

# CHAPTER I

## INTRODUCTION

### A. Background of Study

English is an international language that is widely used in various countries, in the concept of English language global means of communication in numerous dialects, because English has become a necessity for all humans who want to establish communication relations with several people throughout the world, therefore English language learning can be found in various countries, including Indonesia. <sup>1</sup>

There are several important things that must be mastered in learning English, including materials on speaking, writing, listening, vocabulary and grammar, one of the important things for people who learning English is to learn to master vocabulary in English, because they will master these six that matter. The important thing in mastering English vocabulary is that they will master will be able to understand and understand the meaning of the words they are listening to through the media or through the teacher when explaining material about English, that also includes making student confident in mastering English learning vocabulary, which is fluent and accurate, finding the right words to say is not wrong in understanding the meaning of vocabulary

---

<sup>1</sup> Praveen M.F, Patel, *English Language Teaching* ( Jaipur: sunrise publisher & Distributors, 2008): 6.

making students easily understand the meaning of English words and easily grasp the material explained by the teachers.<sup>2</sup>

The thing that needs to be considered in the process of learning English vocabulary is learning media. The teacher needs to provide learning media that is not confusing and boring for students. The examples of media in technological development are social media, because in social media we will get many functions, socialization media, entertainment media, informative and academic. One of the currently developing media for learning English is the Rosetta Stone application. Rosetta Stone application is one of the social networking platforms which is the fastest growing application in the world globally, the Rosetta Stone application will now be used as a powerful learning tool for teachers and students inside and outside the classroom, so this application will help students use it for educational purposes, with the application there are positive and negative values that will be obtained by users of the application. For example, you can develop English using the application, but if you continue to use the application students will forget that using a dictionary they can also develop their English skills.<sup>3</sup>

---

<sup>2</sup> Hestiana, Melinda, and Anita Anita. "The Role of Movie Subtitles To Improve Student's Vocabulary." (2022): 46-53.

<sup>3</sup> Vesselinov, R. O. U. M. E. N., et al. "The Rosetta Stone Efficacy Study." (2019).

This research found several problems in students' understanding at SMPN 1 Pakuhaji. This research conducted interviews with English teachers and several students at SMPN 1 Pakuhaji as palliminative research. Based on the results of interviews, some of the big problems are that many students whose scores do not reach the Minimum Completeness Criteria (KKM). This is caused by students' low ability to memorize vocabulary and students' lack of practice in understanding it. Apart from that, some teachers teach students only using books or worksheets as teaching media and still apply old strategies. These are several factors that make students often feel bored and fed up when studying English, the last of which is when students are at home. Students are unable to remember all the memorization or new basic principles that have been taught by the teacher because it is as if they have forgotten.<sup>4</sup>

To overcome the problems above, teachers can try several variations in their teaching techniques or use interactive teaching media. Therefore, researchers want to try one of the learning media in the form of an application that can be accessed anytime and anywhere in mathematics learning. Students can learn a lot of new vocabulary that they didn't know before and couldn't find in their lessons. The media we

---

<sup>4</sup> Sinaga, Tinadya, Maya Sari. "The Effect of Rosetta Stone Application on Students ' Vocabulary Mastery In The Eleventh Grade at SMAN 1 BARUSJAHE." (2023)

use to attract students' attention and increase students' enthusiasm for learning is by using the Rosetta stone application.

Rosetta stone is an application for learning English comprehension, pronunciation, etc. through many learning methods, including tests and games, memorizing difficult things will be much easier and more efficient, because the application is very fun. The Rosetta Stone can help students become familiar with everyday topics and words. It also offers the missing practice of hearing the language. The Rosetta Stone allows students to hear native speakers, and this helps students learn how to pronounce the language better.

Rosetta stone also provides dictation, oral and written lessons, with practice speaking pronouncing vocabulary so that users who will be more proficient to learn English. This application also has many features and sections. Using Rosetta stone in the classroom will help teachers provide more active, interesting and effective learning to students. In this application, students can also use their cellphones, or they can also use computers at school, but when they are at home students can use the application using cellphones or laptop at home.<sup>5</sup>

In the previous study, according to Nursaima's research (2020) the use of the Rosetta Stone application was very effective as a medium in

---

<sup>5</sup> Puspitasari, Devi Nur. "The Implementation Of Rosetta Stone Software To Improve Students' Listening Skills".(2019).

learning vocabulary mastery of the seventh language, namely in grade 8 students of SMPN 1 Pakuhaji with an average score of 74.24. In Yusdistira's research on the use of the Rosetta Stone application, it can show the significance or difference in success in learning to listen to French at one of the Bantul State Vocational Schools.<sup>6</sup> In Hanif's research, he was pressured to use the Rosetta Stone application as a medium in banning vocabulary to students at one of the North Aceh elementary schools. Where in his research he also said that the application of Rosetta Stone was successful and highly recommended as a learning tool in learning English vocabulary students.

According to Stephen (via [www.rosettastone.com](http://www.rosettastone.com)) Rosetta Stone is a foreign language learning software with the help of a computer (call) launched by the company Rosetta Stone Inc. This software uses images, text, sound and video to teach words and grammar with spaced repetition without translation. The title and logo of Rosetta Stone are taken from the name of an ancient Egyptian stone slab, Rosetta.

Based on the explanation above, the researcher conducted the research by the title: "The Effectiveness of Rosetta Stone Application to Increase Students' Vocabulary Mastery".

---

<sup>6</sup> Harahap, Nursaima, et al. "Using Rosetta stone media through the dynamic immersion method to improve vocabulary mastery for junior high school students." (2020): 87-89.

## **B. Identification of Problem**

This following are some issues regarding to the background of study :

1. Many students less interest in learning vocabulary
2. Many students have difficulties in memorizing English Vocabulary because they are lack of interest in using a dictionary.
3. Many students have difficulties in arranging the sentence in English.

## **C. Limitation of the Problem**

There many learning methods and media that can be used to increase students' vocabulary, in this study the authors focus on ensuring that the Rosetta Stone application has many challenging features to remember and pronounce vocabulary in the application, able to increase students vocabulary which is implemented for class eight middle schools. Students of SMPN 1 Pakuhaji for the 2023-2024 academic years.

## **D. Statement of Problem**

Based on the background of study above, the researcher formulates the following goals of the research:

1. Is there any effect of using Rosetta stone application to improve student's vocabulary mastery?

## **E. Objective of Problem**

In connection with the formulation above, the researcher hopes that the purpose of the implementation of this research so that it can be useful for readers and others. the purpose of this research are:

1. To investigate students before and after using the Rosetta Stone application whether it can improve the vocabulary mastery off class VIII students of SMPN 1 Pakuhaji.
2. To examine the effect of using Rosetta Stone application to improve students vocabulary mastery.

## **F. Significance of Study**

In connection with the formulation above, researchers really expect the results of his research will be useful both theoretically and practically.

### **1. Theoretical Significance**

Theoretically, the results of this study can provide valuable information and can enrich knowledge about the use of the Rosetta Stone application as a medium for learning student vocabulary.

### **2. Practical Significance**

#### **a. For Students**

The application of Rosetta Stone will invite students to study together through very interesting methods and will also enrich

their knowledge about learn vocabulary in a very easy and fun way.

b. For English Teachers

This research can be a reference for creating very interesting and easy ways teaching vocabulary, through this method is also expected to help he task of the teacher in increasing the vocabulary of students.

c. For Further Researchers

This research can be chosen as a reference for how to apply Rosetta Stone as one of the considerations to improve vocabulary mastery and students' speaking ability.

## **G. Previous Study**

The first study entitled “The Use of Rosetta Stone in Improving Speaking Skill” by Gusti Ayu Meri Aryani (2022). The purpose of this study is to determine the efficacy of using technology based teaching media to improve the speaking skills of STP Mataram Hospitality Study Program students. The findings of English learning regarding the students' speaking skills in carrying out a series of abilities align with the desired learning outcomes utilizing technology-based learning medium. The technology-based teaching media alluded to in this study are three learning media employed, the first of which is language

learning programs on students' PCs / laptops via the Rosetta Stone application. According to the findings of this study, there is a substantial difference in the capacity to speak English while utilizing technology-based learning media, as evidenced by the value of the t-test  $>$  t table ( $3.462 > 2.676$ ). Furthermore, the findings of the experimental group's pre-test and post-test results show that there is a considerable improvement in their speaking score test. This indicates that using technology-based instructional material successfully enhances students' speaking abilities in the hospitality diploma program at Mataram Tourism College. The research findings from interview and observation revealed that there are several challenges to the use of technology-based teaching media such as technical problems on the respondent's computer/smartphone, data signal on the respondent's device who lives in remote areas, the occurrence of power outages during learning, and disturbing sound from outside.<sup>7</sup>

The second study is entitled "Using Rosetta Stone Media Through the Dynamic Immersion Method to Improve Vocabulary Mastery for Junior High School Students" by Nursaima Harahap (2020). The purpose of this study is to find out the answers to research problems. For more specific the objectives of this study are 1) to increase the vocabulary of

---

<sup>7</sup> Aryani, Meri. "The Use of Rosetta Stone in Improving Speaking Skill." *Journal of Teaching English and Applied Linguistic* 1.1 (2022): 35-42.

students' English vocabulary using Rosetta Stone media and applying the Dynamic Immersion method at the seventh-grade students of SMPN 3 Padangsidempuan. ; 2) To find out the effectiveness of rosetta stone software as media in teaching student's vocabulary at the seventh-grade students of SMP N 3 Padangsidempuan.. This research aims to know the using Rosetta Stone software as media in teaching student' vocabulary at seventh grade students of SMP N 3 Padangsidempuan. Before the writer doing the study, first, the writer did pre-test. This study was designed a quasi-experimental research study using pre-test-post-test, questioner and interview. The results of the study showed that the mean posttest of vocabulary mastery of experimental group is higher than the post-test results of control group students. From the mean data obtained, it can be seen that there are significant differences in vocabulary learning at seventh-grade students of SMP N 3 Padangsidempuan between those taught by using Rosetta Stone media and those who don't teach by using Rosetta Stone media.<sup>8</sup>

The next study is entitled "The Implementation Of Rosetta Stone Software To Improve Students' Listening Skills." By Devi Nur Puspitasari (2019). This research aims at improving listening skills using

---

<sup>8</sup> Harahap, Nursaima, et al. "*Using rosetta stone media through the dynamic immersion method to improve vocabulary mastery for junior high school students.*" (2020): 87-89.

Rosetta Stone Software media at SMPN 27 Surakarta class VIII D. This study was designed a classroom action research study using pre-test-post-test. The students did pre-test before the implementing Rosetta Stone Software to measure the students' listening skill. The mean score was 69.00 far under the KKM (Kriteria Ketuntasan Minimum). Before implementing the research. This research created with planning, it made the materials, and the materials were lesson. The students did pre-test before plans, student's activity. After the plan created, the first meeting was held on Saturday, August 4 2018. The class began at 10.25 a.m. until 11.45 a.m. conducted a pre-test for students to measure the students in listening skill before implemented Rosetta Stone Software. The implementing Rosetta Stone Software to measure the students' listening skill. The mean score was 69.00 far under the KKM (Kriteria Ketuntasan Minimum).<sup>9</sup>

From the three previous study, namely by Gusti Ayu Meri Aryani (2022), Nursaima Harahap (2020), and Devi Nur Puspitasari. The researcher concluded that the similarity of the three studies is how to improve the students English Learning system through several media so that these students can know that learning English is very easy to

---

<sup>9</sup> Puspitasari, Devi Nur. "The Implementation Of Rosetta Stone Software To Improve Students' Listening Skills." *English Research Journal: Journal of Education, Language, Literature, Arts and Culture* 4.2 (2019).

understand if we as teachers can provide the best pursuits to students for example learning English using English Learning applications that have been made. Students will be interested in learning and the average results of the three studies get the best results, the values of the students change drastically to be above the average of 70 and are not in a position below the average.

And the difference between three studies is that they use several different media or teaching materials, some improve by using listening, some use speaking skills and some even use the same vocabulary but through dynamic immersion. The result of their pretest-posttest are of course different and brands also use different designs, but from the three studies the researchers saw it was very clear that the improvement that the students got was very high, more than their previous learning outcomes.

## **H. The Organization of Writing**

**Chapter I** is introduction. In this chapter, the researcher put some points including Background of Study, Identification of Problem, Focus of Study, Statement of the Problem, Objective of the Problem, Significance of the Research, Previous Study, and Organization of Writing.

**Chapter II** is Theoretical Framework. This part consists of some theories some experts who have conducted the research related to this research.

**Chapter III** is Research Methodology. This chapter consists of Research Method, Research Place, Participant, Techniques of Data Collection and Data Analysis.