

CHAPTER IV

FINDINGS AND DISCUSSION

A. Findings

This data presentation describes about the result of research on the interview as the primary and questionnaire for supporting data about the use of Hello English in learning English vocabulary. There are two research questions that have to be answered in this research that are student's perceptions on the use of Hello English and possible impacts of Hello English toward the student's vocabulary in learning general English.

1. Student's perceptions on the use of Hello English

Picture 1.1



The data presented above shows most of respondents from three classes in UPB strongly agree and agree amount 92% with statement that Hello English provides complete features in learning English, but a few students strongly disagree and disagree amount 8%.

Picture 1.2

Menurut saya, game yang ada di dalam aplikasi Hello English membuat belajar bahasa inggris lebih menyenangkan

50 tanggapan



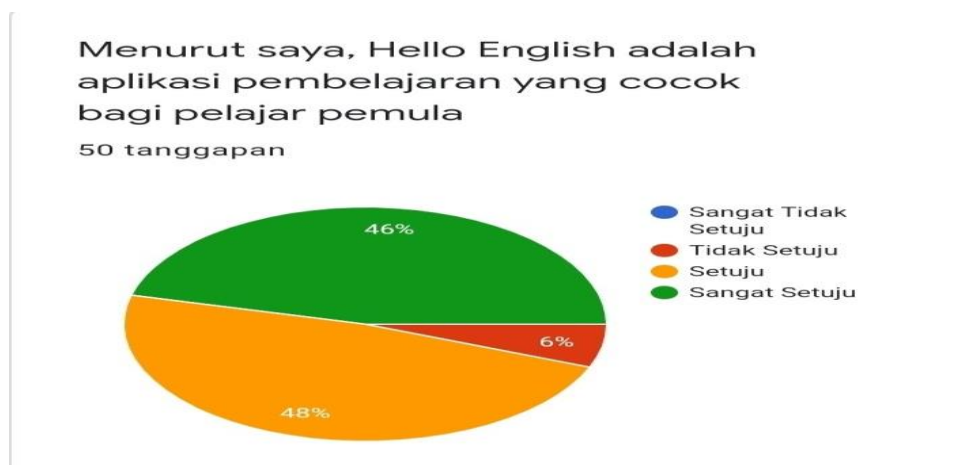
The data presented above shows most of respondents from three classes at UPB strongly agree and agree that is 100% with statement that the game in Hello English application makes learning English more fun, no one strongly disagrees or even disagrees. This statement relates to interview results that said by students A, F, J, K, and O that is when they play the game is fun.

Picture 1.3



The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 92% with statement that Hello English application is an effective English learning, while another respondent strongly disagree and disagree amount 8% with the statement which means that they not all of them agree about statement.

Picture 1.4



The data presented above shows most of respondents from three classes at UPB strongly agree and agree 94% with statement that Hello English application is suitable for beginner students, although there are still amount 6% who disagree with the statement which means that they disagree hello English application is suitable for beginner. This statement supported by interview results that said by students A, E, L, M, N, and K that is Hello English available to use for beginner because the game started from easiest, medium, and hardest.

Picture 1.5



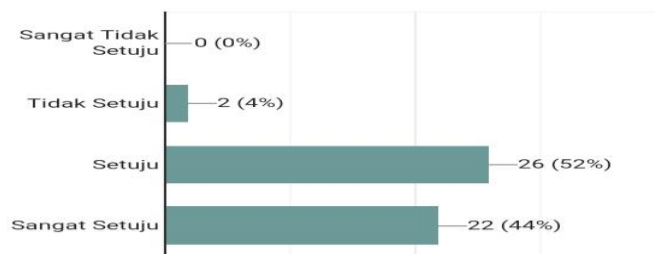
The data presented above shows most of respondents from three classes at UPB is disagree amount 56% with statement that Hello English application can only be used in spare time can not be used during learning in the class, while some of respondents agree and strongly agree with the statement amount 44%. It means that, they can use Hello English in the class in learning process. From the interview, the students L and N said the

teacher have ever use the application twice in the class but just related to the material that teacher provided.

Picture 1.6

Menurut saya, belajar menggunakan aplikasi Hello English bisa dimana saja

50 tanggapan

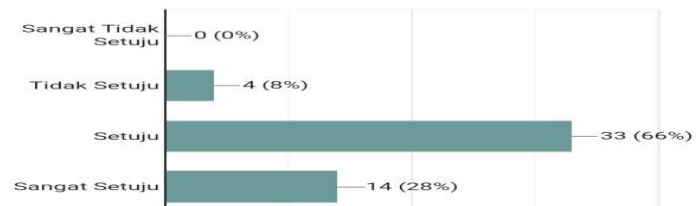


The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 96% with statement that they can learn wherever with Hello English application, while just a few respondents that disagree amount 4% with the statement.

Picture 1.7

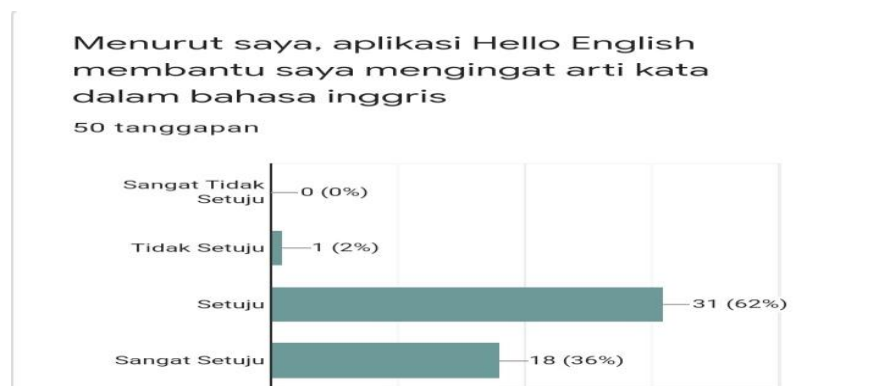
Menurut saya, belajar dengan aplikasi Hello English tidak terbatas oleh waktu

50 tanggapan



The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 92% with statement that they can learning English not limit time through Hello English application, while 8% disagree with the statement. It means that they have limit time in using Hello English application. This statement relates to interview results that said by students K and N. When they use the game in Mobile Learning they can everywhere without limit time.

Picture 1.8



The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 98% with statement that Hello English application helps them to remember the meaning of words in English, while just only one that disagree about the statement amount 2%. This statement related to interview results, almost the students said, the

game can increase their vocabulary day by day because the game help them to understand the English well of explanation clearly in the game.

Picture 1.9



The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 96% with statement that Hello English application contains a lot of learning and they can learn new things in everyday, although there are only 4% or two people respondents who disagree with the statement which means that not at all agree with the statement.

Picture 1.10



The data presented above shows most of respondents from three classes at UPB strongly agree and agree amount 92% with statement that Hello English application can memorize five vocabularies in everyday, although there are 8% disagree with the statement which means some of them more than five vocabularies. This statement relates to interview results that is all students from A until O. They can get five vocabularies and more than five vocabularies such as ten until twenty vocabularies in a day.

Those are the data which the researcher had found about student responses in student's perception on the use of Hello English. The answers were only a little perspective on the lack of Hello English amount 20%, most of their perspective of Hello English has advantages amount 80% that is: features provided is complete in learning English, so that they can learn new things in a day, as stated in interview by fifteenth students because the features not only one but variety from the game like correct answer, fill in the blank, and words game. Play game while learning through Hello English is more fun, as stated in the interview by students A, F, I, and J that *"game in Hello English is fun does not make me bore because the game provided*

colors like words picture and variety of the game, indirectly create enthusiasm for learning and if a mistake it gives explanation with the right answer". Hello English makes easy for beginner to playing the game. This statement confirmed to interview answer by students A, E, I that are "*the game provided from easiest, medium, hardest and before play the game, there is explanation of the game, giving examples and how pronounce English correctly*". It helps them to memorize the meaning of vocabularies, as stated in interview by fifteenth students, started from 5 until 20 vocabularies. The last Hello English can use everywhere, and anytime. From explanation above, the researcher can conclude that Hello English helps the students to learn English vocabulary wherever they are.

1. Possible impacts of Hello English toward the student's vocabulary in learning general English.

There is the finding to answer the number two of research question in chapter I from the interview and questionnaire by students of UPB. Possible impacts of Hello English toward the student's vocabulary in learning general English. The result from interview refers to:

- a. Easy to learn English vocabulary through game in Hello English

Student A stated learn English easily because "*when I played the game provided features that complete from easiest, medium, and highest and when started the game it was explanation with examples and there*

is how pronounce correctly in English by native speaker before do the game, if a mistake when answer the question, Hello English give explanation why the answer wrong and give explanation that correct answer which one. It makes me fun when learning through it” and then student E and I mention similar with above, that playing game in Hello English fun and every game gives explanation that clearly about the game. The statement above, similar to in questionnaire finding that is this app helps beginner to learn English vocabulary amount 94% agree and 6% disagree. It means that Hello English help them to learn English through features provide that it can make easy to them in learning because the game provided easiest, medium, and highest.

b. Hello English helps students to memorize the vocabulary

The students can memorize the vocabulary, all of students can memorize vocabulary in a day. Almost of fifteen students answer was five until twenty vocabularies that they obtained. It is supported by questionnaire responses that is they can memorize the vocabulary amount 5 and more than it, amount 92% the responses agree with the statement, and Hello English has words game that can repeat again, if we want to know more about the words like fill in the blank questions, and multiple choice and words game. It means that the students can memorize vocabulary from features that provided in the game.

c. Hello English application makes them increasing vocabulary

Almost of the students answer from interview the application can increase their vocabulary because every open the application they said *“when I open the application, there is dictionary that provided from A until Z alphabet the words of in dictionary amount around 500-10.000 words which is Indonesia translate. It makes me understand about the words, besides that, in the games have words game in each content, in the contents have explanation about the vocabulary that provided. The game not only one type but there had many games. It makes me to get more vocabularies in a day.* It means that Hello English is not only English. but it provided Indonesia translation that help them to obtain the vocabulary also variety game that make them get vocabularies in a day.

d. Hello English helps students to know meaning of vocabulary

In Hello English has many features that provided from easiest, medium, and highest. The data of interview, researcher found that they can learn English in Hello English. Each content game has explanation of how to play the game. In the game usually provide vocabulary in English that followed by Indonesia translation and explanation of the words. This result supported by students A, B, and C that stated *“the game of Hello English helps me to understand the meaning if I have a*

mistake Hello English give explanation with the right answer and each content game through multiple choice, fill in the blank or words game. the first thing that appears is an example of how to play the game. For example, asking and telling name in application also give Indonesia translate”.

e. Hello English helps students to pronounce English correctly

In Hello English provided many games that available to use in offline mode. This statement based on student E, and F that state: *“in Hello English game can use offline, so saving expense and interesting application that can be played offline”*. This statement related to content in each game because if they can access offline automatic game can access. In each game before started, the application give example of how to play the game and pronounce by native speaker in Hello English. This result related to students C, I, J, and O said that: *“when I use the app, in Hello English game provided how to pronounce correct in English through explanation and example before do the game”*. From explanation above, it means that not only game for vocabulary, but can practice the words in pronunciation.

f. Hello English makes motivation student to learn more English

Hello English gives advantages to students (result from questionnaire). Student I said *“Hello English helpful in learning English. In the past I just know about greeting, now it helped me to development my English. The game not make me bored because the game provided colors like words picture and variety game that available, indirectly create enthusiasm for learning”*. Statement above explained that Hello English give motivation from the game to learn more about English.

g. Learn creatively in acquire new vocabularies

Student G said that *“through Hello English I can try learning creatively without spending time to wait the teacher because Hello English provides feature that can be taught autodidact that helped by native speaker in Hello English to pronounce of the sentence or words to be correct”*. Student K and N also mention that use Hello English can autodidact and I can learn wherever without limit time. It means that Hello English game help them to learn creatively without waiting the teacher in the class for increasing their English, especially in vocabulary.

Discussion

This section presented a discussion of the data has been obtained from finding through interview, and questionnaire with the theories in chapter two about the use of Hello English in learning English vocabulary.

The researcher found that Hello English can make motivation students to learn more about English of students A, G, I, J, and O, because the features of the game is interesting, fun and not boring, they open the game to get more information about English. It is similar with statement Tugun (2016) that technology can minimize problems for get information, besides that, the statement supported by Tomlinson (2009), Larsen & Anderson (2011) that technology supported view and provides teaching resources and bring learning experience to the learner's world and they can motivated in learning language.

The students can use Hello English application, wherever and whenever, this result based on found in questionnaire on picture 1.6 and 1.7. the data presented 96% and 92% that stated agree. It means they could use that because it has independent of location in time or space. This result related with theory of Majid (2012) that is the users can access education content anywhere and anytime. Pujiono (2016) stated M. Learning is the intersection of mobile computing that accessible resources wherever you are. Another theory from Bukharaev & Altaher (2017) also stated that educational process without

having sit in the classroom or in front of computer screen, easy to bring anywhere and not heavy, also it can access individual in anyplace or anytime. Another theory is Asabere (2013) stated learning content can be accessed anywhere and learning process is not limited to one particular place, dan Dahiya, et al., (2016) stated technology information and communication to enable students to learn wherever and whenever.

In the result, the researcher found of picture 1.5 that the students can use the application not only free time, but in the class can use too, amount 56% disagree and 44% agree because the students said the teacher have ever use the application twice in the class but just related to the material that teacher provided, based on data interview by students L and N. the result above, different with the theory Pujiono (2016) that learners use more free time, so the time to access learning is limited.

Most of students said that Hello English application in learning vocabulary that collected with questionnaire and interview is free features and useful for new English learner or beginner. Not only game, but we can learn too. Besides that, they can access dictionary, learning new vocabulary and pronunciations. It is related to Zoom (2017) Hello English application give free features and can fulfil a new English learner or beginner, play educational games, access dictionary in their native speaker. In Hello English there is a point and ranking system that included the rankings of all users Hello English

in the world said by students C, D, G, H, and K. This statement similar with theory Noemi & Maximo (2014) that game is physical or mental contest played according to specific role, with the goal of amusing or rewarding the participant.

Most of students said that Hello English application beside game, it can help student to understand the English through meaning of vocabulary that provided in the game, and how pronounce English correctly. As claimed by Hatch & Brown (2001) state that receptive and productive that is learners recognize and understand in the context and learners can pronounce correctly to produce the words.

Based on Stainback, Tantri, Puteri, and Lado divided kinds of vocabulary elementary, intermediate, and advanced vocabulary. It is similar with students' perspective that Hello English provided vocabulary or words game from easy until high words in each content game that stated by students L, M, N that is: when I use application the first game the words still easy until next game, and when middle of the game the word start difficult. This statement represented that the vocabulary of Hello English start to elementary until advance words.

Vocabulary strategies stated by Schmitt & Mc Charty (1997) is discover memory strategies, and cognitive strategies. The theory is related to the findings in interview which is, the perspective of students in acqisiting in vocabulary

with memory strategies and cognitive strategies through using some form of imagery that related the words and remember the words through sorting, classifying, comparing the word through words game, multiple choice or fill in the blank and repeating the games.

In the result of interview and questionnaire, the researcher found that in picture 1.2, they can learn in the game of Hello English application to be more fun and they can learn creatively without spending time to wait the teacher teach them in the class because the game in Hello English provided interactive and creative game. This statement related to educational game created in the game to teach humans about specific subject. In the game are interactive play that teaches us goals, rules, problem solving, interaction and give us the fundamental needs of learning by providing enjoyment, passionate, motivation, and creativity (Prensky, 2001).

