

CHAPTER I

INTRODUCTION

A. Background of Study

Information and communication technology most influential in the development of Education. The world of education and training is affected by the digital technology industry and the internet. This impact is considered positive because it encourages various parties, educators, teachers, managers of educational organizations, and students to adapt with innovation and the global era (Prawiradilaga, 2012).

As the development of the age in the world of education is increasingly developing. As stated in the surah Al-Qur'an Ar-Rahman: 33

يَا مَعْشَرَ الْجِنِّ وَالْإِنسِ إِنَّ اسْتِطْعَمْتُمْ أَنْ تَنْفُذُوا مِنْ أَفْطَارِ السَّمَاوَاتِ وَالْأَرْضِ فَانْفُذُوا ۗ لَا تَنْفُذُونَ إِلَّا بِسُلْطَانٍ

On the bases of the sources of the Qur'an above, it describes that with science and the ability or technology to try developed capabilities as far as possible to penetrate a whole wide world. This means that knowledge can be obtained from anywhere, be it through the world of education or technology. Education is a form of dynamic human culture and a condition for development.

Development or changes in the world of Education go hand in hand with the development of culture and technology. Development that occur are expected to provide improvements in Education so that they can support the progress of the nation (Yosinta, 2017, p. 1). As stated in the Surah Al-Mulk: 19

بِكُلِّ إِنَّهُ الرَّحْمَنُ إِلَّا يُمَسِّكُهُنَّ مَا وَيَقْبِضُنَّ صَافَاتٍ فَوْقَهُمُ الطَّيْرُ إِلَى يَرَوْا أَوْلَمَ
بَصِيرُ شَيْءٍ

On the bases of the sources of the Qur'an above, it describes that in the global era, knowledge can be obtained from anywhere, via mobile or smartphone to increase knowledge and subjects to be learned through digital technology and the internet. Especially in learning English vocabulary. English has now become the subject of learning in Indonesia. The levels vary from elementary, junior, and senior high school. Not only that, English also a separate department at universities Indonesia. Students usually have difficulty when they want to learn other subject because they are waking due to limited time, they spend time studying on campus for the whole day. So, they who want to study other subjects have difficulties such as learning English. In fact, there are so many courses in English that they just need to choose which institution they want to take. But, on the other hand to get into classes the course requires expensive fees, in addition they are students. So, they have to downsize to meet their needs during college. Because now information and communication technology part of the development of Education so they choose to learn through the uses of M-learning. Mobile Learning is the delivery of electronic learning on mobile computerized devices so that it can be accessed from anywhere and at any time. Thus, students can access learning easily without having to pay excessive fees (Ally, 2009).

At UIN Antasari Banjarmasin has many different faculties and departments and of course there are many students who have different interests. Students generally choose one of majors in one campus, although they choose one major, they also have other interests besides the department. For example, there are those who are interested in learning English through the Hello English application which focuses on their

vocabulary. The researcher chooses general English as a subject of research because there are some students learning English through the Hello English application.

Based on phenomenon and explanation above, the researcher is interested in conducting the research on the students' perception on the use of Hello English.

B. Research Questions

1. What are student's perceptions on the use of Hello English?
2. What are possible impacts of Hello English towards the student's vocabulary in learning general English?

C. Objectives of Study

Based on research question, the objective of this study is:

1. To find out the student's perceptions on the use of Hello English
2. To find out the possible impacts of Hello English towards the student's vocabulary in learning general English.

D. Significance of Study

From the result of this research, the researcher expects it can be useful as:

1. Theoretically

The researcher hoped this study can be used as reference for the others researcher who wants to conduct more about Hello English

2. Practically
 - a. For students

This research expected to make the students easier to learning English, especially in vocabulary through Hello English.

b.For Lecturer

This research is expected to give more information about learning English with Hello English application, especially in learning vocabulary.

c.For Researcher

The researcher expects this research can be useful as a reference to improve further research.

E. Definition of Key Terms

To avoid miss interpretation and miss understanding to this research, the researcher feels necessary to explain some terms dealing with the title as follows:

1. Hello English

Hello English is an application that provides interactive learning of English through game. Hello English can use in Mobile Learning (handphone). It has Android. Android is the name of mobile operating system made by America company, Google. It most commonly comes installed on a variety of Smartphone and tablets from a host manufactures offering users access to google's own services like, Search, Youtube, Maps, Gmails, and more (Sivakumar, 2015, p. 215).

2. Vocabulary

Vocabulary is an important factor, because if the students do not have enough vocabularies, they will not understand the English text very well. By having enough vocabularies, the students will not have difficulty in getting the information from English text (Yanita, 2003).