

CHAPTER I

INTRODUCTION

1.1 Background of the Research

Back then when we want to learn, study or teach about a particular knowledge we're limited to certain boundary, where we need to go somewhere or learn from expert like School, House, in a Room, etc. Often times we would find a lot of people would gather in one place to gain knowledge about anything they interested of let it be about everyday life like how to do basic things for housework all the way up how to manage a big company in convention where there's lot of people would gather. "Learning is "a process that leads to change, which occurs as a result of experience and increases the potential for improved performance and future learning" (Ambrose et al, 2010, p.3).

Early in the 1940s, an American researcher created a flight simulator that ran on an analog computer. This marked the beginning of the application of computer hardware and software in the fields of education and training. Educational software became closely linked to the hardware that powered it, starting with these attempts to train people directly during the Second World War and continuing until the mid-1970s. With particular implications for educational software, the introduction of the Personal Computer (PC) in 1975 altered the direction and field of software in general. Furthermore as time went on, the variety and decreasing price of personal computers made it possible for businesses and charities to be established that specialize in the development of educational software, such as Bruderbund and The Learning Association. These example are the one that later on would create more learning organization to produce Learning Software ranging from Computer to Mobile. Educational Organization itself is foundation of the individual, provide connection between individual, broaden the horizon of people, educate and develop the society, provide to gain perspective and the foundation of thought (Ceylan & Aktas, 2020) A concept of personalizing the content provided to a student according to their specific level of expertise was included into some of the first learning software examples, which were created in the 1960s by Patrick Suppes at Standford University. "Learning is not confined within the four walls of the classroom. It can be achieved even outside through digital media" (Agapito, 2018).

With the development of these technology, including in learning researcher is interested in the field for particular learning technology using mobile. According to Roschelle One of those way of learning is to learn a new language of our choosing using software based app that could help us learn language from anywhere, called "Duolingo" where we could download the app and learn in the comfort of anyplace we want. Duolingo itself is world popular learning app that is used widely and company has a mission to develop best education in the world. And researcher is interested in this application

1.2 Identification of the Problem

Based on the description of the background, the problem of the research is found which is:

- a. Can it improve the student Vocabulary Mastery?
- b. Would it help improve in studying English Vocabulary

1.3 Limitation of the Research

Due to the significance of the issues raised, this research has certain limitations. The effect of Duolingo application on students' English Vocabulary Mastery at SMA N 11 Jambi City's Tenth Grade Students would be the main focus of the study.

1.4 Formulation of the Research

The Formulation of the research is there any significant effect of Duolingo Application of student English Vocabulary Mastery at Tenth Grade Student of SMA 11 Jambi City

1.5. Purpose of the Research

It is to find out the effect of Duolingo Application Vocabulary Mastery at Tenth Grade Student of SMA 11 Jambi City

1.6 Significance of the Research

The benefit of this research are divided into 4 in this:

First is for the researcher himself for fulfilling the requirement of achieving the bachelor degree

Second is for Lecturer or Teacher to determine the effectiveness of the application itself in learning progress so it could be a media to help teach student more effectively beside in school

Third for the student themselves since they could practically learn language everywhere they want without the limitation of school or the need of teacher

Fourth so this research hoped to help about finding a new type of media for student or anyone to learn language they want beside their mother tongue and practicaly anywhere and whenever they want.

1.7 Definition of Key Term

Key Term used in this research, there are the definition of the Key Terms :

Duolingo : Name of the product and company that makes it. In print, the first letter is always capitalized, never “duolingo”

Duolingo Plus : Duolingo's premium plan. A subscription helps Duolingo continue to provide free language learning to everyone. Plus includes helpful features like downloadable courses to learn offline, unlimited hearts, and no ads or interruptions.

Courses : Courses are the core of the Duolingo learning experience, teaching a language from the learner's native language. Duolingo currently offers courses in 35+ languages. Learners can take as many as they want.

Skills : Courses are separated into sections called skills. Each skill is centered around a situation (like traveling) or a part of the language (like common phrases). Each skill covers about 30 new words and a few grammatical concepts.

Stories : Stories deepen language learning through mini-stories that challenge reading and listening comprehension.

