

**STUDENTS' PERCEPTION TOWARD HELLO ENGLISH APPLICATION AS
MEDIA IN LEARNING VOCABULARY AT SEVENTH GRADE OF SMP KRISTEN
IMMANUEL BATAM IN ACADEMIC YEAR 2021/2022**

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Abstract

The objective of this study is to find out the students' perception toward Hello English application as media in learning vocabulary at SMP Kristen Immanuel Batam. This study utilized a qualitative descriptive method. The researcher used an instrument questionnaire and interview. The instrument questionnaire use three factors of influence perception are Perceiver, Target, and Situation. There are thirteen indicators in the instrument questionnaire namely: Attitude, Motive, Interest, Experience, Expectation, Novelty, Motion, Background, Proximity, Similarity, Time, Work Setting, and Social Setting. But interview instrument only use one factor of perception based on the individual concerned (perceiver) with five indicators: Attitude, Motive, Interest, Experience, and Expectation. In analyzing the data from a questionnaire, the researcher did some steps, they were scoring the students, classifying the score of the students using likert scale, the classification of the students' scores, and the percentage formula of the students. Then data from the interview were used to clarify and strengthen the data from the questionnaire. The finding of this research showed that Hello English application has many benefit for students because Hello English application is not only to memorize vocabulary but also some students can learn about writing the text vocabulary, answering the question, speaking the text, and building sentences on Hello English application. Therefore it could be assumed that all students perceived positively toward Hello English application as media for learning vocabulary.

Keywords: *Vocabulary, Learning Media, Hello English application, Students' Perception.*

INTRODUCTION

Language is the key of communication which can be used as a tool for communication among nations all over the world. One of the most popular languages is English because English is the international language that is used to communicate among people in the world. According to Gunantar (2016, p.143), "English is an international language and as the most spoken one by a global citizen for various purposes, the government later oblige people to learn it in all secondary level schools and other private schools have taught English from elementary to tertiary level education or higher degree".

The students desire to learn vocabulary to help them understand the actual activities at the school related to language skills such as reading a text, responding to examination questions, writing an essay, and participating in their class discussions. Vocabulary is a supporting skill in learning English in addition to grammar and pronunciation. The assignment of the teacher here must be able to present a good teaching method so that student

can improve their skill with maximum achievement. Behind great teaching methods, the teacher needs great teaching media to present learning material so that students can understand the material. Media is an important learning resource for students in the teaching and learning process. According to Puspitarini (2019, p.54), "Learning media is utilized appropriately in the learning process will become a more effective and efficient support tool in achieving the learning objectives". Currently, there are many learning media used by teachers, one of which uses smartphones as learning media. The teacher can choose a proper application in the form of a game application for learning. One of the applications that the student can use is Hello English application. Hello English is a free application created by Pranshu Bhandari with Nishant Patni and launched in October 2014. It can help the Students' problem enhance their learning vocabulary mastery and make the learning process enjoyable because this application is completed with some features and lots of practice tests. According to Hidayati and Diana (2019, p.197), "Hello English is a specific English language learning for a mobile application that offers comprehensive English language skills through games and interesting scenes". Using the Hello English application, students will become more interested in increasing their vocabulary and not bored because some students prefer to play the game in this application from their gadgets rather than read books.

In using the "Hello English application" as a learning tool, most of the students of SMP Kristen Immanuel Batam are still unfamiliar with Hello English application. Therefore, the researcher wanted to know the perception of the students of SMP Kristen Immanuel Batam when using this Application. According to Asrori (2020, p. 51), "Perception defines as the process of translating all information obtained from the environment through sight, hearing, appreciation, and feeling". The perception is important to know their problem with English lessons especially using vocabulary.

In determining students' perception there is a view based on an assessment of an object that occurs, anytime, and anywhere. Thus it can be seen that there are two forms of perception, namely positive and negative perception. Positive perception is the perception or view of an object and towards a situation where the subject perceives likely to receive an object arrested for his suit otherwise, negative perception is a perception of view of an object and refers to circumstances in which the subject perceives the object captured tends to reject because it does not correspond to his personal (Budiman, 2019: p. 229). Everyone has a

different perception because they have factors that influence perception. According to Robbin and Judge (2018, p. 179-181) such as The individual concerned (Perceiver), the target of perception, and the situation of perception. Based on the three factors, the researcher wants to know "What are students' perceptions toward Hello English application as media in learning Vocabulary?"

METHODOLOGY

The method of this research used qualitative research as the main data of the research. According to Creswell (2012, p. 32), "qualitative research was meant for exploring and understanding the meaning individuals or groups ascribe to a social or human problem". This research was conducted at SMP Kristen Immanuel Batam, which is located at Jl. Raden Patah Lubuk Baja Batam. The researcher chose this school because the Hello English application provides features based on junior high school classes. Then, the study was conducted from early 08th February 2022.

According to Creswell (2012, p.142), "Population is a group of individuals who have the same characteristics". In this study, the population consisted of two classes VII A and VII B with a total of them is 64 students. To collect data, the researcher used purposive sampling. According to Newby (2014, p. 667), "Purposive sampling is Sampling which has a specific purpose aligned to the goals of the investigation". The researcher took all samples because Hello English application provides features based on junior high school classes, especially for seventh grade. VII A chosen for the valid questionnaire and VII B chose for the control class.

The researcher accomplished the study in three weeks. In the first week, the researcher described Hello English application and the students used the Hello English application. In the second week, the students fill out questionnaires. In the last week, the student did the interview. In analyzing data, the researcher does some stages such as Firstly, the researcher collects data by using interviews and questionnaires. Secondly, the researcher clarifies the students' answer and gets information of students' perception toward Hello English application as media in learning vocabulary.

In order to get the data, the researcher used close-ended question and divided into four scales (strongly disagree, disagree, strongly agree, and agree). Then the researcher analyzes

the interview data, the researcher attempt to identify any information gained as the result of the interview by interpreting the narrative summaries of what respondent has done.

RESULT/ FINDINGS

The instrument questionnaire use three factors of perception such as perceiver, target, and situation. There are thirteen indicators in the instrument questionnaire namely attitude, motive, interest, experience, expectation, novelty, motion, background, proximity, similarity, time, work Setting, and social setting. But interview instrument only uses one factor of perception based on the individual concerned (perceiver) with five indicators namely attitude, motive, interest, experience, and expectation. Based on these factors, the researcher obtained the perception results from the questionnaire and interview. The detailed result from the questionnaire were presented below:

1. Questionnaire

The researcher use content validity and construct validity to measure the questionnaire and to know the students perception and determining kind of the based on the measure students perception toward Hello English application as media in learning vocabulary. The number of question in questionnaire are thirteen indicators (13 questions) and used 32 students. This study provided a closed ended questionnaire and have any question and provides preset response options for the participant (Creswell 2012, p.386). The detailed result from the questionnaires were presented below:

Questionnaires Items No 1:

1) Attitude

Table 1. The Result of Questionnaires about Attitude

Question	(SA)	(A)	(D)	(SD)	Rank	Total
1. Learning by using the Hello English Application make the students more enthusiastic in memorizing English Vocabulary.	24	8	0	0		32
Percentages 1:	75%	25%	0%	0%	High/ Positive	100%
2. I feel fun learning vocabulary online through Hello English application.	22	9	1	0		32
Percentages 2:	68.8%	28.1%	3.1%	0%	High/ Positive	100%

3. I feel fun arranging words into a sentence inHello English application.	22	8	2	0		32
Percentages 3:	68.8%	25.0%	6.2%	0%	High/ Positive	100%

The result of attitude is number 1 get the result strongly agree 24 (75%) that learning by using the Hello English application make the students more enthusiastic in memorizing English vocabulary, and the result can be classified as high/ positive rank. The statement of attitude is number2 get the result of students top most strongly agree 22 (68.8%) that students feel fun learning vocabulary online through the Hello English application. Then this result is classified as high/positive rank. In the statements of attitude number is 3 get the result of students dominant strongly agree 22 (68.8%); the students feel fun arranging word into a sentence in the Hello English application, it can be indicate that attitude 3 statement get high/positive rank by looking at the result of the students agree with the statement. Beside that the conclusion of attitude about Hello English application indicates high/positive rank.

2) Motive

Table 2. The Result of Questionnaires about Motive

Question	(SA)	(A)	(D)	(SD)	Rank	Total
Hello English application can help me to understand about learning vocabulary.	22	8	2	0		32
Percentages 1:	68.8 %	25%	6.2%	0%	High/ Positive	100%

The result of motive (needs)dominant strongly agree 22 (68.8%) that Hello English application can help the students to understand about learning vocabulary. The conclusion of motive (needs) can be classified as high/positive rank.

3) Interest

Table 3. The Result of Questionnaires about Interest

Question	(SA)	(A)	(D)	(SD)	Rank	Total
1. I am interested in using the Hello English application to learn vocabulary through interactive games.	10	21	1	0		32
Percentages 1:	31.3%	65.6%	3.1%	0%	High/ Positive	100%
2. I am very interested in learning Greetings and Partings inHello English application.	9	23	0	0		32
Percentages 2:	28.1%	71.9%	0%	0%	High/ Positive	100%

The result of interestis number 1 get the result of students dominant agree 21 (65.6%) that the student interested in using the Hello English application to learn vocabulary through

interactive games, then this result can be classified as high/ positive rank. The statement of interest is number 2 get the result of students dominant agree 23 (71.9%) that students very interested in learning Greetings and Partings inHello English application. Then this result classified as high/positive rank.

4) Experience

Table 4. The Result of Questionnaires about Experience

Question	(SA)	(A)	(D)	(SD)	Rank	Total
1. The learning explanation given by Hello English is very easy to understand.	23	9	0	0	High/ Positive	32
Percentages 1:	71.9%	28.1%	0%	0%		100%
2. In learning vocabulary, the Hello English application provides quizzes to practice my understanding.	24	8	0	0	High Positive	32
Percentages 2:	75.0%	25.0%	0%	0%		100%
3. I can learn how to Introducing Oneself and Others in Hello English application.	25	7	0	0	High/ Positive	32
Percentages 3:	78.1%	21.9%	0%	0%		100%
4. I can learn how to express gratitude in Hello English application.	20	12	0	0	High/ Positive	32
Percentages 4:	62.5%	37.5%	0%	0%		100%

The result of experienceis number 1 get the result of students dominant strongly agree 23 (71.9%) that the learning explanation given by Hello English is very easy to understand., then this result can be classified as high/ positive rank. The statement of experience is number 2 get the result of students dominant agree 24 (75 %) that In learning vocabulary, the Hello English application provides quizzes to practice the students understanding.. Then this result classified as high/positive rank.The statements of experienceis number 3 get the result of students dominant strongly agree 25 (78.1%) that the students can learn how to introducing oneself and others in Hello English. application, then this result can be classified as high/ positive rank. The statements of experienceis number 4 get the result of students dominant strongly agree 20 (62.5%) that the students can learn how to express gratitude in Hello English application, then this result can be classified as high/ positive rank.

5) Expectation

Table 5. The Result of Questionnaires about Expectation

Question	(SA)	(A)	(D)	(SD)	Rank	Total
1. I believe that Hello English Application can increase knowledge vocabulary.	10	20	2	0	High/ Positive	32
Percentages 1:	31.3%	62.5%	6.2%	0%		100%

2. While taking on difficult questions, I am more challenged than working on easy questions in the Hello English application.	8	20	3	1		32
Percentages 2:	25.0%	62.5%	9.4%	3.1%	High/ Positive	100%

The result of expectation is number 1 get the result of students dominant agree 20 (62.5%) that the student believe that Hello English Application can increase knowledge vocabulary, then this result can be classified as high/positive rank. The statement of expectation is number 2 get the result of students dominant agree 20 (62.5%) that While taking on difficult questions, the students are more challenged than working on easy questions in the Hello English application. Then this result classified as high/positive rank.

6) Novelty

Table 6. The Result of Questionnaires about Novelty

Question	(SA)	(A)	(D)	(SD)	Rank	Total
1. I found Hello English application has complete and easy to understand features	20	11	1	0		32
Percentages 1:	62.5%	34.4%	3.1%	0%	High/ Positive	100%
2. Hello English application has an explanation feature to explain learning before taking the quiz.	21	11	0	0		32
Percentages 2:	65.6%	34.4%	0%	0%	High/ Positive	100%
3. The Hello English application provides features on how to pronounce words.	23	9	0	0		32
Percentages 3:	71.9%	28.1%	0%	0%	High/ Positive	100%
4. The Hello English application provides features on how to construct words in learning English.	25	7	0	0		32
Percentages 4:	78.1%	21.9%	0%	0%	High/ Positive	100%
5. The Hello English application provides a conversation feature to talk with other speakers.	21	11	0	0		32
Percentages 5:	65.6%	34.4%	0%	0%	High Positive	100%
6. The Hello English application provides fill in the blanks while take quiz.	23	9	0	0		32
Percentages 6:	71.9%	28.1%	0%	0%	High Positive	100%

The result of novelty number 1 get the result of students dominant strongly agree 20 (62.5%) that student found Hello English application has complete and easy-to-understand features, then this result can be classified as high/ positive rank. The statement of novelty number 2 get the result of students dominant strongly agree 21 (65.6%) that Hello

English application has an explanation feature to explain learning before taking the quiz. Then this result classified as high/positive rank. The statements of novelty number 3 get the result of students dominant strongly agree 23 (71.9%) that Hello English application provides features on how to pronounce words. Then this result can be classified as high/ positive rank. The statements of novelty number 4 get the result of students dominant strongly agree 25 (78.1%) that Hello English application provides features on how to construct words in learning English. Then this result can be classified as high/ positive rank. The statements of novelty number 5 get the result of students dominant strongly agree 21 (65.6 %) that The Hello English application provides a conversation feature to talk with other speakers Then this result can be classified as high/ positive rank. The last statements of novelty number 6 get the result of students dominant strongly agree 23 (71.9%) that Hello English application provides fill in the blank while take quiz. Then this result can be classified as high/ positive rank.

7) Motion

Table 7. The Result of Questionnaires about Motion

Question	(SA)	(A)	(D)	(SD)	Rank	Total
I found downloading and installing process of Hello English application is easy, quick, and simple.	22	8	2	0	High/	32
Percentages 1:	68.8%	25%	6.2%	0%	Positive	100%

The motion get the result of students dominant strongly agree 22 (68.8%) that the student found downloading and installing process of Hello English application is easy, quick, and simple. then this result can be classified as high/ positive rank.

8) Background

Table 8. The Result of Questionnaires about Background

Question	(SA)	(A)	(D)	(SD)	Rank	Total
I get some feedback from the Hello English application in the form of the coins appearing as the reward for correct answers when I play games on the Hello English application	8	23	1	0	High/	32
Percentages 1:	25%	71.9%	3.1%	0%	Positive	100%

The result of background get the result of students dominant agree 23 (71.9%) that the student get some feedback from the Hello English application in the form of the coins appearing as the reward for correct answers when the students play games on the Hello English application, then this result can be classified as high/ positive rank.

9) Proximity

Table 9. The Result of Questionnaires about Proximity

Question	(SA)	(A)	(D)	(SD)	Rank	Total
I always use Hello English application to learn vocabulary since Hello English features are fun.	15	15	2	0		32
Percentages 1:	46.9%	46.9%	6.2%	0%	Moderate	100%

The result of proximity get the result of students dominant agree 15 (46.9%) that the student always use Hello English application to learn vocabulary since Hello English features are fun, this result can be classified as moderate rank.

10) Similarity

Table 10. The Result of Questionnaires about Similarity

Question	(SA)	(A)	(D)	(SD)	Rank	Total
The Hello English application is similar to the Duolingo feature, but the Hello English application has many native languages, so I prefer to use the Hello English application	16	14	2	0		32
Percentages 1:	50%	43.8%	6.2%	0%	Moderate	100%

The result of similarity get the result of students dominant strongly agree 16 (50%) that The Hello English application is similar to the Duolingo feature, but the Hello English application has many native languages, so they prefer to use the Hello English application, this result can be classified as moderate rank.

11) Time

Table 11. The Result of Questionnaires about Time

Question	(SA)	(A)	(D)	(SD)	Rank	Total
I like to take spare time to learn vocabulary by using the Hello English application.	8	20	3	1		32
Percentages 1:	25%	62.5%	9.4%	3.1%	High/ Positive	100%

The result of time get the result of students dominant agree 20 (62.5%) that The student like to take spare time to learn vocabulary by using the Hello English application, this result can be classified as high/positive rank.

12) Work Setting

Table 12. The Result of Questionnaires about Work Setting

Question	(SA)	(A)	(D)	(SD)	Rank	Total
I always use Hello English when I want to learn vocabulary.	7	20	4	1		32
Percentages 1:	21.9%	62.5%	12.5%	3.1%	High/ Positive	100%

The result of work setting get the result of students dominant agree 20 (62.5%) that the student always use Hello English application when the student want to learn vocabulary, this result can be classified as high/positive rank.

13) Social Setting

Table 13. The Result of Questionnaires about Social Setting

Question	(SA)	(A)	(D)	(SD)	Rank	Total
My teacher is enthusiastic recommending Hello English to influence my vocabulary.	21	11	0	0	High/Positive	32
Percentages 1:	65.6%	34.4%	0%	0%		100%

The result of social setting get the result of students dominant strongly agree 21 (65.6%) that their teacher is enthusiastic recommending Hello English to influence their vocabulary, this result can be classified as high/positive rank.

2. Interview

Interview instrument used one factor of perception based on the individual concerned (perceiver). The detailed result from the interview were presented below:

1. Attitude

The students feel fun learning vocabulary online through the Hello English application. The students give positive response 21 (65.6%) and negative response 11 (34.4%), it is classified as high/positive rank. The students state that in Hello English application has many interesting feature and this application can be used anywhere and anytime when the student's want to learn vocabulary.

2. Motive

The motive of students use Hello English application is Hello English can help the students understand learning vocabulary. The students give positive response 24 (75%) and negative response 8 (25%), it is classified as high/positive rank. The students state that in Hello English application has really interacts with the structure in solving questions so that students understand vocabulary learning when the student's want to learn vocabulary.

3. Expectation

The expectation of students about vocabulary is very useful for learning English. The students give positive response 25 (78.1%) and negative response 7 (21.9%), it is classified as high/positive rank. The students state that in vocabulary is very important because it is the

main capital for learning sentence structure and other language skills. Mastering a lot of vocabulary will make it easier for someone to read, write, listen and speak English.

4. Interest

The student is more interested in using Hello English Application to learn vocabulary with gets positive response 22 (68.8%) and negative response 10 (31.2%), it is classified as high/positive rank. The conclusion of students' interest items interview is classified as high/positive rank. The students state that Hello English has complete learning and game features that can be played so the students will not bored.

5. Experience

The experience of students after they used Hello English application as media in learning vocabulary give positive response 25 (78.1%) and negative response 7 (21.9%), it is classified as high/positive rank. The students state that Hello English is easy to understand for learning because the explanation given by the Hello English application is very simple and the words are easy to understand for users who are beginners.

DISCUSSION

Based on research in class VII B SMP Kristen Immanuel Batam, the researcher gets the data and knows what are students' perception toward Hello English application as media in learning Vocabulary. The purpose of this study is to find out students' perception toward Hello English application as media in learning vocabulary. The result of the questionnaires shows more positive perceptions than negative from students, in questionnaire there are 25 questions namely attitude, motive, interest, experience, expectation, novelty, motion, background, proximity, similarity, time, work setting, and social setting. But in interview there are 5 questions such as: expectation, attitude, motive, interest, and experience based the individual concern (perceiver). The detailed result from the questionnaires and interview showed in the explanation below:

1. The results of attitude items in questionnaire and interview can be categorized into high/positive rank.
2. The result of motives items in questionnaire and interview is classified as high/positive rank.

3. The result of interest items in questionnaire and interview, the score indicates as high/positive rank.
4. The result of experience item in questionnaire and interview is categorized as high/positive rank.
5. The result of expectation items in questionnaire and interview is classified as high/positive rank.
6. The result of novelty items in questionnaire, it can be classified as high/positive rank.
7. The result of motion items in questionnaire, the result can be classified as high/positive rank.
8. The result of background items in questionnaire, the result can be classified as high/positive rank.
9. The result of proximity items in questionnaire, the result can be classified as moderate rank.
10. The result of similarity items in questionnaire, the result can be classified as moderate rank.
11. The result of time items in questionnaire, the result can be classified as high/positive rank.
12. The result of work setting items in questionnaire, the result can be classified as high/positive rank.
13. The result of social setting items in questionnaire, the result can be classified as high/positive rank.

CONCLUSION

The instrument of questionnaire and interview showed that students' perception toward Hello English application as media in learning vocabulary has positive perception. The findings shows that the majority of students in this study perceived that Hello English application has many advantages because Hello English application allows them not only to learning vocabulary but also to try communicate, to write a sentence and the students can listen the sentence, match exercises, or even to fill-in-the-blank exercises. Furthermore, the students can use Hello English application for learning vocabulary to improve their vocabulary and building sentences in learning vocabulary. In this study, the researcher can

concluded that students' perception toward Hello English application as media in learning vocabulary has positive response.

SUGGESTION

Based on the finding of the study, the researcher would like to purpose the following suggestion:

1. For English Teacher

The researcher hopes the teacher can utilize Hello English application for help the students to learn vocabulary through features that provided in the Hello English application.

2. For Students

The researcher hopes the students should keep learning because to understand in English is enrichment their vocabulary.

3. For the Researcher

The researcher hopes with same research about Hello English application in other place to compare this research with their research and other technique of the research.

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