UTILIZING DAWN OF CIVILIZATION APPLICATION TO ENRICH STUDENTS' VOCABULARY FOR SPEAKING PROFICIENCY

THESIS

Submitted in Partial Fulfilment of the Requirements for Gaining the Degree of Bachelor in English Language Education Department

WALISONGO

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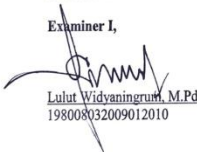
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V

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ABSTRACT

Title **: Utilizing Dawn of Civilization Application to Enrich Students'Vocabulary for Speaking Proficiency**

Author **: Irfani Rahadatul Aisy**

Student's Number: 1903046115

The purpose of this research is to explain the effectiveness of using Dawn of Civilization application to enrich students' vocabulary for speaking proficiency. This study employed quantitative method. The research design was pre-experimental research, one-group pre-test and post-test design. The research participants were 27 the ninth graders at SMP Negeri 35 Semarang. Data collection technique used pre-test design, post-test design, and documentation. Data analysis technique applied t-test formula SPSS 22 version program. The experimental class was taught with Dawn of Civilization application. This research instruments were speaking test and quiz, and the scoring rubric for speaking and quiz were used to evaluate the students' speaking and vocabulary on the pre-test and post-test. The mean post-test of experimental class, 79.33 is higher than that of pre-test of experimental class namely 64.44. The results of the study show that Dawn of Civilization application is an effective application in students' vocabulary for speaking proficiency.

Keywords: *dawn of civilization application, speaking proficiency, vocabulary*

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

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Alhamdulillah, finally the researcher has finished in writing this final project for the requirement for the degree of bachelor education in English Language Education Department of Walisongo State Islamic University (UIN) of Semarang. Therefore, the researcher would like to express the deepest graduate to:

1. Dr. KH. Ahmad Ismail, M.Ag., M.Hum. as the Dean of Faculty of Education and Teacher Training of State Islamic University of Walisongo Semarang.

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The researcher realizes that the preparation of this thesis is far from perfect, may Allah SWT give a double reward to all those who have helped the author in completing the writing of this thesis. Therefore, the researcher hopes for suggestions and constructive criticism from readers. Finally, the researcher hopes that the purpose of making this thesis can be achieved as expected.

Semarang, 21 September 2023

The Researcher,

Irfani Rahadatul Aisy
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DEDICATION

This thesis is dedicated to:

1. My beloved campus, Universitas Islam Negeri Walisongo Semarang, especially Education and Teacher Training faculty and English Education Department.

2. My respectable and beloved parents, Mr. Suparmin and Mrs. Suyasmi.

3. My beloved big sister, Anis Khoirunisa, S.E.

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Love and respect are always for them. Thanks a billion, there is no word but praying may Allah multiply reward all your kindness.

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MOTTO

Patience is not about how long you can wait. But how do you behave while waiting.

(Imam bin Al Qayim)

CHAPTER 1
INTRODUCTION

In this part, researcher discusses about the background of the study, the research question, and the objective of research.

A. Background of the Study

Vocabulary is the basic step to start learning English. Before we master other skills, we must first understand the basic of vocabulary so that it will be easier in the future. Students have to master English vocabulary first before they produce it through speaking or writing. Then, teachers have an important role to introduce them to a large amount of unknown vocabulary (Setiawan & Wiedarti, 2020). Every word in the vocabulary related to speaking skills. If students do not know a lot of vocabulary then it will be increasingly difficult for us to speak English.

Speaking is regarded as the most exceptional language ability. In addition to writing, it is also considered a productive skill. Moreover, students frequently encounter challenges when it comes to expressing themselves in English. In order to

address the issues faced by students, it is important for teacher to utilize different learning techniques, approaches, and resources that are necessary in English as Foreign Language classrooms. The goal should be to ensure that students find joy in speaking English. (Mariam, Kepirianto, Raharjo, et al., 2022)

Generally, we learn vocabulary using a dictionary, but because we get bored easily, game or application is one of the most effective ways to replace a dictionary. But this application is in the form of an application on a smartphone that makes it even easier to use. The name of the application is Dawn of Civilization.

This application is in the form of a game that will not make students bored while studying. Therefore, games are prepared that are suitable and support students' vocabulary. Currently, many students ignore the importance of vocabulary a little before startingto learn English. Therefore, the students find it difficult in learning new vocabulary. However, after using the Dawn of Civilization application, the researcher thinks it helps them and enjoys learning vocabulary more.

Dawn of Civilization is an educational game with the theme of building a city simulation released by Solve Education. This application is an English application in the form of a game that learns about vocabulary. Dawn of Civilization is a game strategy that invites to players to build a city and make contact with leaders in neighboring cities. Players are free to make modifications to create a simple city, by building schools, activity centers, and other unique buildings that can be made when the player level has increased. In order to level up, players must collect points obtained from various mini games containing challenges to English, Mathematics, and other science subjects. This is intended so that players can play and learn in a way thatis fun but also challenges intelligence. So, this application has several kinds of fields other than English.

If students are wrong or cannot answer the question, then at the end of the game the correct answer will be given so that students can learn at the same time. This game targets out-of-school children and youth users ranging in age from 13 to 30 years. Each difficulty in the game is different

between players, because there is a short test in the form of a game that appears to measure initial abilities.

English is one of the many languages most widely used by many countries in the world therefore people need to study it as a medium of communication among nations and as a bridge of information from all over the world (Novanti & Suprayogi, 2021). In other words, English is a foreign language for Indonesians as a means of communication in the international world. But English is not the mother tongue of Indonesians, so we need to learn more to be able to improve our English skills. Either through basic education in schools or self-taught learning.

In this generation, students have invented technology that provides a constant connection to friends and family. Cell phones, text and instant messaging, blogs, and social networks are becoming a common part of their daily lives. Therefore, a way or update is needed to make it easier for students to learn English. Technology is now increasingly sophisticated, we can easily find various kinds of suitable media or applications so

that learning English becomes fun. Especially in learning vocabulary, we need media or applications that can support the development of student vocabulary. Because vocabulary is basic word or basic key of English.

The researcher chose the Dawn of Civilization application to enrich students' vocabulary for speaking proficiency because this application can help students improve vocabulary. In addition, this application is equipped with complete and useful features. Almost all English skills are available in this application. It includes speaking, listening, writing, and vocabulary that support learning vocabulary.

B. Research Questions

Based on the background of the study above, the researcher focuses to solve problems utilizing the Dawn of Civilization application to enrich students' vocabulary in speaking. The general question of this research is:

How is the effectiveness of utilizing Dawn of Civilization application to enrich students'

vocabulary for speaking proficiency.

C. Objective of the Study

The purpose of this study was to explain the effectiveness of utilizing Dawn of Civilization application for enriching students' vocabulary for speaking proficiency, with students' vocabulary before and after using Dawn of Civilization application.

D. Limitations of the Study

The researcher conducted the research focusing on utilizing Dawn of Civilization application to enrich students' vocabulary in speaking at the ninth graders of SMP Negeri 35 Semarang in the academic year 2022/2023.

E. Significance of the Study

The researcher hopes this research will be useful for the teachers, students, and institutions. For teachers, this study provides new alternative solutions in enriching students' vocabulary in speaking. Second, for students this research can help them to gain more insight into understanding and enriching

vocabulary in speaking. Third, for the institution this research may be helpful when it comes to improve English teaching especially in students' vocabulary in speaking.

CHAPTER II
REVIEW OF RELATED LITERATURE

In this part, researcher discusses about theoretical review, previous research, and hypothesis.

A. Theoretical Review

1. Definition of vocabulary

Vocabularies were understood to be collections of terms rather than a list of words with meanings or translations in a certain field. (Zhonggen, 2018). Vocabulary is the basic step to start learning English. Before we master other skills, we must first understand the basics of vocabulary so that it will be easier in the future. Students have to master English vocabulary first before they produce it.

Vocabulary plays a crucial part in developing one's English-language abilities. This would be a fundamental part of the language and a starting point for pupils speaking English. Students frequently perform below their capabilities when they lack a large

vocabulary and effective methods for learning new words.

When students recognize many names whether the names of nouns, adjectives, adverbs, pronouns, verbs, etc., that means they know or know many words (Taslim et al., 2019). Then, teachers have an important role to introduce them to a large amount of unknown vocabulary (Setiawan & Wiedarti, 2020). Generally, students learn vocabulary using a dictionary, but because students get bored easily, games are one of the most effective ways to replace a dictionary. But this game is in the form of an application on a smartphone that makes it even easier to use. The name of the game is Dawn of Civilization.

2. **The importance of vocabulary**

One of the most fundamental and crucial pillars in learning English is vocabulary. The more words someone learns, the more fluent they become in that language (Endarto &

Subekti, 2020). Besides, vocabulary is a base skill that influenced the student's four English skills, listening, reading, writing, and speaking. So, learning vocabulary makes it simpler for the learners to comprehend the assignment. The students' interest in studying English will rise if they are aware of the meaning of vocabulary words or passages.

As a result, the students' vocabulary and other English abilities will improve. In other words, vocabulary must be taught to the students in a certain period to make them understand the text. This specific period would be the first place of learning English. If students want to proficient in English, they have to acquire as much English Vocabulary as they can because vocabulary is one of the most important components in English. So, to improve vocabulary learning, recent advances in mobile phone technology provide new pedagogical opportunities for great learning experiences (Tai et al., 2020).

- *Vocabulary as the Basis for Communication*

  Vocabulary is the basis for communication (Dakhi & Fitria, 2019). What language users employ in expressing their feelings, ideas, and opinions, a manifestation of the human mind, is the vocabulary. Compared to another language aspect, more importantly, according to linguistic perspective, the vocabulary seems to be more useful and urgent than grammatical role.

- *Vocabulary as the Reflection of Social Reality*

  Having believed that the language is symbols representing human thoughts and feelings, the meaning—the reality of the human thought seems to be only grasped through the language. Children with limited experience will have limited number of vocabularies expressing his or her thought. As a consequence, a politician's diction will be always associated with political issues and social problems.

- *Vocabulary as an Emotion Booster*

  Common sense views that emotion is physical type that has little association with words used to name it. It claimed that the emotion is built when sensations are categorized using emotion category knowledge and supported by the language (Dakhi & Fitria, 2019).

  As previously mentioned, vocabulary is a basic skill before developing it to the next skills, namely reading, writing, speaking and listening.

a. Listening

  Slightly different from other aspects, listening is always considered the easiest. Even so, listening will still be difficult if you are not used to listeningEnglish speech. This one aspect might feel easier if it is supported by aspects such as speaking. When talking, you will listen to what you say and what your interlocutor says. Apart from that, reading skills also help you understand

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context. So, when you don't manage to hear the utterance as a whole, maybe you will understand the gist of the utterance through the context that you capture. Listening becomes really important in communication besides speaking (Isnaini & Aminatun, 2021). Listening ability is one of the language skills which should be acquired by students of English as foreign language. Having good listening comprehension will help the students communicate well and avoid misinterpretation.

b. Reading

Next, you know what reading is. This one skill really helps you improve your abilities in the other three aspects. When reading English texts, you will encounter vocabulary that you may not have known before. You can use the vocabulary you get from reading to apply active skills such as speaking and writing. Besides that, the more familiar you are with the vocabulary, the

more familiar you will feel when listening to the vocabulary used by other people in conversation, or when you want to use it in your other writings.

The problem of students' reading ability is still an unresolved problem to this day. Due to students' reading ability problems, the development of better learning method is needed. One way to improve reading ability is to use different learning method in the classroom. Since this effort helps students, especially high school students, understand texts in a second language. (Kepirianto et al., 2022)

Reading is the most efficient way to gain new information about many aspects of ideas. Then, reading is a good way to get new ideas, information, and experiences to help the students enrich their insight in English language. In addition, reading is a challenging activity since it depends on the students' level of language and thinking

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abilities, making it one of the skills that are prioritized as the most important to develop when learning Indonesian. (Ayu et al., 2021).

In this day, digital media had become the forefront. Digital media can provide audio as well as visuals in an interesting way to improve students' reading ability. (Mariam, Kepirianto, Fadhilah, et al., 2022)

c. Writing

One of the active skills in speaking English is also important and closely related to speaking skills, considering that both are active skills. Students studying English as a Second Language (ESL) in Indonesia should be skilled writers for academic and written communication purposes, including letters, essays, papers, articles, journals, project reports, theses, etc. (Toba et al., 2019). The more often you get used to using your brain to process sentences and paragraphs in writing, the more "familiar" your mind will

be with English. This will make it easier for you to talk. However, writing skills will also be supported by reading skills. Because the more you read, the more vocabulary you will absorb that you can use in the sentences you compose in your writing.

d. Speaking

One of them is speaking. Speaking skill is the most important skill to acquire foreign or second language learning. Among the four key language skills, speaking is deemed to be the most important skill in learning a foreign or second language. One of the tips for learning English fast in a short time is to master this ability (Ambarwati & Mandasari, 2020). Speaking in English can help you in the listening aspect. The reason is, without realizing it, when you speak, you also listen to what you say and the person you are talking to.

Besides that, you will be richer with vocabulary because even if you don't

understand what the other person is talking about, you will understand it through the context of situations and conditions. So, in the future, you can also use vocabulary spoken by other people. In indicates that as one of the language skill, speaking should get the attention from teachers and students because it plays the important role in our society (Oktaviani & Nurbianta, 2020).

Short conversation is learning strategy that can help beginners acquire basic language skills. It consists of six to twelve sentences and takes place between two people. This exercise gives students more opportunities to express themselves verbally. (Mariam, Kepirianto, Raharjo, et al., 2022)

So, it can be concluded that the four aspects or skills in English mutually support one another. All four must be studied simultaneously so that all of them can be mastered equally. So we can learn

vocabulary easily too.

3. Kinds of vocabulary

Vocabulary there is several kinds, there are productive and some are unproductive. Vocabulary productive means vocabulary that we often use every day. While unproductive vocabulary, but is rarely used daily (Taslim et al., 2019).It is said to be productive because the vocabulary is always used in English. The characteristics of productive vocabulary are vocabularies that students hear or hear familiar. Vocabulary productive is also usually easy to understand the meaning.

Naturally, given that this is a vocabulary that is frequently used, students must acquire and comprehend terminology in order to utilize it effectively. A productive vocabulary would make it simpler to grasp because it is frequently used in daily life.

Because vocabulary was used often in

daily life, it can be occasionally be challenging to grasp. In order for this vocabulary to be easily used in daily life, students must understand more about it.

The kind of vocabulary that students learn in this research was the definition of words regarding the material they have studied, namely congratulations.

4. **Speaking Proficiency**

Speaking proficiency is the ability to speak confidently and fluently is something which students will develop during their time at school. Student speaking proficiency means students are able to speak English accurately and fluently. Speaking skills are defined as the skills which allow us to communicate effectively. They give us the ability to convey information verbally and in a way that the listener can understand. Students will learn English speaking skills as well as speaking skills in other languages. Learning how to develop English speaking skills is so important

for students too. It is one of the most important parts of language learning as speaking is how we tend to communicate in everyday life. (Satyana Putra & Arie Paramita, 2023)

English has a crucial function in disseminating ideas about information and communication technologies. The four skills that make up learning English are speaking, reading, and writing. Speaking is significant for the four reasons given above because humans and speaking are inextricably linked. Speaking is how they communicate their ideas or opinions, as well as to communicate with each other in the world. Speaking is a useful ability, and cannot exist without listening. There are speakers, listeners, and other communication entities. (Dalimunthe & Haryadi, 2022)

The major goal of instruction when learning a second language should be to help students improve their oral speaking abilities. A component that influences a learner's performance both is their capacity for clear and

efficient speaking in a foreign language.

In other words, the most important aspect in determining whether or not a debate will be successful is one's capacity for effective communication. The use of learning material in the classroom is crucial and necessary. Given the wide range of issues that can arise when teaching speaking, they should select the optimal model for their specific set of challenges. It prevents them from saying the words as you speak, and being reluctant to speak because it's a due of poor pronunciation, students no longer attempt to speak English. They face difficulties to communicate with one other in an easy-going manner. (Mariam, Kepirianto, Raharjo, et al., 2022)

5. **Digital Educational Game**

In the current situation, learning media is one of the breakthroughs in optimizing classroom learning. One of the learning media that can attract interest and provide motivation is learning

media that uses digital games, in the sense that learning is done while playing. Digital games can positively impact students' academic development if used in the learning process through digital educational games.

Digital educational game is digital-based game that has educational content and deliberately designed to achieve certain learning goals. Digital educational game has different characteristics and principles compared to other types of games. This is because educational games are designed specifically for learning purposes. The use of digital educational games in the learning process will be able to develop positive feelings in students. It is related to the characteristics of students who like new things, especially technology-related ones.

There are several types of digital educational games such as Duolingo, Hello English, Quizziz, and the application I am researching is Dawn of Civilization. First, Duolingo application is the most popular language learning application in the world. Learning with Duolingo is fun, and research

shows that this way of learning is effective. With small lessons, you'll earn points and unlock new levels while improving your real-world communication skills. Second, Hello English is intended to help students learn English at home with the help of their parents. Students only need to access ten minutes a day for three days to increase their knowledge of vocabulary, grammar and English songs. Third, Quizizz is a student engagement platform that allows teachers to conduct interactive lessons and quizzes with their students. The interactive quiz created has up to 5 answer choices including the correct answer and can add images to the question background.

6. **Dawn of Civilization**
   a. **Definition Dawn of Civilization**

   Dawn of Civilization is a digital educational game with the theme of building a city simulation released by Solve Education. This application is an English application in the form of a game that learns about vocabulary. Dawn of Civilization is a

strategy game that invites players to build a city and make contact with leaders in neighboring cities. Players are free to make modifications to create a simple city, by building schools, activity centers, and other unique buildings that can be made when the player level has increased.

In order to level up, players must collect points obtained from various mini games containing challenges to English, Mathematics, and other science subjects. But students can choose English subjects specifically and in these subjects there are lots of games or practice questions that have been provided. This is intended so that players can play and learn in a way that is fun but also challenges intelligence. So, this application has several kinds of fields other than English.

b. Characteristics Dawn of Civilization

When you have opened the

application, students can immediately log in to their account or create a new account. As shown in the *figure 2.1* below, there is an option to log in or create a new account.

Figure 2.1 Account login or create page of application

Figure 2.2 Profile or feature information page of application

Figure 2.2 above shows the applications' main page containing

information on the features that can be used. Such as the amount of prize money that has been obtained, the feature to build a house, and there was also a choice of various games.

Figure 2.3 English field page

The figure 2.3 above shows the field page that can be selected, namely English. Because there are several fields that can be played besides English.

Figure 2.4 Pages of various games

The figure 2.4 above shows that there are several games in the Dawn of Civilization application, namely hello cafe, typing time, robot factory, tick talk, brain battle, word snap, fix the mix, copy parrot, flying robot, factory card, speak racer, chat time, eve spy, judge me, and talk n go. There are games that can be played alone and there are also games that can be played together or battle with other players.

Figure 2.5 Speak racer game page view

The figure 2.5 above shows an example of the speak racer game, one of the speaking game. Players were asked to speak based on the word given, if the pronunciation is correct then there was a green check mark.

Figure 2.6 Vocabulary game page view

The figure 2.6 above shows an example of fix the mix, one of the vocabulary games. Players were asked to fill in the blank words with the correct answers. So they also have to know the meaning of sentence, to make it easier to answer the definition.

Figure 2.7 Enrichment of students' vocabulary

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The figure 2.7 above shows the development of students' vocabulary after treatment can be seen in the picture.

Some of the advantages of the Dawn of Civilization application are that the application is provided free of charge, complete application features, can be used anywhere and at any time. Meanwhile, the weakness of the Dawn of Civilization application is that the application size is quite large and can sometimes load when playing.

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B. Previous Research

There are several related studies regarding this research. Researcher explains this study from previous studies that have similarities and differences that can be usedfor the review.

First, a research conducted by Pangkuh Ajisoko titled as ‒The Use of Duolingo Apps to Improve English Vocabulary Learning, conducted in 2020 (Ajisoko, 2020). This research was from International Journal of Emerging Technologies in Learning (iJET). The purpose of this research was improving learners' vocabulary through Duolingo at second semester of students of Borneo University of Tarakan and to create excitement and interest in learning English extensively, especially vocabulary by using Duolingo.

The research design of this research is pre-experimental research with pre-test and post-test. This research involved 10 students as sample with

30 days practicing duolingo apps using ―regular intensity of practice. Research instruments were tests and questionnaire to answer the research questions. How is the use of duolingo in improving students' vocabulary? Based on the quantitative data, the students' score is increased. The result is expected to provide information for teachers and students in having extensive language learning practice in handy form.

My research and this one's focus to explore the use of application in enrich students' vocabulary. The research also uses quantitative method. The differences between this research and mine are this research uses questionnaires and test to collect the data while my research uses questionnaires.

Second, a research conducted by Mega Wulandari entitled as "Improving EFL Learners' Speaking Proficiency through Instagram Vlog", conducted in 2019. This research was from LLT Journal: A Journal on Language and Language Teaching. This research investigated whether

Instagram Vlog contributed to the improvement of EFL's speaking ability. It also examined learners' perceptions on the integration of Instagram Vlog in a speaking class.

The research adopted an action research design within the mixed-method research paradigm. There were 28 participants involved in this research. To determine the impact of the Instagram Vlog on EFL learners' speaking ability, pre- and post-tests were administered to measure the improvement, and participants' online Instagram posts and comments, questionnaires and a focus group discussion. The results indicated that the implementation of Instagram Vlog into a basic-level speaking class improved the learners' speaking proficiency in terms of pronunciation, fluency, vocabulary, syntax, and general use of the target language. (Wulandari, 2019)

The similarity between my research and this research focused on increasing speaking proficiency. The difference is in the research

method. My research uses quantitative method, while this research used an action research design within the mixed-method research paradigm method. In addition, this research focused on speaking proficiency through Instagram Vlog, while my research focuses on students' vocabulary for speaking proficiency.

Third, a research conducted by Shaleha Isnaini and Dyah Aminatun titled as "Do You Like Listening to Music?: Students' Thought on Their Vocabulary Using English Songs", conducted in 2021. This research from Journal of English Language Teaching and Learning (JELTL). This research aims to find out students' thought on their vocabulary mastery using English songs.

The researchers used descriptive qualitative study as the research design. The subjects of this research were the 30 students. Data were collected through questionnaire and interview. From the result of the questionnaire and the interview, it revealed that English songs have

strong influence on their English skill. Also, the students think that English songs help them learn new vocabulary, unfamiliar vocabulary, how to pronounce the word correctly. Thus, finally, they can improve their English vocabulary (Isnaini & Aminatun, 2021).

The similarity between my research and this research focused on increasing students' vocabulary. The differences are in the research method. My research uses quantitative method, while this research used qualitative method. In addition, this research focused on using English songs to increase vocabulary, while my research focuses on using application to increase vocabulary.

Fourth, a research conducted by Alfiani R. D. Mangare, Nihta V. F. Liando, and Sanerita T. Olii titled as "Using Bright–English for Beginners Application to Enrich Students' Vocabulary", conducted in 2021 (Mangare et al., 2021). This research was from Jurnal Pendidikan

Bahasa Inggris Undiksha. The purpose of this research was to analyze whether the Bright – English for Beginners application can enrich students' vocabulary or not. It is quantitative research with a pre-experimental design with one group pre-test and post-test. This research was conducted on class VII students consisting of 22 students. The methods used to collect data are observation, interviews, and tests. The instruments used to analyze the data are questionnaires and question sheets in analyzing the data obtained using descriptive statistics.

The results of study were that there was a statistically significant difference between the pre-test (before treatment) and post-test (after treatment). The findings of this study reveal that the use of the Bright – English for Beginners application significantly enriches students' vocabulary.As a result, it can be concluded that the Bright – English for Beginners application effectively improves students' vocabulary.

The similarities between this research and

mine are that both explore the use of application in enrich students' vocabulary. In addition, the respondents to the research are students. The differences between this research and mine are this research uses qualitative method while my research used quantitative method. Then, this research used questionnaires and question sheets as research instruments while my research used questionnaires.

Fifth, a research conducted by Petra Polakova titled as "Use of a mobile learning application in the process of foreign vocabulary learning", conducted in 2022. This research was from Procedia Computer Science. The purpose of this research is to explore the use of the mobile application called Angličtina Today and its usefulness in learning English with special focus on developing vocabulary. The research was conducted at the Secondary vocational school of gastronomy and tourism, in Slovakia. Different quantitative and qualitative methods were used during the research period, and the results obtained

showed that students using the mobile application achieved better results than students exposed to the traditional learning methods. At the same time, students' general satisfaction with using the mobile application was confirmed (Poláková, 2022).

The similarity between my research and this research focuses on using application to increase vocabulary. The difference is in the research method, my research uses quantitative method, while this research uses qualitative and quantitative methods.

C. Conceptual Framework

INPUT > PROCESS > OUTPUT

INPUT > The material that teaches speaking and vocabulary

PROCESS > Teaching speaking and vocabulary using Dawn of Civilization application

OUTPUT > Students' speaking and vocabulary achievement >

1. Speaking (Vocabulary, pronunciation, fluency, intonation, expression)

2. Vocabulary (Pronunciation, spelling, meaning)

   a. Input: refers to the pre-test that has been prepared to measure students' speaking and vocabulary.

   b. Process: refers to the treatment of speaking and vocabulary using Dawn of Civilization application.

   c. Output: refers to the effectiveness of the "Dawn of Civilization" application in enriching students' vocabulary for speaking proficiency through the post-test.

      The primary activity in the class is learning, and there is contact between the teacher and the students. The teaching and learning process serves as a roadmap for success. The teacher can provide learning resources depending on the relevant subject in order to achieve the desired outcome.

Many factors can enrich students' vocabulary for speaking proficiency, one of them by using "Dawn of Civilization" application, that is a mobile application that can be used to teach English speaking and vocabulary, which can improve students' speaking skills and vocabulary skills.

D. Hypothesis

In this research, researcher made the hypothesis that the Dawn of Civilization application is effective for the students to enrich students' vocabulary for speaking proficiency.

There are 2 possibilities for the hypothesis:

H0: Dawn of Civilization application is not an effective application to enrich students' vocabulary for speaking proficiency.

H1: Dawn of Civilization application is an effective application to enrich students' vocabulary for speaking proficiency.

CHAPTER III

RESEARCH METHOD

In this part, researcher discusses about research design, pre-experimental diagram, research setting and participant, data collection technique, and data analysis technique.

A. Research Design

This research used a quantitative method. Quantitative research is more systematic, planned, structured, and clear from beginning to end of research and is not influenced by existing conditions in the field. Because the specification of quantitative research is on a clear and orderly structure, the stages from the beginning to the end ofthe research can be predicted (Bryman, 2012).

On the other hand, it is stated that quantitative research requires the use of numbers, starting of data collection, interpretation of the data and presentation of the results. Presentation of results in the form of pictures, tables, graphs or

other displays that are representative increases reader uptake as well facilitate the delivery of information. The research design was a pre-experimental design with one group pre- test and post-test design. The quantitative research method was used to analyze the statistical data, which included the pre-test and post-test scores of the students.

However, as the group of subjects of the research is already existed, then this research is categorized as pre-experimental research. Design of the research is a pretest post-test pre-experimental design. Pre-experimental design is a design that includes only one group or class that is given pre and post-tests (Priadana & Sunarsi, 2021). This one group pre-test and post-test design was carried out on one group without a control or comparison group. In the one group pre-test and post-test design, treatment is given after pre-test and before post-test. Therefore, the results of the treatment can be known more accurately, because it can be compared with the situation before it was

given treatment. (Priadana & Sunarsi, 2021)

The models of pre-experimental designs were as:

O1 X O2

O1 = Pre-test (Before treatment)

O2 = Post-test (After treatment)

```
┌──────────────┐        ┌──────────────┐
│     Pre-     │        │              │
│ experimental │───────▶│   Pre-test   │
│    Class     │        │              │
└──────────────┘        └──────────────┘
                               │
                               ▼
┌──────────────┐        ┌──────────────┐
│   Post-test  │◀───────│   Treatment  │
└──────────────┘        └──────────────┘
```
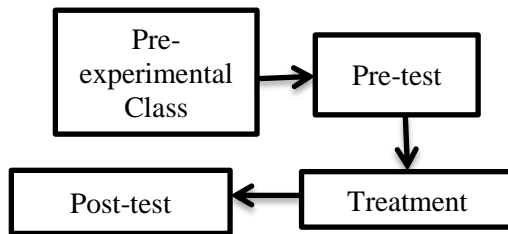
The researcher performed an experimental study using one sample group to investigate the effect of Dawn of Civilization application to enrich students' vocabulary in speaking. Participants have been taught using Dawn of Civilization application. The researcher used the pre-test and post-test treatment for experimental class of sample.

B. Participants

The research was conducted in SMP Negeri 35 Semarang, located in Jalan R. Soebagyono, Bubakan, Kec. Mijen, Kota Semarang, Jawa Tengah 50216.

The participants are 27 students from ninth grade of junior high school whose fulfil the requirement. There were 16 male students and 11 female students. From several ninth grades at SMP Negeri 35 Semarang, the researcher chose class 9D because in the researchers' opinion some of the students in that class still lacked understanding of vocabulary and speaking. The requirements are having a hand-phone for running the game, having an internet signal, and having a Dawn of Civilization application on their phone.

The reasons why the researcher chose to take participants from the junior high school level: First, this was the right time for them to explore

the potential exists within each of them.

Second, it is not surprising that children their age, in this highly developed era, already have their cell phones, so the researcher took advantage of existing technology to explore this potential, especially in activities to deepen their English skills.

Third, the researcher felt that the junior high school level is the right level to be the object of this research. Because usually, the high school level has begun to focus on preparing things for scientific needs at a higher level.

C. Instruments

This research uses pre-test and post-test as research instruments.

Table 3.1

Pre-test	Treatment	Post-test

Y1	X	Y2

Note:

Y1: Pre-test test to determine initial ability

X: Treatment used the Dawn of Civilization application

Y2: Post-test test to determine students' abilities after given treatment

D. Procedure

There are 2 kinds of test used in this research. Test is a set of conversations and quiz used to measure the achievement or ability of an individual. There are two types of tests used by the researcher namely pre-test and post-test. The pre-test was given before the researcher gave the treatment to the students. The post-test is given after the researcher gave the treatment to the

students.

At the day of the research, the researcher provided an introduction to the student, and explained the material that was tested. In the day of pre-test, the participants had to fill the pre-test before playing all kinds of games they have. And researcher gave a time to participants for playing the games for 30 minutes. In this research, the researcher used only mobile game. In the end of research, there was a post-test for the participants. And the post-test here they have to fill the form of questions shared among them. Quantitative research designs have been employed in this research. All results and conclusions drawn from the research are based on a methodical data collection and all the data have been correctly examined to access its validity.

The pretest is a test conducted on research subjects (in this case, a student) before being given action. The pretest here contains conversations, and quiz in fill-the-blank form. Participants are

required to practice the conversation and answer the quiz. This pretest was conducted before the participants carried out the activities requesting by the researcher.

After doing the pre-test, participants are given a treatment by doing an activity. The activity is, participants playing Dawn of Civilization application, they have on their phone for 30 minutes.

After treatment, the researcher conducted a post-test. Post-test is a test conducted on research subjects after being given action. This post-test contains the conversations in pairs. So, each student was assessed for their speaking skill.

The conversations script in the pre-test and post-test was described in the research instruments section. During the pre-test, the researcher also took an assessment of students' vocabulary by giving fill in the blank quiz.

E. Data Analysis Technique

In this research, the researcher used a quantitative data analysis technique. Quantitative data is numerical data that can be calculated accurately. When the numerical data were collected, they were analyzed by statistical formula called T-test to find out a coefficient comparison between average scores of pre-test and that of post-test. The data analysis was found to answer whether the hypothesis would be accepted or refused.

The formula of t-test is as follows (Danuri & Maisaroh, 2019):

$$t = \frac{\bar{x}_1 - \bar{x}_2}{\sqrt{\left(s^2\left(\frac{1}{n_1} + \frac{1}{n_2}\right)\right)}}$$

Notice:

X1: average of post-test scores

X2: average of pre-test scores

N1: number of participants at post-test

N2: number of participants at pre-test

S: Deviation standard

The researcher used the SPSS application. Two analyses were tested to analyze the collected data, including the validity test and reliability test. The details of the two analyses are explained as follows:

1. **Validity Test**

   An indicator of an instrument's degrees of validity is called validity. By disseminating instrument data to a group of ninth grades at SMP Negeri 35 Semarang, the instrument's validity was evaluated. To evaluate if the items were valid, this validity test was employed. (Danuri & Maisaroh, 2019). Invalid instrument items were discarded, and valid instrument :

   $$r_{xy} = \frac{N \sum XY - (\sum X)(\sum Y)}{\sqrt{\{N \sum X^2 - (\sum X)^2\}\{N \sum Y^2 - (\sum Y)^2\}}}$$

   m

   s were used to obtain research data. The Product Moment correlation formula is:

rxy: correlation coefficient

N: number of respondents

Total X: The total score of the item

Total Y: Sum of total score

After finding r_o, it is then interpreted by consulting the Product Moment r_t sothat the correlation is valid.

1) If $r_o < r_t$ the item is invalid.

2) If $r_o > r_t$ the item is valid.

2. Reliability Test

Being trustworthy and dependable is what reliability entails. If an instrument consistently produces the same result when measured under same conditions throughout time, it is considered to be trustworthy. (Priadana & Sunarsi, 2021). The reliability test can be carried out jointly on all questions. If the Alpha value > 0.60, then reliable. With the Cronbach Alpha formula as follows:

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$$r_{11} = \left(\frac{k}{(k-1)}\right)\left(1 - \frac{\Sigma\sigma_t^2}{\sigma_t^2}\right)$$

R11: instrument reliability

K: the number of questions

ΣOt2: number of item

VariancesOt2: total variance

Data for this research was gathered via a written test. A pre-test and a post-test were both administered. Based on the taught instructional materials, the researcher developed the exam. Descriptive statistics were employed by the research to analyze the data she had collected. Used was the mean score formula.

3. **Scoring the Test**

To simplify the data analysis, we need a variable to measure in this study. So, we need the student learning outcomes obtained from students'

pre-test (preliminary test) and post-test (final test) scores as the variable. Students speak English conversations in pairs for pre-test and post-test with different topics for both. And the following are the example of criteria for researcher in taking the score of the test:

Table 3.2

No	Rated Aspect	Criteria	Score 1-5
1	*(Vocabulary)*	The choice of words used is extremely appropriate	5
		The choice of words used is very appropriate	4
		The choice of words used is appropriate	3
		The choice of words used is quite appropriate	2
		The choice of words used is inappropriate	1
2		The spoken	5

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	(*Pronun ciation*)	pronunciation is extremely good	
		The spoken pronunciation is very good	4
		The spoken pronunciation is good	3
		The spoken pronunciation is quite good	2
		The spoken pronunciation is not good	1
3	(*Fluenc y*)	Speaking fluency is extremely fluent	5
		Speaking fluency is very fluent	4
		Speaking fluency is fluent	3
		Speaking fluency is quite fluent	2
		Speaking fluency is	1

		less than fluent	
4	(*Intonati on*)	The intonation used is extremely perfect	5
		The intonation used is very perfect	4
		The intonation used is perfect	3
		The intonation used is quite perfect	2
		The intonation used is not perfect	1
5	(*Express ion*)	The expression used is extremely nice	5
		The expression used is very nice	4
		The expression used is nice	3
		The expression used is quite nice	2
		The expression used is not nice	1

4. **Additional score of the student**

In addition to use the test score as the variable in the study, researcher also used additional (Quiz) score as a variable. Additional scores are given to test students' vocabulary skills while learning speaking. The questions given consist of 10 fill-in-the-blank questions. And the following are the example of criteria for researcher in taking the score of observation:

Table 3.3

<u>QUIZ</u>

Complete the blank with the translation of each word!

1	Win	…….
2	Contest	…….
3	……	Selamat
4	……	Keren
5	Prize	…….
6	……	Olimpiade

7	Speech	……..
8	Excellent	……..
9	…….	Bangga
10	Achievement	……..

Note:

1. Activity of translating vocabulary into Indonesian and English randomly.

2. Focus on teachers' explanation.

Total score: <u>Total point obtained </u>x 100

        10

5. Normality Test

       Normality test used to find out whether the variable is normally distributed or not. Normality test used calculations using the SPSS program 22 version. To find out if it is normal or not:

- If sig > 0.05, it is normal
- If sig < 0.05, it is abnormal

6. Hypothesis Testing

After the researcher obtained the final score of pretest and post-test, she used SPSS program 22 version as the tool of research. In SPSS program 22 version, the researcher used Paired-Sample T Test to decide which hypothesis is accepted and the other one is rejected. To find out which hypothesis are accepted:

- If the significant value $\leq$ 0.05, H0 rejected and H1 accepted.

- If the significant value $\geq$ 0.05, H0 accepted and H1 rejected.

CHAPTER IV
FINDING AND DISCUSSION

In this part, researcher discusses about description of research finding, result of the research, data analysis, and research discussion.

A. Findings

This research was conducted at the ninth grade of SMP Negeri 35 Semarang in the academic year of 2022/2023. The research was conducted on 21 August 2023. In this research, the researcher used only one group as an experimental group.

The research was started on Monday, with introduction from the researcher to the students, and then researcher explained the material for a moment, doing a validity test, and announced a pre-test. The students carried out the pre-test for 30 minutes, then given a treatment by the researcher for 20 minutes, and doing the post-test for 30 minutes.

The finding of the utilizing Dawn of Civilization application to enrich students' vocabulary for speaking proficiency.

Based on the research results obtained, an analysis was carried out to determine the influence of Dawn of Civilization application to enrich students' vocabulary for speaking proficiency. Dawn of Civilization application treatment was carried out for 20-25 minutes. This study aims to explain the effectiveness of utilizing Dawn of Civilization application for enriching students' vocabulary for speaking proficiency, with students' vocabulary before and after using Dawn of Civilization application. The sequences of activities were giving a pre-test to students, giving treatment to students, and giving a post-test to students to collect data.

Then, the results were analyzed using the SPSS program 22 version. The final results of pre-test and post-test were obtained by using the following formula:

Total test score   x 100
Total amount of student

Total		NA
Pre-	1740	64.44

test		
Post-test	2142	79.33

According to the table above, there was scores from the pre-test to the post-test. This is proof that Dawn of Civilization application is an effective application to enrich students' vocabulary for speaking proficiency. And this is also the basis for decision making in the hypothesis test.

Based on the hypothesis test, the significant value of the item is < 0.001. And 0.00 < 0.05, so the H0 is rejected and H1 is accepted. And the researcher concludes that Dawn of Civilization is an effective application to enrich students' vocabulary for speaking proficiency.

B. Discussion

The comparison between my thesis and previous thesis is the use of game applications as an English language learning media which has never been researched before.

The similarity between my thesis and previous thesis is they both discuss the use of

applications as a media for learning English, namely learning about vocabulary for speaking proficiency.

The strength of this thesisis the use of educational game applications those are suitable for the current generation and not boring when played while learning.

Meanwhile, the limitation of this thesis is not all students hav mobile phone to play the Dawn of Civilization application, so not all stdents can experience the effectiveness of learning vocabulary for speaking proficiency.

C. Results

Before the pre and post-test begin, the researcher decided the item of test used on pre and post-test. A validation test was used to measure the validity of the item questions' or indicators' used. Question items are considered valid if they can reveal something measured. The validity test in this study was processed using the SPSS application 22 version. The validity test in this study is used to measure whether a question was valid, with a total score at a significance level of 5% with a total

sample of 27 respondents. To test its validity, the researcher compared the Pearson correlation for each item with the moment product r-table. If r-count > r-table, then the statement item is declared valid. The result of the validity test can be seen in the table below with n = 27, and α = 5% is obtained, so the r-table value is 0.367.and here are the result of the test:

Table 4.1

Variable	R-count	R-table	Decision
X1.1	0,434	0,367	Valid
X1.2	0,316	0,367	Invalid
X1.3	0,403	0,367	Valid
X1.4	0,349	0,367	Invalid
X1.5	0,318	0,367	Invalid
X2.1	0,756	0,367	Valid
X2.2	0,633	0,367	Valid
X2.3	0,768	0,367	Valid
Y.1	0,240	0,367	Invalid

Y.2	0,453	0,367	Valid
Y.3	0,381	0,367	Valid
Y.4	0,156	0,367	Invalid
Y.5	0,368	0,367	Valid

From this session, there are 13 indicators, and 5 of them are invalid. After doing the validity test, researcher also conducted the reliability test of the valid items. A reliability test is a test to determine whether the research instrument used can be used more than once or at least by the same respondent. The calculation of reliability is a calculation of the consistency of the data using the Alpha-Cronbach formula. The value of the correlated item-total correlation in an indicator to be declared reliable is at least 0.70, and here is the result of the test:

Table 4.2

Reliability Statistics

Cronbach's Alpha	N of Items
.671	11

Based on the reliability test results in the table above, the information obtained that Cronbach's Alpha value is $0.671 > 0.6$. Based on this, the researcher can conclude that all these items are reliable.

1) **Data Analysis**

The researcher administered the pre-test and post-test to the students after ensuring that the full set of instruments were valid and trustworthy. Beside from the test, the researcher also gave score of pre and post-test depends on the students' behavior during the pre-post activity.

- **Pre-test**

The students answered the pre-test for 30 minutes. Pre-test was given to the students before they're getting a treatment. Here are the score of students' pretest:

Table 4.3

Students' Name	Pre-test + Quiz Score

AIN	68
AIR	56
AJE	64
AMD	68
ANG	56
ART	68
ARY	64
AUR	60
AY	68
BGS	68
FRL	68
FIR	60
FRS	56
HBL	76
IKH	68
KET	52

KYS	60
KNZ	56
LHD	88
LTF	64
MYL	64
EKD	64
NJW	56
RF	64
RSY	72
STN	68
SRY	64

Note: Quiz was given after students' pre-test
speaking conversation.

- **Post-test**

  After the students were given a pre-test, and
  also given a treatment, the students answered
  the post-test for 30 minutes. Here the score of
  students' post-test:

Table 4.4

Students' Name	Post-test Score
AIN	80
AIR	72
AJE	84
AMD	84
ANG	76
ART	80
ARY	70
AUR	76
AY	80
BGS	84
FRL	84
FIR	80
FRS	76
HBL	88

IKH	84
KET	72
KYS	72
KNZ	80
LHD	92
LTF	80
MYL	80
EKD	80
NJW	72
RF	76
RSY	84
STN	76
SRY	80

- **Basic Assumption Test**
  1. **Normality Test**

The normality test evaluates the distribution of data within a collection of data or variables, and determines if the distribution of data was normal. The Normality Test is useful to determine whether the data collected was distributed normally or not. Here is the result of normality test:

Table 4.5

Tests of Normality

	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Pre Test Vocabulary & Speaking	.152	27	.109	.939	27	.113
Post Test Vocabulary & Speaking	.149	27	.130	.963	27	.427

a. Lilliefors Significance Correction

Based on the result of the test, the researcher can make a conclusion that all the items on pre-test and post-test are distributed normally, because the significant score of each part (pre-test and post-test) are above 0.05.

2. **Hypothesis Test**

Hypothesis test is a test used to decide which hypothesis is accepted and the other one is rejected. And here is the result of the test:

Table 4.6

Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Pre	64.44	27	7.387	1.422
	Post	79.33	27	5.292	1.018

Paired Samples Test

	Paired Differences	t	df	Sig.

| | | Mean | Std. Deviation | Std. Error Mean | 95% Confidence Interval of the Difference | | | | (2-tailed) |
					Lower	Upper			
Pair 1	Pre - Post	-14.889	4.518	.869	-16.676	-13.102	-17.125	27	.000

Based on the table above, the significant value of the item is < 0.001. And 0.00 < 0.05, so the H0 is rejected and H1 is accepted. The mean post-test of experimental class, 79.33 is higher than that of pre-test of experimental class namely 64.44. So, the researcher concludes that Dawn of Civilization is an effective media to enrich students' vocabulary for speaking proficiency.

CHAPTER V
CONCLUSION AND SUGGESTION

In this part, researcher discusses about the conclusion of the research and the suggestion can take from the research.

A. Conclusion

Based on the discussion of findings and the results of data analysis from the experiments that have been carried out, the researcher found that Dawn of Civilization application increased students' vocabulary for speaking proficiency. This is evidenced by increasing the scores achieved by almost all students, as seen from the pre-test and post-test scores given during the research period. This conclusion also supports one of the hypotheses made by researcher that Dawn of Civilization application is an effective application to enrich students' vocabulary for speaking proficiency.

B. Suggestions

Based on the research results, the researcher has several suggestions:

a) For school, the researcher thinks that Dawn of Civilization application is one of the applications in English, which helps students increase their vocabulary and speaking skill in the school. So, students become more fluent in speaking English and better understand vocabulary and its meaning. School can add the application to improve vocabulary and speaking learning.

b) For teachers, you are required to have ideas to increase students' learning interest, especially in speaking and vocabulary. So, students can more easily learn it with the support of the ideas provided. One of the ideas that can be used is Dawn of Civilization application.

c) For future researchers, researcher thinks that the research summarized in this thesis is far from perfect. Therefore, the researcher makes this thesis a stepping stone and supporting

information for other researchers researching the field of speaking and vocabulary. Then researcher is hoping for criticism and suggestion from the readers and the researcher who uses this thesis as supporting data.

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APPENDIXES

APPENDIX 1

Pre-Test

1. Worksheet 1

Practice the dialogue below correctly!

Rudi : Hi Ben. How are you?

Ben : Hi, you look great in that black jacket.

Rudi : Thank you for saying so.

Ben : I've never seen you in that outfit. Is it new?

Rudi : My sister bought it for me when she went to Singapore.

Ben : Oh, I see.

Rudi : Look. What a nice new hair style! Who did your haircut! I like it a lot.

Ben : Oh, Yes I think that way too. My brother did it. I can ask him to do yours if you want to.

Rudi : Yes, please. Look! Andi is coming.

Ben : Hi Andi, I heard you won the speech contest last month. Congratulations! You deserved it.

Rudi : Fantastic! It's a great job, bro!

Andi : Oh, thanks. It's nothing actually.

Source: https://www.jagoanbahasainggris.com/2017/03

2. Quiz

Complete the blank with the translation of each word!

1	Win	…….
2	Contest	…….
3	……	Selamat
4	……	Keren
5	Prize	…….
6	……	Olimpiade
7	Speech	……..
8	Excellent	……..
9	…….	Bangga
10	Achievement	……..

Source: This quiz was created by me.

3. Fix the mix game

Answered	Corrected
ngbole	belong
capable	capable
icacatpy	capacity
nuctecasicmr	circumstance
neomcmt	comment
omticm	commit

APPENDIX 2

Post-Test

1. Worksheet 2

Practice the dialogue below correctly!

Rani : Hi Anisa.

Anisa : Hi, you look great in that pink head scarf. What a nice scarf!

Rani : How nice of you to say that.

Anisa : I've never seen you in that hat. Where did you buy it?

Rani : My mom bought it for me when she went to the market.

Anisa : I see

Rani : Look. The teacher is coming!

Anisa : Mr. Sultoni!

Mr. Sultoni : Hi, how are you?

Rani : We're good, thanks. How about you?

Mr.Sultoni : Excellent!

Rani : I love your hair cut, Mr. Sultoni.

Anisa : Yes, you are looking good with your hairstyle.

Mr. Sultoni : Thanks a lot. Rani, I heard you won the Math Olympiad. Is it true?

Rani : Yes, I won the second prize last week.

Anisa : She is good at it.

Mr. Sultoni : I'm glad to hear that.

Rani : Thank you very much for saying so.

Source: https://www.jagoanbahasainggris.com/2017/03

2. **Fix the Mix Game**

Answered	Correct
community	community
complex	complex
concept	concept
conduct	conduct
<mark>Clcinoft</mark> X	<mark>Conflict</mark>
consequence	consequence

Development of students' score

Students' Name	Pre-test + Quiz Score	Post-test Score
AIN	68	80
AIR	56	72
AJE	64	84
AMD	68	84
ANG	56	76
ART	68	80
ARY	64	70

AUR	60	76
AY	68	80
BGS	68	70
FRL	68	76
FIR	60	80
FRS	56	70
HBL	76	76
IKH	68	80
KET	52	84
KYS	60	84
KNZ	56	80
LHD	88	92
LTF	64	80
MYL	64	80
EKD	64	80
NJW	56	72

RF	64	76
RSY	72	84
STN	68	76
SRY	64	80

APPENDIX 3

Lesson Plan
RENCANA PELAKSANAAN PEMBELAJARAN
(RPP PRE-TEST AND POST-TEST)

Subject   : English Language

Class/Semester   : IX/ Ganjil

Schools' name   : SMP Negeri 35 Semarang

Material   : Congratulations

Time allocation : 2 x 40 minutes

Core competency: Understanding knowledge (factual, conceptual, and procedural) based on curiosity about science, technology, art, culture related to visible phenomena and events.

Basic competency: 3.1 Menerapkan fungsi sosial, struktur teks, dan unsur kebahasaan teks interaksi interpersonal lisan dan tulis yang melibatkan tindakan menyatakan harapan, doa, dan ucapan selamat atas sesuatu kebahagiaan dan prestasi, serta menanggapinya, sesuai dengan konteks penggunaannya

4.1 Menyusun teks interaksi interpersonal lisan dan tulis sangat pendek dan sederhana yang melibatkan tindakan menyatakan harapan, doa, dan ucapan selamat atas sesuatu kebahagiaan dan prestasi, dan menanggapinya, dengan memperhatikan fungsi sosial, struktur teks, dan unsur kebahasaan yang benar

dan sesuai konteks

A. Learning Goals

- Identify expressions used to express hopes, prayers, and congratulations for happiness and achievements in English.
- Perform speech acts of expressing hopes, prayers, and congratulations for happiness and achievements in English confidently.
- Carry out interpersonal conversations by expressing hopes, prayers, and congratulations for happiness and achievements through integrated activities of listening, reading, and speaking confidently.

B. Learning Steps

Activities	Learning Steps	Times
Preface	1. The teacher greets students and leads a prayer to start class. 2. Students prepare themselves physically and psychologically to follow the lesson. 3. The teacher prepares the material to be studied and asks students to focus.	10 minutes
Core	**Observing** 1. Students are asked to observe material about	60 minutes

	congratulations.	
	2. Students are asked to observe the contents of the Dawn of Civilization application.	
	Questioning 3. After observing, students are given the opportunity to ask questions about congratulations.	
	Exploring (Pre-test and treatment) 4. Students are asked to do a pre-test by practicing a conversation in pairs. Then continued with an additional test, namely taking a fill in the blank quiz.	
	5. After that, students are asked to do treatment using the Dawn of	

	Civilization application for 20-25 minutes.	
	Associating (Post-test) 6. Students were asked to do a post-test by practicing a conversation in pairs after the previous treatment. **Communicating** 7. Some of students practice the conversation in pairs.	
Closing	1. Students and teachers provide feedback on the process and learning outcomes. 2. Students listen to the teacher's motivation. 3. The teacher and students pray to end the lesson.	10 minutes

C. Assessment of Learning Outcomes

1. Knowledge Assessment: Fill in the blank quiz
2. Skills Assessment: Practice a conversation in pairs

APPENDIX 4

Scoring instrument for Pre-test and Post-test

Scoring instrument of pre-test

Students' Name	Pre-test and Quiz Score

Assessment indicator for vocabulary

No	Assessment for quiz	Criteria	Score 1-3
1	Pronunciation	Very fluent	3
		Quite fluent	2
		not fluent	1
2	Spelling	Very appropriate	3
		Quite appropriate	2
		Not appropriate	1
3	Meaning	Very good	3
		quite good	2
		not good	1

Scoring instrument of pre-test and post-test

No	Rated Aspect	Criteria	Score 1-5
1	*(Vocabu lary)*	The choice of words used is extremely appropriate	5
		The choice of words used is very appropriate	4
		The choice of words used is appropriate	3
		The choice of words used is quite appropriate	2
		The choice of words used is inappropriate	1
2	(*Pronun ciation*)	The spoken pronunciation is extremely good	5
		The spoken pronunciation is very good	4
		The spoken	3

		pronunciation is good	
		The spoken pronunciation is quite good	2
		The spoken pronunciation is not good	1
3	(*Fluency*)	Speaking fluency is extremely fluent	5
		Speaking fluency is very fluent	4
		Speaking fluency is fluent	3
		Speaking fluency is quite fluent	2
		Speaking fluency is less than fluent	1
4	(*Intonation*)	The intonation used is extremely perfect	5
		The intonation used is very perfect	4

		The intonation used is perfect	3
		The intonation used is quite perfect	2
		The intonation used is not perfect	1
5	(*Express ion*)	The expression used is extremely nice	5
		The expression used is very nice	4
		The expression used is nice	3
		The expression used is quite nice	2
		The expression used is not nice	1

Scoring instrument of post-test

Students' Name	Post-test Score

APPENDIX 5

Table T

Degrees of freedom	Significance level					
	20% (0.20)	10% (0.10)	5% (0.05)	2% (0.02)	1% (0.01)	0.1% (0.001)
1	3.078	6.314	12.706	31.821	63.657	636.619
2	1.886	2.920	4.303	6.965	9.925	31.598
3	1.638	2.353	3.182	4.541	5.841	12.941
4	1.533	2.132	2.776	3.747	4.604	8.610
5	1.476	2.015	2.571	3.365	4.032	6.859
6	1.440	1.943	2.447	3.143	3.707	5.959
7	1.415	1.895	2.365	2.998	3.499	5.405
8	1.397	1.860	2.306	2.896	3.355	5.041
9	1.383	1.833	2.262	2.821	3.250	4.781
10	1.372	1.812	2.228	2.764	3.169	4.587
11	1.363	1.796	2.201	2.718	3.106	4.437
12	1.356	1.782	2.179	2.681	3.055	4.318
13	1.350	1.771	2.160	2.650	3.012	4.221
14	1.345	1.761	2.145	2.624	2.977	4.140
15	1.341	1.753	2.131	2.602	2.947	4.073
16	1.337	1.746	2.120	2.583	2.921	4.015
17	1.333	1.740	2.110	2.567	2.898	3.965
18	1.330	1.734	2.101	2.552	2.878	3.922
19	1.328	1.729	2.093	2.539	2.861	3.883
20	1.325	1.725	2.086	2.528	2.845	3.850
21	1.323	1.721	2.080	2.518	2.831	3.819
22	1.321	1.717	2.074	2.508	2.819	3.792
23	1.319	1.714	2.069	2.500	2.807	3.767
24	1.318	1.711	2.064	2.492	2.797	3.745
25	1.316	1.708	2.060	2.485	2.787	3.725
26	1.315	1.706	2.056	2.479	2.779	3.707
27	1.314	1.703	2.052	2.473	2.771	3.690
28	1.313	1.701	2.048	2.467	2.763	3.674
29	1.311	1.699	2.043	2.462	2.756	3.659
30	1.310	1.697	2.042	2.457	2.750	3.646
40	1.303	1.684	2.021	2.423	2.704	3.551
60	1.296	1.671	2.000	2.390	2.660	3.460
120	1.289	1.658	1.980	2.158	2.617	3.373
∞	1.282	1.645	1.960	2.326	2.576	3.291

APPENDIX 6

Letter of Research

PEMERINTAH KOTA SEMARANG
DINAS PENDIDIKAN
SMP NEGERI 35 SEMARANG
Alamat : Kel Bubakan – Kec. Mijen – Kota Semarang – Telp. 024-76680596

SURAT KETERANGAN

NOMOR : C/420 / 149.2 / VIII / 2023

Yang bertanda tangan dibawah ini Kepala SMP Negeri 35 Semarang , menerangkan bahwa :

Nama	: Irfani Rahadatul Aisy
NIM	: 1903046115
Pendidikan	: UIN Walisongo Semarang

Telah selesai melaksanakan penelitian tentang "Utilizing Dawn Of Civilization Application To Enrich Students' Vocabulary For Speaking Proficiency di SMP Negeri 35 Semarang.

Demikian Surat Keterangan ini kami buat untuk dapat dipergunakan seperlunya.

Semarang, 23 Agustus 2023
Kepala SMP N 35 Semarang

Muslimin, S.Ag

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APPENDIX 7

Research Permit

KEMENTERIAN AGAMA REPUBLIK INDONESIA
UNIVERSITAS ISLAM NEGERI WALISONGO SEMARANG
FAKULTAS ILMU TARBIYAH DAN KEGURUAN
Jalan Prof. Hamka Km.2 Semarang 50185
Telepon 024-7601295, Faksimile 024–7615387
www.walisongo.ac.id

Nomor: B - 3371/Un.10.3/D.1/TA.00.1/07/2023   31 Juli 2023
Lamp : -
Hal   : Mohon Izin Riset
a.n.   : Irfani Rahadatul Aisy
NIM   : 1903046115

Yth.
SMP Negeri 35 Semarang
di tempat

Assalamu'alaikum Wr.Wb.,
Diberitahukan dengan hormat dalam rangka penulisan skripsi, atas nama
mahasiswa :

Nama   : Irfani Rahadatul Aisy
NIM   : 1903046115
Alamat   : Perum Bukit Pringapus, Kec. Pringapus, Kab. Semarang
Judul skripsi : Utilizing Dawn of Civilization Application to Enrich Students'
                 Vocabulary for Speaking Proficiency

Pembimbing :
1. Dr. Siti Mariam M.Pd.

Sehubungan dengan hal tersebut mohon kiranya yang bersangkutan di berikan
izin riset dan dukungan data dengan tema/judul skripsi sebagaimana tersebut
diatas selama 14 hari, mulai tanggal 7 Agustus 2023 sampai dengan tanggal 21
Agustus 2023.
Demikian atas perhatian dan terkabulnya permohonan ini disampaikan
terimakasih.
Wassalamu'alikum Wr.Wb.

a.n. Dekan,
Wakil Dekan Bidang Akademik

MAHFUD JUNAEDI

Tembusan :
Dekan Fakultas Ilmu Tarbiyah dan Keguruan UIN Walisongo Semarang (sebagai
laporan)

APPENDIX 8

Documentation

Students carried out a pre-test by practicing the conversation in pairs.

Students answered another pre-test, namely the fill in the blank quiz.

Students carried out treatment by playing the Dawn of Civilization application.

After treatment, students carried out a post-test by practicing the conversation again in pairs.

Name: Ainun raqima

Class: IX D

QUIZ

Complete the blank with the translation of each word!

1	Win	menang
2	Contest	Pertandingan
3	Congratulation	Selamat
4	Cool	Keren
5	Prize	hadiah
6	Olympiad	Olimpiade
7	Speech	Pidato
8	Excellent	luar biasa
9	Proud	Bangga
10	Achievement	Pencapaian

Students' fill-in-the-blank quiz results

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In the Dawn of Civilization application, students spoke according to the words that come out, it also increased students' vocabulary.

Students got rewards according to the marks they get after speaking.

If a word is pronounced incorrectly, it was displayed at the end and the correct word was shown.

CURRICULUM VITAE

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Background of study : a. MI Ma'had Al-Zaytun

                         b. SMPIT Cahaya Ummat

                         c. SMA Negeri 1 Bergas

                         d. UIN Walisongo Semarang

Semarang, 21 September 2023

The Researcher,

Irfani Rahadatul Aisy
NIM. 1903046115