

CHAPTER I

INTRODUCTION

A. Background of Study

Language is an important communication tool for humans. Language is a structure of meaning that is free from its users, as a sign that concludes a goal. Languages in this world are very diverse, so humans are not able to master all foreign languages.

Even if you want to master several foreign languages, it will take a long time to learn them. Due to its crucial role in the transfer of information and the regulation of cognitive processes, language proficiency may have a major effect on an individual's potential to learn and develop (Binder & Smith, 2013). Especially in English, English language education has already evolved in the twenty-first century; the teacher now serves more as a facilitator than as the primary source of information. The ability to adapt to a changing environment is one of the characteristics of students in the digital age (Peter, 2009).

In addition, the study of English has become increasingly popular in higher education as time has gone on. The use of new digital media has grown in significance in the lives of our younger generation. It makes sense for teachers to closely examine the trend and take it into account when conceptualizing lessons.

One of the uses of language is to convey information, it can be in the

form of text or language written through images. This is simply because of the fact that measuring a person's capacity to perform socially and intellectually requires strong communication skills (Young, Sercombe, Sachdev, Naeb, & Schartner, 2013).

According to Surah Al-Qalam verse 1:

نَّ وَالْقَلَمِ وَمَا يَسْطُرُونَ

The basic application of educational media in the teaching and learning process is discussed in the verse above. Here, we discover that educational media is one of the most crucial tools used in teaching and learning to facilitate students' understanding of the course material. Currently, the development of technology in the field of cellular is growing very rapidly, starting from the cellular model itself to its function. One example of the function of a cell phone can be used as a learning medium. Mobile applications are applications that can run on mobile phones and can be used as learning media, processing and obtaining practical information (not bound by time and can be carried everywhere). (Aini & Riyantomo, 2019). By making mobile applications in the field of education namely providing learning as well as games for children as learning aids. This application is expected to be accepted by teachers and children so that they can implement a learning system while playing, as well as to parents in providing learning at home to children to make it more fun.

The purpose of the development of this application is to provide solutions to educators and parents who find it difficult to provide English

vocabulary material to learners.

With the applications available on android, the researcher decided to make a study with a discussion that will use the analytical method. The researcher chooses to analyze the android applications because the researcher wants to provide more information about the most frequent and most recommended applications by Google for learning English. There are some android applications that will show up as the most search google has recommended; 1. Cakap, 2. Duolingo, 3. Memrise, 4. HelloTalk, 5. Hello English, 6. Cake, 7. Mondly, 8. Rosetta Stone, and 9. Busuu. The study aims to learn the features of the application and how it will be useful in improving English skills, also what app is most recommended for users.

B. Definition of Key Terms

To avoid the misinterpretation of the title, the researcher will explain the technical terms as follow:

1. Analysis

An analysis is an activity that consists of a series of activities such as; describing, distinguishing, and sorting things to be regrouped according to specific criteria and then look for the relationship, and then interpreting the meaning.

2. Android Applications

Android is a mobile operating system developed by Google. It is used by several smartphones and tablets. Android phones typically come with several built-in applications. Application is designed to perform a function for other

users or applications and can be used by the intended target.

The android application is a ready-made program that has different displays of each other views and is designed to perform a specific function for android users.

C. Research Questions

Regarding the background of the study, the research question of this research is:

How are the android applications that most search google has recommended will be useful for learning English?

D. Objective of Study

Based on the research question, the researcher will focus on discussing several points as follows:

To discuss how the android applications that the most search google has recommended will be useful for learning English.

E. Significance of Study

The result of this research is expected to contribute to the field as follows for students. The researcher hopes that this research can provide awareness about the importance of learning English. Students have the motivation to understand the material that is related to learning English such as pronunciation, grammar, vocabulary, etc. by using android applications.

1. For the teachers or lecturers

In this research, English teachers or lecturers can get some data or information about android applications that can be used to learn English in

the classroom or out of the classroom.

2. For the students

The researcher expects that the result of this research will be very beneficial for the students and the researcher also hope that they motivated to find the method for learning English in an exciting way.

3. For the researchers

This research expected could give contribution reference about android applications that can be used to learn English in various and entertaining ways.