THESIS

STUDENTS PERCEPTION OF USING DUOLINGO APPLICATION IN VOCABULARY SUBJECT AT ENGLISH DEPARTMENT STUDENTS IN MUHAMMADIYAH UNIVERSITY OF MATARAM

Submitted as one of the requirements for writing a bachelor's Thesis (S1) in the English Language Education study program, Faculty of Teacher Training and Education, Muhammadiyah University of Mataram

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ABSTRAK

Perkembangan teknologi telah meningkatkan berbagai aplikasi pendidikan yang semakin menarik dan inovatif sebagai alat pembelajaran berbasis online untuk mata pelajaran Bahasa Inggris. Salah satu aplikasi teknologi yang populer adalah Duolingo. Aplikasi Duolingo adalah aplikasi berbasis Android yang dapat meningkatkan keterampilan Bahasa Inggris siswa, seperti kemampuan berbicara, menulis, membaca, menerjemahkan, mendengarkan Bahasa Inggris, serta meningkatkan kosakata. Penelitian ini bertujuan untuk mengetahui persepsi mahasiswa Program Studi Bahasa Inggris di Universitas Muhammadiyah Mataram terhadap penggunaan aplikasi Duolingo dalam belajar Bahasa Inggris dan untuk mengeksplorasi keuntungan dan kerugian Duolingo untuk belajar Bahasa Inggris menurut mereka. Penelitian ini menggunakan metode kuantitatif dengan melibatkan mahasiswa Program Studi Bahasa Inggris di Universitas Muhammadiyah Mataram sebagai peserta. Populasi penelitian ini adalah 113 mahasiswa dan sampelnya terdiri dari 40 mahasiswa dari setiap semester. Untuk mengumpulkan data penelitian ini, peneliti menggunakan Google Forms untuk menyebarkan kuesioner. Temuan penelitian menunjukkan hasil yang positif, dengan mahasiswa melaporkan perbaikan signifikan dalam keterampilan Bahasa Inggris mereka. Mereka sangat menghargai sifat gamifikasi Duolingo yang membuat proses belajar terasa seperti bermain game. Aplikasi Duolingo membantu siswa meningkatkan kemampuan mereka dalam belajar Bahasa Inggris, terutama dalam meningkatkan kosakata.

Kata kunci: Teknologi, aplikasi Duolingo, persepsi mahasiswa.

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ABSTRACT

The evolvement of technology has increased up a variety of educational applications that are increasingly interesting and innovative as online-based learning tools for English subjects. One of the applications of technologies that popular is Duolingo. The Duolingo application is an Android-based application that can improve students' English skills, such as the ability to speak, write, read, translate, listen to English and also increase vocabulary. This study aims to find out the perception of English Department students at Universitas Muhammadiyah Mataram toward the use of Duolingo application for learning English and to explore the advantages and disadvantages of Duolingo for learning English according to them. This study used quantitative methods by involving English Department Students in Muhammadiyah University of Mataram as participants. The populations of this study 113 students and the samples are consists of 40 students from each semester. To collect data for this research,Researchers used Google forms to distribute questionnaires. The findings reveal positive outcomes, with students reporting significant improvements in their English skills. They particularly appreciate Duolingo's gamified nature, which makes learning feel like playing a game.The Duolingo application helps students to improve their abilities in learning English, especially increasing vocabulary.

Keywords : Technology, Duolingo application, students perception

CHAPTER I

INTRODUCTION

1.1 Background of the Research

In the era of globalization, language has an important role. Language is one of the communication tools used daily. Language makes it easy for people to communicate with each other. The language also makes convenient people express themselves, feelings, opinions, idea, in conveying the information(Fiqri et al., 2021). In the KKBI dictionary, language is a random system of sound symbols utilized by individuals in a community to collaborate, communicate, and recognize oneself(Br Ginting et al., 2023). English has become the language used by many people all over the world to connect and share with others. Therefore, people should understand and master English in order to gain broader knowledge, information, and technology. In learning a foreign language, vocabulary plays an important role. It is one element that links the four language skills of speaking, listening, reading and writing all together(Febriyansyah, 2016). Vocabulary is one of very important aspect in learning English(Firmansyah, 2016).

vocabulary is knowledge involves knowing the meanings of words and therefore the purpose of a vocabulary test into find out whether the learners can match each word with a synonym, a dictionary – tape definition, or an equivalent word in their own language. In learning vocabulary automatically it must to know the meaning of words it self and can use it in sentences(Hariati, 2020). Mastering

vocabulary is important for every language learner because vocabulary is the basis for someone to master a language(Amalia, 2020).). Language use leads to an increase in vocabulary knowledge. If student cannot master and learn more vocabulary, it is the problem and difficult for them to understand the Language especially learning to speak, listening, reading. In vocabulary to support their skills, they must to mastering that(Salawazo et al., 2020).

There has been a lot of research on using technology in learning English. The technological advancements in the 21st century have impacted every aspect of human life, including the field of education(Warni et al., 2018).). Based on the latest insights into how students today actually prefer to use available technology and how their learning is impacted if they use this technology, it is revealed that the use of modern technology and equipment, student learning and interactivity is increasing(Raja & Nagasubramani, 2018). . Mobile learning makes educational contents available in a flexible form in terms of time and place, changing the relationship between learning and learners(Finardi et al., 2016). One of the well-known softwares or sites that uses gamification to learn a foreign language is Duolingo(Aulia et al., 2020).

Duolingo is one of the mobile applications to learn English on smartphones that everyone can access every time and everywhere. People only need smartphones and the Internet, and the students certainly have those things(Al Ayub Ahmed et al., 2022). Duolingo is one of the most popular applications for learning languages among people in addition to Babbel and 24/7 Tutor. In the field of Mobile-

Assisted Language Learning (MALL), Duolingo is generally seen as a strong representation of gamification in MALL applications(Shortt et al., 2023). Duolingo is renowned for its simple and engaging design, setting it apart from other language learning apps. Its user interface is widely regarded as one of the cleanest and most intuitive in the industry. Moreover, Duolingo offers the most comprehensive online language learning platform due to the sheer size, variety, and accessibility of its course content. These factors collectively make Duolingo a preferred choice for language learners seeking an effective and user-friendly tool to improve their language skills(Redjeki & Muhajir, 2020).

There are two previous studies regarding the use of Duolingo application in learning English. The first research is entitled "Students Perception of Using the Duolingo Application as an Online English Learning Medium" conducted Novitasari & Purnamaningsih (2022). assessed junior high school students in Karawang through Google Forms questionnaires, finding that students viewed Duolingo as innovative, effective, and motivating for language learning, with high enthusiasm for its practical benefits. The second study was research by Anton Adi Purwanto & Syafryadin (2023) with the title "Students' Perception on Using Duolingo for Learning English Vocabulary" examined second-grade students at Madrasah Tsanawiyah 01 Darussalam Kepahiang using a 17-item questionnaire and interviews. This study found that students appreciated

Duolingo's user-friendly and gamified features, which boosted their motivation and interest in vocabulary learning

The studies provide valuable insights into how Duolingo is perceived and utilized in different educational settings and regions. Intan Novitasari's research offers a perspective from junior high school students in Karawang, while Anton Adi Purwanto and Syafryadin's study focuses on second-grade students at Madrasah Tsanawiyah 01 Darussalam Kepahiang. This contextual diversity enhances the understanding of Duolingo's effectiveness across different age groups and educational contexts. Both studies highlight Duolingo's innovative features, but the emphasis on its gamified elements and user-friendly design in Purwanto and Syafryadin's research provides a deeper understanding of how these features specifically impact student motivation and engagement. This feature-specific evaluation adds a layer of detail that can inform improvements and refinements in the app's design and functionality. The research supports the integration of Duolingo into educational curricula, addressing how digital tools can enhance traditional language learning methods. This practical application provides actionable insights for educators and policymakers on how to effectively incorporate technology into language education.

Based on previous research, the researcher is interested in understanding students' perceptions of Duolingo as a tool for learning English. The noticeable gaps exist in students' perspectives regarding their experience using Duolingo Application. The expected outcome of this study is to provide an overview of students'

opinions regarding the use of Duolingo in enhancing students' English language skills. Researchers hope this can help determine how to implement Duolingo in the learning context, enabling students to have a positive attitude towards using Duolingo as a learning tool. Therefore, the researcher is interested in conducting a study titled " Students Perception of Using Duolingo Application in Vocabulary Subject at English Department Students in Muhammadiyah University of Mataram.

1.2 Problem of the Study

Based on the background of the study above, the problem of the study was: "What are the Students Perception of Using Duolingo Application in Vocabulary Subject at English Department Students in Muhammadiyah University of Mataram?"

1.3 Objectives of the Study

The purpose of the study was directly connected with the problem of the study. The objective of study was to investigate the English Language Education students" perception towards the use of „Duolingo"in Vocabulary Subject to learn English.

1.4 Significances of the Study

This research focused exclusively on exploring the perceptions of English Language Education students regarding the use of the

'Duolingo' app as a learning tool. The study aimed to provide valuable insights to enhance English teaching and learning practices.

For students, 'Duolingo' offers an alternative and potentially effective method to improve their English skills. It engages them differently and can supplement traditional learning approaches.

For lecturers, incorporating 'Duolingo' into their teaching repertoire can capture students' interest and motivation, fostering a more engaging learning environment. It also offers instructors an innovative instructional tool to enhance their English teaching strategies.

Furthermore, this study may inspire further research among scholars interested in similar topics, contributing to broader discussions on language education and technology integration. Developers of 'Duolingo' can benefit by refining the application based on research findings, ensuring it meets educational needs more effectively. Thus, this research not only aims to enhance current practices but also to stimulate ongoing improvements in language learning technologies.

1.5 Definition of Key Terms

The definition of key terms aims to avoid misunderstanding of the concepts used in this research. The terms that need to be defined are as follows:

1. **Perception**

Perception is the mental process through which an individual interprets and understands information from their environment or experiences through their senses. It involves how individuals perceive and assign meaning to the stimuli they receive, including perceptions of objects, events, people, or situations around them.

2. **Vocabulary**

   Vocabulary is a collection of words understood and used by an individual or within a specific language. In brief, vocabulary refers to a list of words or terms comprehended and utilized by someone in communication or in the process of understanding a particular language.

3. **Technology**

   Technology is the methods and tools used to enhance efficiency, capabilities, or facilitate human life in various activities of daily living.

4. **Duolingo Application**

   Duolingo is one of the applications for learning foreign languages. Duolingo is a language learning application that offers courses in foreign languages through provided exercises. The application is designed to assist users in learning and improving their language skills in a fun and effective

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

The survey results reveal that Duolingo is widely favored for learning English vocabulary. Users appreciate its ease of use (85%) and the clarity of its vocabulary questions (87.5%). The app effectively helps users understand and remember vocabulary, with 87.5% and 82.5% of users noting these benefits.

Duolingo's practical application in daily life (82.5%) and its engaging gamified features (90%) contribute to its popularity. The app's comprehensive coverage of essential language skills (82.5%) and personalized learning through AI (85%) are also well-regarded. The regular updates and reminders support ongoing learning, while the app's accessibility (82.5%) and practicality (87.5%) make it widely usable. Overall, Duolingo's design, instructional methods, and engaging features make it a valuable tool for learning English vocabulary.

5.2 SUGGESTIONS

1. Suggestions for Students: To get the most out of Duolingo, students should engage with all app features, including awards and challenges, to stay motivated. Consistency is crucial, so use the app's updates and reminders to

keep a regular practice routine. Set and track specific learning goals to measure progress, and provide feedback to help improve the app's functionality.

2. Suggestions for Lecturers: Lecturers can enhance their curriculum by integrating Duolingo as a supplementary tool, tracking student progress, and guiding effective use of the app. Encourage students to set study schedules, use all features, and provide feedback to assess the app's impact and improve its classroomm integration.

3. Suggestions for Future Research: they can carry out similar researches about other applications

By addressing these suggestions, students can enhance their learning experience, lecturers can better support their students, and future research can contribute to the ongoing improvement and effectiveness of language learning applications like Duolingo.