

THE EFFECTIVENESS OF 9GAG APPLICATION AS AN ENGLISH TEACHING MEDIUM TO IMPROVE STUDENTS' VOCABULARY

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ABSTRACT

The thesis aimed to find out the improvement of the students' vocabulary at the 11th grade of SMA PGRI Sungguminasa in 2019/2020 Academic year in term of 9GAG application as an English teaching media. This research was a Pre-Experimental which was implemented to 29 students in class XI IPS. It consisted Pre-test, give treatment, and post-test. First meeting gave pre-test, second until fifth meeting gave treatment and the fifth meeting or last meeting too gave students post-test. Every test there were twenty five question for knowing the students' vocabulary mastery. The researcher findings indicated that 9GAG Application as an English teaching medium effective could improve the students' vocabulary mastery. The result of the data indicated that, there was difference between students' pre-test and post-test. The mean score of post-test (85.24) was greater than the mean score of pre-test (73.45). From t-test, the researchers found that, the value of t-test (5.668) was greater than t-table (2.048) at the level of significance 0.05 with degree of freedom (df) = 28. It means that there is significant difference between the students' vocabulary mastery before and after using 9GAG Application. It is also said that the null hypothesis (H_0) is rejected and the alternative (H_1) is accepted. Based on the finding and discussion of the research, the researcher concluded that, the using of 9GAG Application as an English teaching medium could improve the students' vocabulary at the eleventh grade of SMA PGRI Sungguminasa.

Keywords: 9GAG Application, Vocabulary, Medium, Funny Picture

ABSTRAK

Penelitian ini bertujuan untuk mengetahui peningkatan kosa kata siswa di kelas 11 SMA PGRI Sungguminasa pada tahun 2019/2020 tahun akademik dalam hal aplikasi 9GAG sebagai media pengajaran bahasa Inggris. Penelitian ini adalah Pra-Eksperimental yang diimplementasikan pada 29 siswa di kelas XI IPS. Terdiri dari pre-test, memberikan perawatan, dan post-test. Pertemuan pertama memberikan pre-test, pertemuan kedua sampai kelima diberikan perawatan dan pertemuan kelima atau terakhir juga memberi siswa post-test. Setiap tes ada dua puluh lima pertanyaan untuk mengetahui penguasaan kosakata siswa. Temuan peneliti menunjukkan bahwa Aplikasi 9GAG sebagai media pengajaran bahasa Inggris yang efektif dapat

meningkatkan penguasaan kosakata siswa. Hasil data menunjukkan bahwa, ada perbedaan antara pre-test dan post-test siswa. Skor rata-rata post-test (85.24) lebih besar dari skor rata-rata pre-test (73.45). Dari t-test, penelitian menemukan bahwa, nilai t-test (5.668) lebih besar daripada uji-t (2.048) pada tingkat signifikansi 0,05 dengan derajat kebebasan (df) = 28. Artinya ada signifikansi perbedaan antara penguasaan kosakata siswa sebelum dan sesudah menggunakan Aplikasi 9GAG. Juga dikatakan bahwa hipotesis nol (H_0) ditolak dan alternatif (H_1) diterima. Berdasarkan temuan dan diskusi penelitian, peneliti menyimpulkan bahwa, penggunaan Aplikasi 9GAG sebagai media teknologi bahasa Inggris dapat meningkatkan kosa kata siswa di kelas sebelas SMA PGRI Sungguminasa.

Kata kunci: Aplikasi 9GAG, Kosakata, Media, Gambar Lucu

Introduction

Language in learning it, certainly would not be separated from learning or mastery of vocabulary, because vocabulary has a high influence or has a very vital role in the process of smooth communication. Communicating could be through a variety of ways that primarily were languages, including English. Of course the existence of vocabulary in English was one of the requirements to be able to master English in many specific skills. The mastery of English if improved by mastering vocabulary well and in a chorus would get the desired skills and fluency because good vocabulary understanding would affect one's ability in language. The quality of a person's language skills clearly depends on the quantity and quality of the vocabulary they possess.

Seeing the state of the development of science and technology that was increasingly advanced and developing, the need and high demands to master a foreign language as a communication tool was a necessity or arguably something very important. Having an adequate or sufficient vocabulary was one of the requirements for mastering English that could be used anywhere. We could generally know that the English component consist of three levels, namely vocabulary grammar, language, pronunciation. The importance of foreign languages could we realized from now on that English was very important in the future, learning English itself should be applied as an educational need.

English was an international language. English was the language of communication in the international world and almost no country in the world did not learn English as a language of communication for students, business people or people who need language to communicate. As you know before, vocabulary mastery was one of the basic things that was important to master in learning English. The more vocabulary was mastered in English, the easier it was to understand and master English. Generally students who were just learning or starting to learn English certainly really need good and adequate knowledge of vocabulary. Because of that students would be able to understand the purpose and how to speak English with high quality and good. So, there was a need to understand and be able to communicate using language.

But the fact there were still a number of obstacles in English that occur not only at lower level schools but also upper level schools, one of which was students still often experience difficulties in mastering vocabulary. Why the mastery of English vocabulary was still an obstacle for students, it was because English was a foreign language that was used and studied by students whose structure and format was different from the mother tongue and everyday language used by students. Coupled with the lack of learning media facilities owned by each student. And there were still many schools that if seen or explored have not used the media to deliver or teach material. At school the teacher gives meaning to words about the vocabulary taught to students verbally and students were randomly asked to answer questions from the teacher about the meaning of words from vocabulary verbally as well. Students were asked to read the written vocabulary or text books briefly and there was no understanding for students beforehand. Students read the vocabulary in accordance with the examples given by the teacher and have been registered in the textbook, but the teacher had not done an examination of how to read the actual students by giving each student the opportunity to read it. The events that often occur also were that students had not been given a chance by the teacher to write the vocabulary they have just learned in their books during the learning process until the end of learning, so that

there were no activities that could train students or other students' ways to deepen their vocabulary.

Based on the background of the problem above, researchers conducted a study using the 9GAG application as a learning medium. The existence of learning medium using the 9GAG Application, was expected to help students in mastering English vocabulary, so they could achieve good results and provide convenience to the teacher in an effort to provide English material. In addition, researchers also hope that with the presence of 9GAG Medium application could provide a medium of learning in high school that could be used by teachers in learning English vocabulary so that learning becomes more interesting. This research aims to find out the effectiveness of 9GAG Application as an English teaching medium to improve the students' vocabulary .

Marerials And Method

Materials

1. Vocabulary

In learning English, the most important thing to learn is vocabulary because without vocabulary we cannot write, read, hear, and speak. Besides that, we cannot understand the meaning of words. The choice in vocabulary selection and the methods used in vocabulary teaching are important factors. According to Thornbury (2002: 13) it was concluded that without vocabulary nothing could be said. Vocabulary refers to all words in all languages used in certain varieties. The vocabulary refers to a list or set of words that may be used by speakers of languages individually. Because vocabulary is a list, the only system involved is the alphabetical order. The choice in vocabulary selection and the methods used in vocabulary teaching are important factors.

Vocabulary has an important role in the process of language learning. This will be very helpful for students to master language skills and ideas that can be expressed. According to Thornbury (2005: 16), "words are the basic unit of language to support

them". Without vocabulary the person cannot communicate effectively and express ideas. It would be better if students know the meaning of vocabulary. Words can also consist of two or three words or more but express one idea.

Based on the explanation above, researchers can conclude that vocabulary is the total number or list of words and is known by everyone to make language. It must be mastered by students as a core component of language proficiency in their learning process.

2. 9GAG Application

9GAG is an online comedy site that displays a variety of visual media both images and videos. 9gag was made in 2008 by Ray Chan, Chris Chan, Marco Fung, Brian Yu, and Derek Chan. 9gag is a Hong Kong-based startup with an open and collaborative platform, this site makes it easy for users to spread visual entertainment quickly and easily. This 9gag site has been visited by more than 65 million visitors and more than one billion page views per month. 9gag has the most active user community from other online comedy sites. (Wikipedia : 2013).

This 9GAG application is an application that is liked by many people, especially teenagers and adults, not only applications but can be shared through other social media accounts. Contains lots of funny content such as memes in the form of funny pictures or funny videos that give pleasure to users who are not boring. Not only that, but this application is full of English, which means that all words use English, but there are also 9GAG Indonesia applications, but we focus more on foreign languages, which are English as learning media with new innovations.

But we also have to be careful with various content that not only contains positive values but also negative values. So we must be careful using this application. Not only focus on images but the main ones are words contained in pictures or videos. Global application that can refresh every day and upload images that are not only that. In addition we can choose various desired content in it.

Method

The research was conducted in SMA PGRI Sungguminasa, Gowa in Academic year 2019/2020. It was conducted at the 22th July 2019 until 1th August 2019. The subject of this research was the Eleventh Grade of SMA PGRI Sungguminasa. There were 29 students. The research method in this research is pre-experimental research. The experimental research method has various types of designs. The pre-experimental method in this study used a type of research design with the one group pretest-posttest group design method.

In general, data collection techniques are a way to collect data. The researcher chose the test as a data collection tool because it was in accordance with the objectives and problems in this study. The researcher gave a test in the form of a pre-test and post-test. Pre-tests are given to the experimental class before conducting the learning process. This is to find out students' initial knowledge. While the post-test is given to the experimental after students have done learning or treatment in the learning given by the teacher. The data of this research would be statistically analyzed. The researcher used statistical computation by using SPSS volume 2.3 (statistical program for social science) for hypothesis of test. The objective of using SPSS in this case was to practically and efficiency in the study.

Discussion

9GAG Application is an appropriated medium applied in the classroom in teaching vocabulary. This medium is helpful to improve students' interest and enjoying in learning which made them more involves in their vocabulary mastery. This result also same with some previous researches findings. One of them is Mardika (2008) with the research title "*Development of multimediu in learning English words in elements of school*". In that studied the researchers stated that the use of multimediu English vocabulary learning had a good effect on students' mastery learning: in group trials

Large, out of 20 students, there were 19 students (95%) who thoroughly studied in learning vocabulary of grade V elementary school.

In this study, several things have been inferred logically. First, for all of the class XI IPS, they were inclined to have similar problem, when they were conducting a pre-test, in the first meeting, the pre-test is distributed. It seems that most of students did not know how to differentiate which on is adjective and verb, students did not know how the spelling of the word. Most of them were difficult to answer the test and they just talked to each while they were doing the test. The results of the pre-test were much poor than the post-test because most of them just blank their sheets and did not care with what they wrote in their test. Second, subjects in pre-experimental class were passive and did not want to answer if they were asked. The cause might be they were lack of vocabularies and lack of enthusiasm for learning. Third, after applying the 9GAG Application, students in pre-experimental class showed their improvement in vocabularies. Most of them are more interested, active, motivated in learning.

Result

The result of the research could be seen based on the table and figure. To know the percentage of the students' improvement in vocabulary, could be seen in figure below:

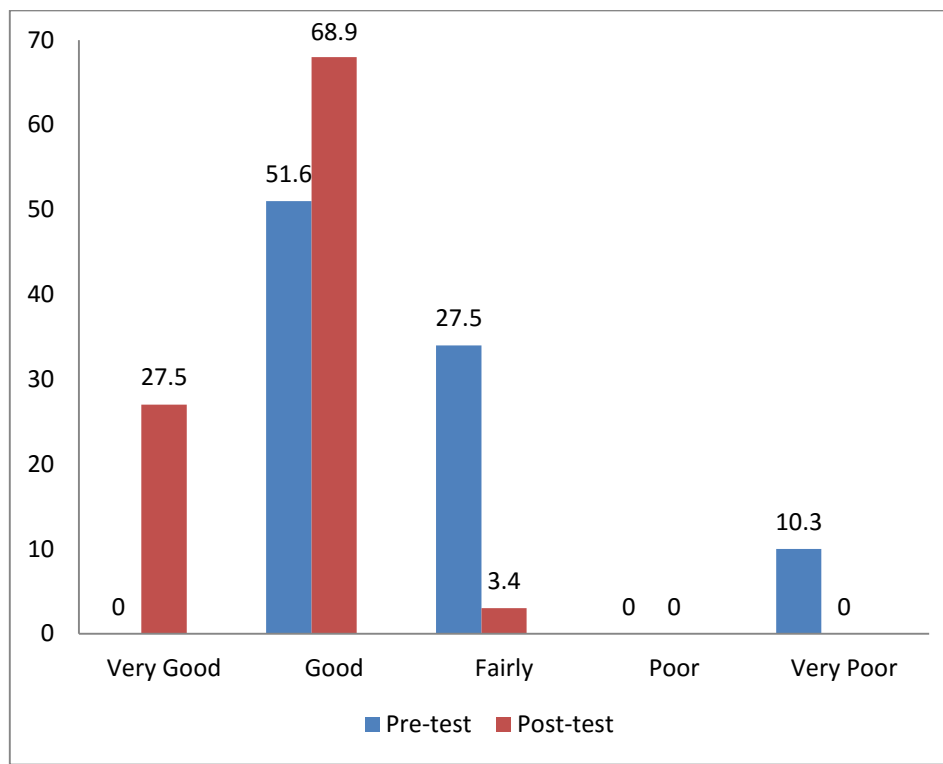


Figure 1 : Percentage of the students' vocabulary in pre-test and post-test

Figure 4.1 show that the result of the students' evaluation of vocabulary. In pre-test, there was no classified into very good, 51.6% classified into good, 27.5% classified into fairly, there was no classified into poor and then 10.3% classified into very poor category.

After having treatment in post-test the improving of the students' vocabulary showed that there were 27.5% classified into very good, 68.9% classified into good, 3.4% classified into fairly and there was no classified into poor and very poor category.

It means that the score and rate percentage in post-test was greater then the rate percentage in pre-test.

The following table showed the improvement in pre-test and post-test:

Table 1: The Improvement of the Students' Vocabulary in Pre-test and Post-test

Indicator	Pre-test	Post-test	Improvement (%)
Vocabulary	73.45	85.24	16.05%

Table 4.4 Shows that pre-test was 73.45 and post-test was 85.24 the score of post-test > pre-test. Thus, the improvement of the students' mean score of pre-test and post-test were 16.05%. It indicated that the students' vocabulary significantly through 9GAG.

To know the level of significance of the pre-test and post-test, the researched used t-test analysis on the level of significance (p) + 0.05 with the degree of freedom (df) = N-1, where the N= number of subject (29 students) then the value of table is 2.048. The t-test statistic, analysis of independent sample was applied. The following table showed the result of t-test calculation.

Table 2: The T-test and T-table of the Students' Improvement

Variable	T-test Value	T-table Value
Vocabulary	5.668	2.048

Table 4.4 show that t-test value higher than the t-test table value (5.688>2.048). It means that there was improvement of the students' vocabulary mastery before and after used 9GAG Application to the students' vocabulary mastery of the Eleventh Grade SMA PGRI Sungguminasa.

Based on elaboration above, it could be concluded that the null hypothesis was rejected. Otherwise, the alternative hypothesis (hi) was accepted. In other words, using 9GAG Application improves students' vocabulary mastery of the Eleventh Grade of SMA PGRI Sungguminasa in academic year 2019/2020.

Conclusion

Based on the research findings and discussion, then it can be concluded that using 9GAG Application improves students' vocabulary mastery at the eleventh grade students of SMA PGRI Sungguminasa. It proved by the students mean score improves from pre-test to post-test. The students mean score of pre-test was 73.45 which classified as fairly classification and post-test higher than mean score of pre-test that 85.24 which classified as good classification.

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