#### **CHAPTER I**

## **INTRODUCTION**

## A. Background of Study

Language is an important aspect in human life. People need language to look for and give people benefit information. Communication hold the most important aspect of the language, listening or reading cannot occur without communication. People need a language as a communication to express their feeling, thought and desires.

As a communication device in human life and also in line with the world civilization, a language becomes an important thing and people around the world need to use it in their life. Language is needed to recognize and to know each other with other people in the world, as it is stated in the Holy Qur'an verse, on Surah Al-Hujurat 13 as follows:

The verse states that the human beings of the world are created by God with many races and tribes which have various culture, behavior, religion or beliefs, and languages. Those various show what a good creation of God. The most important thing that the researcher wants to show here is about language, because to recognize and know other people we need language for communication. Language is very urgent and effective to get respond from other

people when we have business with others. But, to interact with people out from our community we need to know other languages. So, it is necessary to know and learn other language besides mother tongue. Therefore, it is important to learn another language, in other to make the same understanding when we communicate to each other and also to make easier when we interact with people out from our community.

There are many languages used in international communication. One of the most used is English. Indonesian learns English to communicate in two forms, in spoken and written forms. English as a foreign language with this position, it does not have social function as wide as a second language. English in academic field is taught as a subject matter. English has been taught and learned as a foreign language for years at Indonesian schools starting from kindergarten (even just introduction some English vocabularies) to junior high school, senior high school even up to university or collage.

In university, students will study much about texts, grammar,etc. ideally, they should mastery vocabulary to help writing texts skill, speaking fluently, etc. But in fact, they still find more difficulties in mastery vocabulary. Students have difficulties in enriching their vocabulary. They get difficulties in memorizing the new words, so they limited vocabulary. To improve students mastery in vocabulary need strategies, it means as specific action by the student to make learning easier, faster, more effective.

Learning strategies are possible help the learner to study vocabulary.

Commonly, students get new vocabulary by two learning strategies; conventional

and visual strategies. Conventional is the simplest strategy that is used by teacher in vocabulary teaching. For example; the teacher introduces the new word and give the meaning of words.

Learning process is not always in the class, learning can be done everywhere. Students also do not always face with the teacher to teaches vocabulary. Students can learn at anywhere, any time. Students watching English movie habit possibly way to enrich their vocabulary.

Interest in watching movies can lead students to learn vocabulary more often and more repeatation in an activity might form a habit. A student who likes watching English movies usually will learn to these movies again and again. By doing so, the habit in watching to English movies will form in students' mind. The activity to watching English movies on PC will be done by him/her very easily.

The habit of watching movie provide opportunities to study language about vocabulary. Moreover, students should have a schedule for it is. In order to they can get new vocabularies and find many information about grammar to help language skill. Sometimes they also will find the problems about structure, difficult new vocabulary based on the dialogue by the native speaker. Then, they can look for the solution of the problems by asking to the teacher or look for the other referent. Indirectly, students will study about vocabulary of English by watching movie. Especially in these days, English movies are in internet. It is very easy to find English movies. In fact, many students like watching Movies, especilly watching English movies on PC. As Larry Ferlazzo (2008) said in his

article: "Movies and television shows can be an effective tool for teaching and learning English (or, for that matter, any academic subject) if used strategically.

In IAIN Antasari Banjarmasin, especilly English Department mostly students have personal computer (PC) and easy to access wifi. Hotspot wifi everywhere like in building class, office, cafe, canten, etc. They can download English movies fastly and the beginning semester they have more free time to watch movies on Their PC. Watching English movies with or without subtitle can be an alternative media of students to improve and enrich their mastery of English vocabulary on their free time. Vocabulary is very important in learning language, because vocabulary is one of the key elements in learning language. So, mastering vocabulary will give influence to someone who learns language.

Based on the reasons above, the researcher wants to conduct a correlation between watching English movies and vocabulary entitled: THE CORRELATION BETWEEN STUDENTS' HABIT IN WATCHING ENGLISH MOVIES ON PERSONAL COMPUTER AND THEIR VOCABULARY MASTERY OF THE SECOND SEMESTER STUDENTS OF ENGLISH DEPARTMENT OF IAIN ANTASARI BANJARMASIN ACADEMIC YEAR 2015/2016.

#### **B.** Problem Statement

- 1. How is students' habit in watching English movies on PC of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016?
- 2. How is students' vocabulary mastery of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016?
- 3. Is there any correlation between students' habit in watching English movies on PC and vocabulary mastery of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016?

#### C. Problem Limitation

The object of the research is concerned with two variables; habit in watching English movies on PC, and vocabulary mastery. Therefore, this research is focused on the correlation between students' habit in watching English movies on PC and vocabulary mastery.

# D. The Objective of the Research

- To know Students' habit in watching English movies on PC of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016.
- To know Students' vocabulary mastery of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016.

3. To know the degree of Correlation between students' habit in watching English movies on PC and vocabulary mastery of the second semester students of English department of IAIN Antasari Banjarmasin academic year 2015/2016.

# E. Significant of Research

The result of this study is expected to give some positive outcome as follow:

#### 1. For Students

It can be useful for students to help them measure their vocabulary mastery and it can be used to motivate the students to improve their vocabulary mastery.

## 2. For Lecturers

By doing this research, the researcher hopes that the result of the study will be usefull to give contribution of developing English teaching vocabulary especially in teaching vocabulary using media. Moreover, the researcher hopes teachers can use media as an alternative way in teaching vocabulary. Therefore, the students will get better achievement.

#### 3. For the researcher

By doing this research, the researcher will get some new experiences and knowledge about his study and it will be useful for the future.

# F. The Assumptions and Hypothesis

## 1. Assumptions

- a. Students' habit in watching English movies on PC can help them improve Their English skills, especially vocabulary.
- b. Many English students like watching English movies on PC.

# 2. Hypothesis

- a. Ha :  $p \neq 0$  There is a correlation between studens' habit in watching English movies on personal computer and vocabulary mastery.
- b. Ho: p = 0 There is no correlation between students' habit in watching English movies on personal computer and vocabulary mastery.

## **G.** Definition of Key Term

In order to clarify what variables are involves in the study some definition are put forwards:

## 1. Correlation

It is derived from the word "correlate" meaning a connection between two thing in which one thing changes as the other does. Correlation is having a mutual relationship or connection between two or more things.

#### 2. Habit

Habit is thing that you do often and almost without thinking. The conceptualization of habit in this study is defining it as learned sequences of acts that have become automatic responses to specific situation, which

may be functional in obtaining certain goals or end states. Another statement about habit say that habit is an activity that is acquired, done frequuently, done automatically, and difficult to stop. Most people think of behaviors when they think of habit, but thought can also become habit. Sometimes our habitual thinking can keep habitual beahiors going and make them hard to change.

#### 3. Movie

A series of moving pictures with sound that you can watch at the cinema or at home (MacMillan Dictionary)

# 4. Vocabulary Mastery

Vocabulary is all the words that a person knows or uses. (Oxford University Press, 2008:495). According to Hornby, vocabulary is the total number of words, which make up the language. It can be defined, caught as the words we teach in the foreign language. Vocabulary mastery means great knowledge about or understanding of words.

# 5. Personal Computer

Personal Computer is a compact computer that uses a microprocessor and is designed for individual use, as by a person in an office or at home or school, for such applications as word processing, data management, financial analysis, or computer games.