CHAPTER 1
INTRODUCTION

This chapter elaborates background of the study, the scope, and limitations of the study, the focus of the study, the purpose of the study, and significance of the study.

A. Background of the Study

Vocabulary must be taught directly when learning takes place in class. It is an important as other skills such as listening, speaking, reading, and writing. Moeller (2009) states that vocabulary is the main key to learning and teaching a second language (English) in order to understand all forms of writing and written communication.The way of teaching and learning vocabulary is still not much has been improved. Students are still learning vocabulary through books and dictionaries, while technology has provided them with more authentic and interactive methods such as dictionary applications, English game applications (vocabulary).

Vocabulary learning in a second and/or foreign languages is needed to make effective and interactive communication and it is impossible to use a language effectively without an adequate vocabulary (Çinar & Asım, 2019). This, learning vocabulary is essential since without sufficient vocabulary it is impossible to communicate effectively and to master other skills especially in speaking. Also, Nation (2001) as cited in Surmanov & Azimova (2020) explained the relationship between vocabulary knowledge and the use of language complementary, vocabulary knowledge enables the use of language, and conversely, meanwhile, the use of language leads to increase vocabulary knowledge. It means that the use of language also can be a factor in increasing vocabulary knowledge. So, the frequent use of the language can make vocabulary knowledge increase everyone.

In language learning or other learning, there must be a teacher who guides the course of learning in the classroom, a teacher has a role to facilitate students with methods and appropriate strategies for student learning. According to Al-Malki (2020), the teacher's role is to facilitate and give up-to-date vocabulary strategies that are suited to the needs of individual students. Teachers and

students of foreign languages are constantly looking for the most effective methods and techniques for teaching and learning vocabulary in the classroom. Moreover, Surakhmad in Djamarah (2006) as cited in Handayani (2018) stated that vocabulary knowledge could be learned and presented to students by considering the students, learning objectives, learning situation, facilities choosing and implementing appropriate learning methods, and the ability of teachers themselves to language learning or other learning, there must be a teacher who guides the course of learning in the classroom, a teacher has a role to facilitate students with methods and appropriate strategies for student learning. According to Al-Malki (2020), the teacher's role is to facilitate and give up-to-date vocabulary strategies that are suited to the needs of individual students. Teachers and students of foreign languages are constantly looking for the most effective methods and techniques for teaching and learning vocabulary in the classroom. Moreover, Surakhmad in Djamarah (2006) as cited in Handayani (2018) stated that vocabulary knowledge could be learned and presented to students by considering the students, learning objectives, learning situation, facilities choosing and implementing appropriate learning methods, and the ability of teachers themselves to manage.

Barr (2016) states that most vocabulary learning in every practice only using quick memory learning, the vocabulary is learn by doing the other activities include reading. Based on the displayed problems, the researcher make some efforts by implementing Quizlet Application in clasroom activities and then find out students' perception towards that application and the practice, those a change is required in the way teachers teaching and students learning vocabulary.By using the Quizlet application, students are expected to be able to quickly understand the English vocabulary that is being studied in class.

Kalecky (2016) Quizlet is a game application for language learning, but its function is not limited to all other subjects. Quizlet is an online learning application for students at school, for all elementary/middle/high school and college students. Vocabulary is one of the obstacles or difficulties faced by students in English lessons, through the Quizlet Application students can use and enjoy the various features and games provided, creators can make questions regarding any subject they want and can also create as creative as possible. The

Quizlet application itself is very easy to use and fun for users so that users can also be creative, play and learn in it.

B. Research Question

Based on the background the research question of the study can be stated by the follow : What are the students' perceptions of learning vocabulary using the Quizlet Application in class?

C. Objective of the study

The purpose of this study is to find out the students' perceptive using Quizlet Application for learning vocabularies.

D. Significance of the Study

1. Theoritical Significances

    This study refers to learning vocabulary for students in class, improving or motivating students so they don't feel bored when studying English vocabulary learning in class. By using the Quizlet app, students are expected to be able to easily remember what they have learned.

2. Practical Significances

a. For Teachers, this research shows that by using the Quizlet Application, especially the vocabulary games, make it easier for teachers to teach and increase student motivation as well as in learning.

b. For Students, this research provides additional insight to students about the importance and usefulness of using this Quizlet Application, especially the vocabulary game, to improve memorization in learning.

c. For Researcher, this study aims to determine the description of using a Quizlet Application, especially to learning vocabulary.

E. Scope and Limitations

This study focuses on students' memorization of vocabulary, using the students' perception in the Quizlet application source of this data

in this study, it will be for students in grade 10 at SMA Wachid Hasyim 5 Surabaya.

F.   Definition of Key Terms

The definitions of key terms that have been developed in this study serve as a guide for readers in understanding some of the definitions of key terms in this research. The key terms are:

1. Perception : Perception is the experience of objects, events, or relationships obtained by inferring information and interpreting messages. Perception is giving meaning to sensory stimuli (sensory stimuli). Perception is the process of understanding or giving meaning to an information on a stimulus.
2. Learning : Learning is a relatively permanent change in behavior or behavioral potential as a result of reinforced experience or practice. Learning is the result of the interaction between stimulus and response. A person is considered to have learned something if he can show a change in his behavior.
3. Vocabulary : Vocabulary is a collection of words that are owned by a person or other entity, or are part of a particular language.
4. Quizlet Application : Quizlet is an online learning tool (online) developed by a high school student in California named Andrew Sutherland. This application is mostly used for language learning, but its function is not limited to other subjects.