to add vocabulary or just

information). In Hello English use point system and ranking to know our ability in the game.

#### 5. Student E

When conducted interviews with student E, she said that *“saya tahu aplikasi Hello English dari dosen saya di UPB. Aplikasi tersebut membantu saya dalam mendapatkan kosakata baru dan bagus untuk pemula. Di tambah lagi dengan permainan kata yang disajikan membantu saya dalam mengingat kosakata serta fiturnya disediakan dari yang paling mudah ke yang lebih sulit dan juga offline jadi menghemat pengeluaran dan alhamdulillah kosakata yang saya dapatkan dalam sehari sekitar 20 lebih kosakata serta terdapat kamus yang dimulai di alphabet A-Z kalau enggak salah sekitar 10.000 kata* (I know Hello English application from my lecturer in general English. The application helps me to get new vocabulary and good application for beginner. Added, the words game presented to help me remember vocabulary and features provided from easiest to the more difficult, also offline so saving the expense. Alhamdulillah, the vocabulary that I got in a day is around 20 vocabularies, and there is also a dictionary that starts from A-Z maybe about 10.000 words).

#### 6. Student F

Based on interview, student F said that Hello English is an interesting and fun application that can be played offline, in the game there are translate sentence, fill in the blank, arrange words that can play many times, so that it is easier to remember the words and get vocabulary in each games section that provided. Besides that, there is dictionary that translate in Indonesia, so that it added vocabulary apart from the game. Hello English didn't provide a permanent picture game, but only a little bit is inserted



in each section when answering the question that provided and there is words game. When played using Hello English the vocabulary that obtained around 20 vocabularies.

#### 7. Student G

When researcher conducted interview with student G, the researcher found that Hello English is a fun game application because it is not ordinary game but an educational game, common game with Hello English both get scores and ranks to find out the ability in the game. The game also varies, there are questions and answers, words game, fill in the blank so that it is easy to learn new or meaning of vocabulary because, there is Indonesia explanations and the game can be repeated, it is easy to remember vocabulary. In Hello English also provide a dictionary that starts from A-Z alphabets that accompanied by Indonesia translation which helps to get additional vocabulary. The vocabulary that obtained in a day around 5 vocabularies. This application helps me to learning autodidact without having to wait the teacher to learn in the class.

#### 8. Student H

Based on interview, student H said that in Hello English application there is puzzles game that fun and interest, and the game can be repeated if you want make sure to remember the right words, there is and there is a point and ranking system that included all users Hello English in the world. The dictionary also quite complete, so it helps in getting additional vocabulary, there are also familiar vocabularies. In addition, everyday there is reminder of the application that is a notification to work on the next level, there are fill in the blank game, word game, translating Indonesia to English or English to Indonesia. If you through a lot of levels, you will meet with the synonym

and antonym game and acquiring vocabulary when played using Hello English around 10 vocabularies.

#### 9. Student I

When conducted interviews with student I, the researcher found that Hello English is very helpful in learning English especially in acquiring vocabulary, in the past, just know greeting. Now it is helped in getting new vocabulary. The game not boring because colors like words picture, and variety, indirectly create enthusiasm for learning. When, have a lot of free time, just open the Hello English app because it didn't bore to use. Then before playing the game, there are explanations, give examples, and how to pronounce English. It makes more understand about English. In a day vocabulary that obtained around 12 vocabularies.

#### 10. Student J

Based on interview, student J said that researcher found that the student use hello English when senior high school before comes to university. Student J said hello English is useful and fun game. For example: get a new vocabulary, how to read or pronounce it before do the game. Hello English has a dictionary that good but, the dictionary not enough or less needed to add. Besides that, hello English has video interactive that help to know new vocabulary also featuring the scores and report as well as ratings. In a day, acquiring vocabulary is 5 vocabularies.

#### 11. Student K

Based on interview, student K said that Hello English is fun and not boring application because the application features interactive game for learning English and know what is learned in English. Game that provided from basic and high level. In Hello English has words game it is very helpful to memorizing the vocabularies. In a

day, acquiring vocabulary is 10 vocabularies and there is a point and ranking system that included all users Hello English in the world.

#### 12. Student L

When researcher conducted interviews with student L, the researcher found that Hello English is a game to add vocabulary in question, interpret, arrange the words into sentences, and change vocabulary that has not been arranged to be arranged. At Hello English can play and learn and the game started easiest, medium until highest. The dictionary is pretty complete. In Hello English help to know meaning of vocabulary. Before playing a game there is a description, should like to play it, then there is a picture like composing words, if wrong can be repeated again. In a day, acquiring vocabulary around 15 vocabulary.

#### 13. Student M

When researcher conducted interviews with student M, the researcher found that Hello English is an application for the game to recognize English words and it is quite helpful because “I less knowledge in English, the application is good for free time, for words game it helps to memorizing the vocabularies and the game started from words game easiest, medium, until highest. When learn through this application, in a day can get 5 vocabularies. When play the game can not move to another game because the game have to use before next another game, if we want to take another lesson have to pay with coins that got.

#### 14. Student N

When researcher conducted interviews with student N, the researcher found that Hello English is not just to play but to know more about English. The game also varied like vocabulary, pronunciation, and then there is a dictionary too, it helps to know

meaning that low frequency words. In, a day acquiring the vocabulary around 20 vocabularies. The game also provided easiest, medium, until highest game.

#### 15. Student O

When researcher conducted interviews with student O, the researcher found that, games that make not bored because the game has varied, learning of vocabulary is fun, the features attractive like arrange the words that contains alphabets, colorful, be accompanied explanation in Indonesia language, from here not make confusing for beginner. The dictionary is good for added new words. In application display the example and how pronounce English that correct, also help to remembering the new vocabularies. Vocabulary that obtained in a day, is 10 vocabularies.









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Nomor : B-5872/Un.14/III.1.Upp.00.9/11/2019 Banjarmasin, 24 November 2019  
 Sifat : Penting  
 Lampiran : 1 (satu) lembar  
 Hal : Riset Dalam Rangka Penyusunan Skripsi

K e p a d a,

Yth. **Rektor UIN Antasari**  
**Kota Banjarmasin**  
 di – Banjarmasin

Assalamu'alaikum Warahmatullah Wabarakatuh

Dengan hormat, sehubungan rencana penelitian yang akan dilaksanakan oleh mahasiswa (i) dalam rangka penyusunan skripsi, maka dengan ini kami mohon izin serta bantuan Bapak/Ibu agar kiranya berkenan memberikan informasi/data yang diperlukan oleh :

Nama : Hikmatul Maimanah  
 N I M : 1501240481  
 Jurusan : PBI  
 Fakultas : Tarbiyah dan Keguruan  
 Alamat : Jl. Cemara No.26 RT.15 RW.15, Kel. Sungai Miai, Kec. Banjarmasin Utara,  
 Kota Banjarmasin

Demikian surat ini kami sampaikan, atas perhatian dan perkenan Bapak/Ibu serta kerjasamanya yang baik kami ucapkan terima kasih.

Wassalamu'alaikum Warahmatullah Wabarakatuh

Wakil Dekan Bidang Akademik dan  
 Keorganisasian,



Dr. Haini, Hidayat, M.Ag  
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**SURAT RISET**

Nomor: B-5874/Un.14/III.1.t/pp.00.9/11/2019

Dekan Fakultas Tarbiyah dan Keguruan UIN Antasari, dengan ini menugaskan kepada :

Nama : Hikmatul Maimanah  
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Tugas : Melakukan Riset / Penelitian Ilmiah dalam rangka  
pengumpulan data untuk penyusunan Skripsi  
Sarjana dengan Judul :

**Use of Android-Based Hello English Educational Game for Non-English Department  
of UIN Antasari Banjarmasin**

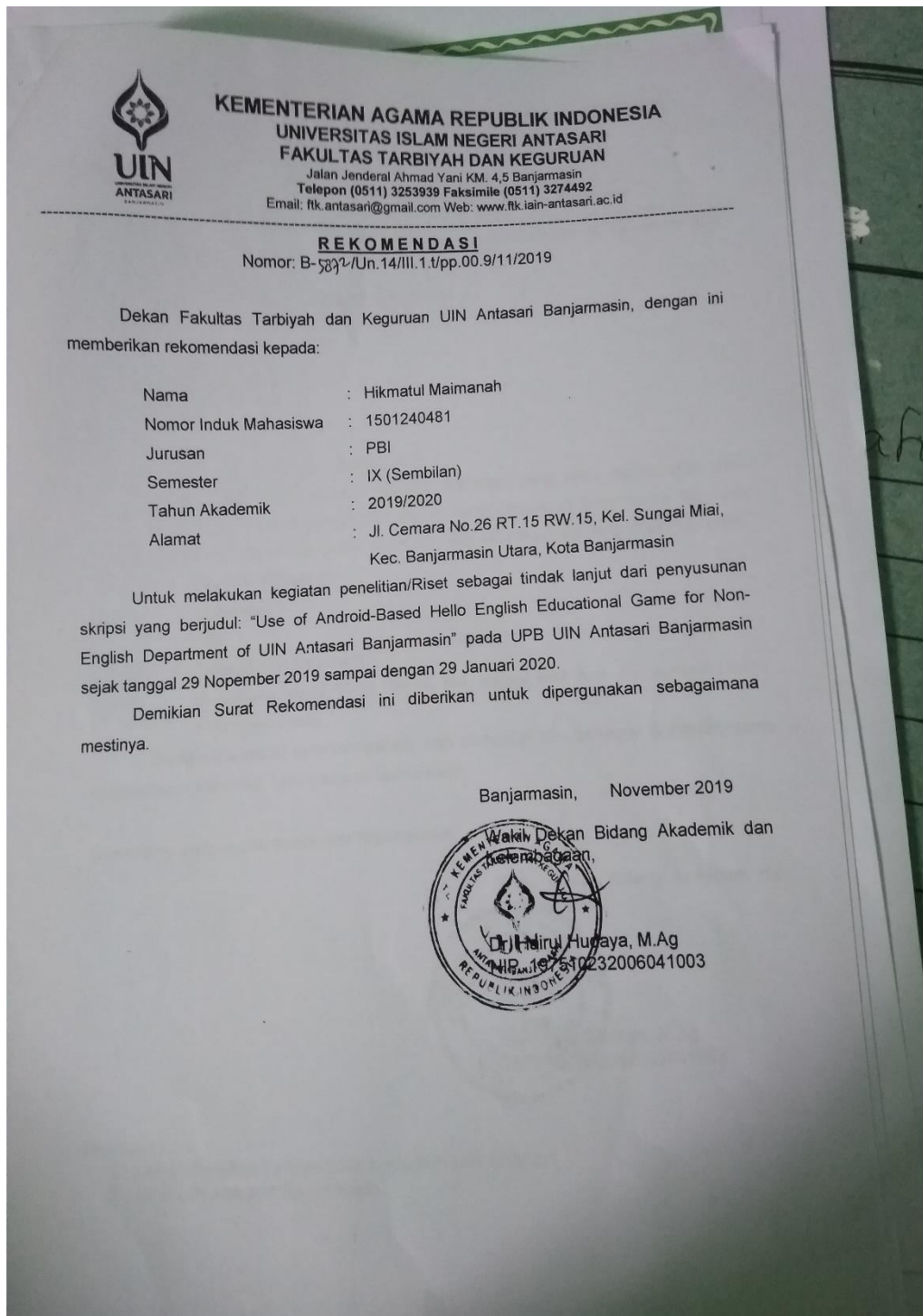
Tempat yang dituju : UPB UIN Antasari Banjarmasin  
Barang yang dibawa : Seperangkat alat riset  
Lamanya Riset : 2 (Dua) bulan  
Dari tanggal : 29 Nopember 2019  
Sampai dengan tanggal : 29 Januari 2020

Demikian Surat Riset ini diberikan kepada ybs, agar pihak-pihak yang berkepentingan dapat memberikan bantuan seperlunya.

Mahasiswa yang bersangkutan,


Hikmatul Maimanah  
NIM. 1501240481





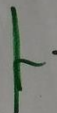


*Appendix (VII)*

## Thesis Consultant Notes

Date	Notes	SIGNATURE
05-12-2019	<ul style="list-style-type: none"><li>- added your Theoretical Review of some theory</li><li>- Find out another Previous study</li><li>- Making <del>step</del> <del>is</del> description of Hello English with picture <del>is</del> on <del>for</del> Hello English Features.</li><li>- Replace your instruments.</li></ul>	

Date	Notes	SIGNATURE
02-12-2019	Replace your instrument that related to education	
20-01-2020	Added the <sup>total</sup> <del>number</del> of participants to <del>questionnaire</del> technique of data collection. - How you choose sample in interview - Repair your chapter 4 with combining the answer of interview to questionnaire or on the contrary	

Date	Notes	SIGNATURE
26-12-2013	<ol style="list-style-type: none"><li>1. Replace your title</li><li>2. <del>write</del> Replace your background study</li><li>3. added theoretical review</li><li>4. Repair your research design, research setting, data and technique of data collecting.</li><li>5. Replace your research question</li></ol>	

### Photo of Documentary





## CURRICULUM VITAE

### I. Personal Details

Name : Hikmatul Maimanah  
Place and Date of Birth : Tapin, July 11<sup>th</sup>, 1997  
Gender : Female  
Marital Status : Single  
Religion : Islam  
Nationality : Indonesia  
Parents : Asman and Artasiah  
Siblings : Mutmainah and Ari Fahrian

### II. Formal Educational Background

2004 - 201 : SDN Bitahan Baru  
2012 - 2003 : SMPN 1 Rantau  
2012 - 2015 : MAN 1 Rantau  
2015 - 2017 : English Education Department of Antasari State Islamic  
University Banjarmasin

### III. Organization Experience

2015 – 2017 : Member of ESA  
2016 – 2018 : Member of IMM

Banjarmasin, January 2020