**STUDENTS’ PERCEPTION ON THE USE OF FUN EASY LEARN APPLICATION IN VOCABULARY MASTERY AT SMPN 01 KONANG**

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**Abstrak:**

Kosakata adalah komponen yang sangat penting dalam bahasa. Tanpa kosakata, tentu saja orang akan merasa kesulitan atau bahkan tidak bisa berbahasa Inggris. Kosakata sangat penting dalam belajar bahasa Inggris karena memiliki arti yang sangat luas, memahaminya juga dapat membuat belajar bahasa Inggris menjadi lebih mudah. Masih banyak siswa yang kesulitan untuk belajar kosa kata dengan baik sehingga kurangnya pemahaman kosa kata siswa membuat siswa menjadi malas dan tentunya akan berdampak pada kemampuan bahasa Inggris mereka. Sejalan dengan permasalahan yang terjadi ini salah satu cara yang digunakan oleh guru di SMPN 01 Konang menjadikan pembelajaran kosa kata didalam kelas menjadi menarik dan menyenangkan adalah dengan menggunakan aplikasi Fun Easy Learn dalam penguasaan kosa kata.

Metode penelitian kualitatif digunakan dengan tiga instrumen penelitian seperti observasi dengan menggunakan catatan lapangan, wawancara, dan dokumentasi untuk mengetahui bagaimana implementasi penggunaan aplikasi Fun Easy Learn didalam kelas dan bagaimana Persepsi siswa mengenai aplikasi yang digunakan oleh guru dalam pembelajaran kosa kata. Analisis data mengungkapkan bahwa guru berhasil mengimplementasikan penggunaan aplikasi Fun Easy Learn didalam kelas dengan membuat proses belajar mengajar didalam kelas hidup dan menyenangkan setelah menggunakan aplikasi tersebut. Didukung juga dengan adanya persepsi positif siswa yang menyatakan bahwa aplikasi ini menarik juga bisa meningkatkan kosa kata mereka. Sehingga dapat disimpulkan bahwa peran aplikasi Fun Easy Leran dalam pembelajaran kosa kata bahasa Inggris sangat penting.

**Kata Kunci**: Kosa Kata, Fun Easy Learn, Persepsi Siswa.

***Abstract:***

Vocabulary is a very important component of language. Without vocabulary, of course, people will find it difficult or even unable to speak English. Vocabulary is very important in learning English because it has a very broad meaning, understanding it can also make learning English easier. There are still many students who find it difficult to learn vocabulary well so that the lack of understanding of student vocabulary makes students lazy and will certainly have an impact on their English language skills. In line with this problem, one of the ways used by teachers at SMPN 01 Konang to make learning vocabulary in the classroom interesting and fun is by using the Fun Easy Learn application in mastering vocabulary.

Qualitative research methods were used with three research instruments such as observation using field notes, interviews, and documentation to find out how the implementation of the use of Fun Easy Learn application in the classroom and how students' perceptions of the application used by teachers in vocabulary learning. Data analysis revealed that the teacher successfully implemented the use of Fun Easy Learn application in the classroom by making the teaching and learning process in the classroom lively and fun after using the application. It is also supported by the positive perception of students who state that this application is interesting and can also improve their vocabulary. So it can be concluded that the role of Fun Easy Learn application in learning English vocabulary is very important.

***Keywords:*** *Vocabulary, Fun Easy Learn, Students' Perception.*

**INTRODUCTION**

English is a foreign language in Indonesia. It is a required subject in our educational system from elementary school through university. Additionally, the goal of teaching and learning a foreign language is to enable pupils to communicate both orally and in writing. The four components of English language proficiency are speaking, writing, listening, and reading. Vocabulary is a very important component of language. Without vocabulary, of course, people will have difficulty or even be unable to speak English. Vocabulary is very important in learning English because it has a very broad meaning, understanding it can also make learning English easier. When someone has a limited vocabulary, they will not be able to improve their English skills. For example, if they have a large vocabulary, finding information will be easy (Tumengkol et al., 2022).

For those who study vocabulary, it is certainly not easy, they have a large vocabulary and remembering the vocabulary is considered boring and stressful when learning (Aprilani & Suryaman, 2021). They also said that there is a need for effective vocabulary learning and teaching in the classroom. A teacher must also have and look for interesting methods or techniques in classroom learning. Therefore, a teacher must carry out learning and teach vocabulary creatively, so that it becomes more interesting for students to learn (Harahap, 2021). A student does not just limit himself to sitting in a chair and listening to the teacher's explanation. But they are also invited to start actively participating in interacting with teachers and friends.

But, in the fact is that in everyday learning, students often find it difficult to differentiate vocabulary, verbs, adjectives, adverbs, and nouns. Not only students but also college students have little knowledge about vocabulary. Moreover, educational conditions between cities and districts are very different. A city has more complete facilities to support education. Besides that also for those technology people who belong to the area. Unlike in small districts, on the contrary, there is very limited technology, and there is a lack of creativity and mindset of people in small areas.

In this digital era, of course, it has become a demand for all teachers to deal with technology in their learning, and the role of technology in teaching has become very important (Sari & Aminatun, 2021). Oktaviani & Sari (2020) indeed said that using media in teaching is also one way that teachers can overcome this. Basically, the use of media in the teaching and learning process in English will attract students' motivation and attention (Sinaga & Oktaviani, 2020).

However, even though technology is now increasingly advanced, there are still learning media that have kept up with the times, students still feel that this is boring learning and even makes students lazy about studying. And there are still many teachers who are less sensitive to this, or maybe sometimes have to follow existing restrictions or regulations, such as schools in rural areas, one of which is in SMPN 01 Konang class VIIIC. Until finally the teacher used an application in the form of Fun Easy Learn, the application was only used after a change in curriculum, even so, with the intention that students there have more time to learn independently and be able to be more active in class than the teacher using the application, even so most students are still not fluent in speaking English, especially in mastering vocabulary, so they lack confidence in what they want to say.

Therefore, the teacher took the initiative to use an application in vocabulary learning, namely Fun Easy Learn. Using Fun Easy Learn Application is a solution to make student learning fun and makes it easier for students to learn and able to increase their vocabulary so they become proficient. Fun Easy Learn is a game application. This application focuses on the pronunciation, appearance, writing, and spelling of each word in addition to its sound and spelling. Not only that, this application can also focus on increasing students' vocabulary skills.

It also has an effective topic-to-topic method based on manual categorization and strategic selection of each vocabulary unit. It will make anyone a proficient English reader, listener, writer, and speaker. This was said by previous researchers who also researched the Fun Easy Learn Application (Roslin & Hosseinpour Emam, 2021). Previous research taken by researcher was research conducted by (Faizul Haq, 2021) with the title “*Efektivitas Penggunaan Aplikasi Fun Easy Learn Bahasa Arab Berbasis Mobile Learning Untuk Penguasaan Kosa Kata (Mufradat) di UKM EASA IAIN Purwokerto*. The research used was quantitative research with a single experimental class in this investigation; there was no control group. This study design, known as the one group time series design, examines if vocabulary capacity changes between before and after therapy by administering the fun easy learn application three times as a kind of treatment therapy. After the researchers completed three sessions, it was found that vocabulary acquisition can be improved with the use of a simple fun learning application based on mobile learning (mufradat).

**RESEARCH METHODS**

Research methods are important for researchers to achieve their goals, as well as to get answers to the problems they pose. In conducting research we need to follow the rules or rules that apply, so that the research results obtained can be said to be valid. The research method is basically a scientific way to get data with specific purposes and uses. Therefore, the following research methods will help researchers to achieve a goal, namely to find out the implementation of using the Fun Easy Learn application in vocabulary learning in the classroom and also to find out students' perceptions of the Fun Easy Learn application used by teachers in vocabulary learning. The research method consists of research type, research subject, instrument and data analysis.

Research design is the framework of research methods and techniques chosen by the researcher. It allows researchers to hone research methods that suit their subject matter and organize their research for success. Supported by Herdayati et al. (2019), to be able to produce good research, a research design is needed that can support and provide systematic research results. In this study the researcher used a qualitative case study. Qualitative research is one type of research methodology that uses an inductive thinking process to try to understand reality (Adlini et al., 2022). In qualitative research, researchers must maintain objectivity and prioritize data accuracy and sufficiency. Researchers use qualitative research designs because this research can involve phenomena that occur in the field in the hope that it can help researchers to find out the phenomena that actually occur. The researcher chose this qualitative research to know the implementation and even student perceptions of using the Fun Easy Learn application in vocabulary learning.

The subjects of this study were twenty-three students from class VIIIC of SMPN 1 Konang. This study was motivated by the students' lack of mastery of English vocabulary, as well as the students' lack of confidence to speak English among themselves and in front of their friends. Since the use of media is limited to the classroom, the researcher chose this class. In addition, the English teacher's suggestion was a major factor in the researcher's decision to focus this study on class VIIIC.

This study includes two research instruments for data collection. First is Field Note Observation. Field Note Observation involves making written notes of the researcher's observations, conversations, and ideas while collecting data. Researchers used field notes to make concise research notes based on their observations while in the field. Second, Interview Guide. The purpose of the interview guide is to remind the researcher of the topics that need to be covered in the interview. To ensure that there are no unanswered questions, you can also use the interview guide as a checklist. In addition, the interview guide can be used as a barrier to ensure that the topics of discussion and the questions asked during the interview are appropriate.

While the data collection technique in this study include three techniques. For the first one is observation. In research, observation is a data collection technique that requires researchers to document information as they observe and collect it. This research can also be seen as a method to make direct observations in depth for field studies of a situation or event. To observe how learning activities take place in the field, researchers use observation as one of the data collection approaches.

Second, Interview. An interview is a conversation conducted by a researcher with an interviewee to obtain information from them. When conducting an initial investigation to identify the problem under study, the researcher uses interviews as a data collection method. The questions to be asked by the researcher are how the implementation of the use of learning media in the classroom in the form of Fun Easy Learn application and how students respond to the use of Fun Easy Learn application in vocabulary learning. This is adjusted to the questions in Chapter 1 and researchers use interview techniques in data collection by making 5 students of class VIIIC as samples. The third is documentation. Documentation is data collected and recorded by researcher. Whether it is in the form of writing, pictures, or other things that are used to explain something. The researcher used documentation as a data collection technique, which involved collecting all relevant resources for this study. The documentation approach used in this study is to collect information from archives, data, and documentation that describe how the observation and interview process was conducted. It can also be a list of students' grades and other information.

Furthermore, in this study researchers used three data retrieval technique, they are Data Reduction, Data Display and Drawing Conclusion/Verification. The first steps, Data Reduction. In Data Reduction, researchers use various methods and repeat them to collect qualitative data that is large and complicated. Researchers must reduce data to be analyzed because field data is still very complex, imprecise, and unsystematic. To give the data meaning, data reduction includes summarizing, selecting subjects, creating special categories, and identifying patterns. To make inferences, data reduction is a type of analysis that involves sharpening, selecting, focusing, eliminating, and organizing data. Only relevant data is used by carefully selecting and reducing the amount of data. Presenting or presenting the data that has been compiled into a research paper is the next step after the data is obtained. The author will examine the findings from the interviews and observations. After that, patterns are made and the data is sorted to make it easier to understand. Data display is an organized and compact arrangement of information that allows drawing conclusions and taking action. The process of presenting data after data reduction is known as data display. In qualitative research, data is presented in a way that facilitates the reader's understanding through the use of charts, relationships between categories, summaries, and other visual aids. In the interactive model, decision-making and verification constitute the third step. Initial findings in qualitative research are still tentative and subject to revision in the absence of compelling evidence. However, the findings reached are negotiable if they are backed up by reliable or consistent data. The study's conclusions must be capable of offering solutions to the issues raised. Conclusions must not only address the formulation of problems but also generate previously undiscovered scientific information. These conclusions may take the form of a new theory or hypothesis, or they may take the form of a clearer explanation of an object or phenomenon that was previously unclear upon closer inspection.

**RESULT AND DISCUSSION**

**a. The Implementation of Fun Easy Learn Application Used by Teacher in the Classroom**

Based on the results of observations on May 14, 2024 at SMPN 01 Konang at about 09.00 am until 10.30 am, the researcher found the implementation of the Fun Easy Learn application by teachers to students in the classroom, where students are given the opportunity to complete the game in the application for approximately 25 minutes. With a note that students have been able to memorize and remember the vocabulary in the application. In this study, there are several features in the Fun Easy Learn application that teachers use in classroom learning. And there are interesting features that make students not bored with this application. In the classroom observation, the researcher saw that the teacher successfully implemented the Fun Easy Learn application well. In addition, with the teacher closely monitoring the system of implementing student games, and helping students when experiencing difficulties will make students feel that they really have the responsibility to complete their assignments. Not only that, students are not only given learning, after students are given learning the teacher makes the class into a kind of discussion by asking questions with the aim that students can show where their abilities are after using the application. The question and answer process conducted by the teacher in class also received a good response from the students so that the class atmosphere became exciting and lively. This shows that this app is very helpful for students, and makes it easier for them to learn and understand vocabulary. And students are greatly helped by this application. In addition, interaction between teachers and students in the classroom is frequent. This also includes the effectiveness of using the Fun Easy Learn app. The existence of this question and answer process makes the teacher know the ability and level of understanding of students towards the teaching and learning process in class, who would have thought that this application helps make it easier for students to understand and learn the vocabulary they need, this is also supported by the flexibility of this application making students have no restrictions in learning vocabulary using this application. This makes learning in the classroom fun because interaction between students and teachers often occurs, so that the teaching and learning process of students is not boring.

## b. Student’s Perception of using the Fun Easy Learn Application

Based on interviews conducted by the researcher on May 15 2024 at 10:30-11:30, students expressed good opinions about the tools teachers use to teach English in the classroom, which is very important for the success of students' teaching and learning process. More positive learning for the teaching and learning process to be effective certainly requires student response.

The interview results show that the use of Fun Easy Learn app creates efficient learning. We can see this from the respondents' results as follows:

R : “How is your perception of Using the Fun Easy Learn Application in English Learning?

S1 : “I think it's very good, because I can increase my vocabulary knowledge with this application”

S2 : “A very good application, even though I don't really like English, with this application I can increase my vocabulary knowledge”

Based on the quote above when asked, S1 and S2 answered very good and excellent in the sense that the use of the Fun Easy Learn application is very popular with students when used in learning English in the classroom, one of the reasons is because it can increase their vocabulary.

In addition, Vocabulary knowledge has a significant impact on learning English. The basic unit in learning a language is the word or vocabulary. The use of the applications has a significant impact in learning English as it allows students to expand their vocabulary. This was obtained from student interviews, as illustrated by the Respondents below:

R: “What using this application can improve your vocabulary?”

S2: “Yes, with this application I can improve my vocabulary little by little”

S5: “I believe the use of this application can improve vocabulary, not only vocabulary, but also word writing skills and correct word writing errors”

Based on the above statement, the Fun Easy Learn application is very effective in increasing vocabulary, this is in accordance with the answer of S2 who stated that using the Fun Easy Learn application can increase his vocabulary little by little, in the sense that he has succeeded in proving himself that the Fun Easy Learn application can increase English vocabulary, a little similar to S5 who stated that he believes the Fun Easy Learn application can not only increase vocabulary but also can improve word skills and correct word writing errors. So the use of Fun Easy Learn app is very helpful to improve vocabulary and also vocabulary writing.

And based on the interview above, it can be seen that students' perception of the effectiveness of Fun Easy Learn app mostly answered that the app helps them in improving vocabulary. The result of this study shows that students perceive the effectiveness of vocabulary learning by using Fun Easy Learn app. This app helps students learn new words and be able to understand them.

The perspective of the subsequent student and the application, every learner is entitled to select any form of media that piques their interest and is simple to comprehend. The use of Fun Easy Learn application or other application in learning English can be seen by the respondent below:

R: “Which application more interesting, this media Fun Easy Learn or Others?”

S3: “Fun easy to learn application, because there are interesting features that make this application different from others, such as: choosing a word that matches the picture, listening and guessing the picture, finding the corresponding picture, matching words, writing the missing word, then writing what we hear”

S5: “I am very interested in this Fun Easy Learn application, In addition to interesting features we can also repeat the mistakes we answered in the game process”

Students' perceptions regarding the use of the Fun Easy Learn application in vocabulary learning make students interested in learning, make the teaching and learning process more active and interesting, vocabulary that can be learned through the Fun Easy Learn application one of which is guessing pictures and writing, because it can find words that match the picture and write the missing letters in the vocabulary, and games that make students happy to learn vocabulary, and make it easier for students when they want to memorize vocabulary. And from all the respondents' explanations above, it can be concluded that almost all students have a positive perception. Based on the results of student perceptions, students stated that Fun Easy Learn is very good because it can increase vocabulary and teach new words. The existence of interesting features makes students interested in this application, and also the existence of these features makes this application different from the others. The students also study diligently using Fun Easy Learn because it can help them write words more fluently. Some students even prefer the Fun Easy Learn app because it can help them expand their vocabulary. So, using Fun Easy Learn app is very effective in vocabulary learning.

**CONCLUSION**

From the previous explanation, it can be concluded that the role of Fun Easy Learn App has a very important role in the process of learning English vocabulary. The findings from this study show that using Fun Easy Lear as an application to improve students' vocabulary is very suitable and also shows the success of its implementation. The Fun Easy Learn application proved to be very helpful for students, making it easier for them to learn and understand vocabulary, so that frequent interactions between teachers and students make learning fun and run smoothly. There are various features in it that make this application interesting and distinguish this application from the others. In addition, the majority of students gave a positive perception of the Fun Easy Learn application in learning English, especially for vocabulary learning in secondary schools. The students gave a positive perception because after the application, from this application, they were able to improve their memory ability so as to produce good vocabulary memorization. With good memory, students are more motivated to be enthusiastic in every English vocabulary learning in class. Using Fun easy Learn app to improve English vocabulary has a positive impact on English learning.

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