STUDENTS’ PERCEPTION IN LEARNING VOCABULARY MASTERY THROUGH DUOLINGO

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Abstract  Education is a systematic and structured process aimed at acquiring knowledge and developing abilities. The acquisition of English language proficiency necessitates the utilization of various methodologies and strategies, as it is a skill-oriented form of education. Technological advancements have significantly impacted contemporary education. The utilization of technology is a contemporary approach in addressing the obstacles encountered in the process of acquiring proficiency in the English language. In the realm of English language acquisition, Duolingo continually strives to reinvent language learning methods through its mobile phone platform. Therefore, the objective of this research was to identify of Student’s perception in learning vocabulary through Duolingo Apps to the 1st semester of management class at STIE Wira Bhakti Makassar University batch 2023 who were currently or had previously used Duolingo. Using questionnaires to collect data in a qualitative descriptive, the findings showed that students’ perceptions of learning vocabulary through Duolingo are overwhelmingly favorable, with an average score of 92.37%. To sum up, the use Duolingo was very effective in learning vocabulary because the application is simple to use, entertaining, fun, and free of advertisements.

Key words : Student’s perception, English vocabulary, Duolingo

INTRODUCTION

A person's vocabulary is an essential part of their language skills since it determines how well they can read, write, speak, and listen to the language they are learning. Without a large vocabulary and procedures for acquiring new words, they are unable to take use of the numerous chances for language learning that are all around them, such as listening to the radio, listening to native speakers, employing the language in a variety of contexts, reading, or watching television. The acquisition of new vocabulary is intricately interconnected with the various components that constitute the English language. In order to effectively develop language abilities such as listening, speaking, reading, and writing, learners must possess a proficient mastery of vocabulary. Muddin, A. (2018) stated that the acquisition of vocabulary is an essential element that must be mastered. In order to possess a high level of English proficiency, those studying the English language must endeavor to amass an extensive lexicon.

In teaching and study of English, vocabulary is critical for Indonesian students to master English as a foreign language. English vocabulary mastering has become a major issue for the majority of Indonesian students. One will be
unable to communicate with his environment if he has an adequate vocabulary. However, enhancing language fluency is a difficult task. Many students were discovered to have extremely poor vocabulary mastery.

Ahn and Hacker (2011) invented Duolingo, an online language learning program. The company's purpose is to create the best education in the world and make it available to everyone. The Duolingo application is a language learning application that is available in Web, Android, iOS, and Windows Phone versions (Team, n.d.). The application's primary focus is on teaching English. Duolingo is a language-learning platform that offers instruction not only in English but also in a variety of other tongues, including Spanish, French, German, Dutch, and others. The Google Play Best of the Best 2013 award has been bestowed upon Duolingo by Google Play. Duolingo makes use of gamification strategies that provide written learning together with sound, which is essential in ensuring that a large number of people are able to learn the language. It can be downloaded very quickly and at no cost from the Google Play Store. The researchers focus their attention in this study on the program Duolingo and its use as a medium for English language acquisition.

According to Jaskova (2014:15), "Duolingo is seen as a future in learning languages and in global communication." Duolingo is one of the language learning apps that may help students learn independently. Furthermore, Ahmed (2016) believes that Duolingo offers an extremely compelling learning approach. Gamification is a relatively new concept, and according to Reiners and Wood (2015), "Gamification is a word that has become synonymous with rewards." Most gamification systems emphasize the addition of points, levels, leaderboards, accomplishments, or badges to a real-world context in order to motivate individuals to interact with the real world in order to gain these incentives. It employs a gamification method to generate incentives for users to continue learning. This program is developed in the style of a computer game. The user can do exercises like as written translation, reading and speaking comprehension, and short stories. This program is intended to assist users in learning. Grammar is flexible for the students, because they can get information from the text, they have read by considering the structure and understanding the grammar. According to Mart (2013), teaching grammar in context improves students' ability to employ grammatical structures correctly in language skills. It is beneficial for students to see how language functions in phrases or paragraphs. As a result, teaching grammar in context allows students to see how grammatical structures work in sentences. We can say that vocabulary is very significant in a language because vocabulary is one component of language in English (Alqahtani, 2015).

According to the researchers' observations in Stie Wira Bhakti University's English Education Study Program, the students still experienced many difficulties
in learning English due to their restricted vocabulary. This made it difficult for them to express themselves verbally and in writing during the learning process. It made them hesitant to utilize English in their daily lives and tended to turn them into passive students. Furthermore, students were less motivated to learn vocabulary since the learning medium was monotonous and unappealing. As a result, the students were looking for a strategy to push them to become more self-sufficient in their English practice outside of the classroom. From the observation, the researchers discovered that some students utilized Duolingo to study language on their own. According to Munday (2015), Duolingo is a fairly modern-looking game program. For certain students, using gamification in vocabulary learning can help them memorize terminology more easily. It also motivates and engages students.

**RESEARCH METHOD**

In this research, the researchers applied qualitative descriptive research design by using questionnaire in collecting data. The participants were 136 students of management class at Stie Wira Bhakti University of Makassar batch 2021 who were currently using or have ever used Duolingo. Total sampling is a sample selection technique when the sample is used as a member of the population. The sampling technique in this study used the Total sampling technique, where the sample was used in this study. The instruments used for collecting the data was in closed-ended item questions which consisted of ten questions. Based on the findings of the Google Form, the data from the questionnaire was examined in the form of a percentage and a brief explanation. The questionnaire responses decided whether the students' perception was totally agree or totally disagree. The researchers used the Arikunto (2010) formula to compute the percentage from the questionnaire.

**FINDINGS AND DISCUSSION**

Results of the Questionnaire

There are ten yes-no questions in the questionnaire. Students can select 'totally agree' if they agree with the questions or 'totally disagree' if they disagree. There are two categories for identifying student responses: positive and negative. If students choose the 'yes' choice over the 'no' option, the consequences can be good. Meanwhile, if students choose the 'no' choice over the 'yes' option, the outcomes can be unfavorable. The following are the questionnaire results:
Table 1 shows the percentage of students who completed the questionnaire from google form.

<table>
<thead>
<tr>
<th>No</th>
<th>Statements</th>
<th>Percentage of the Answer</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Vocabulary learning through Duolingo</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1.</td>
<td>Is Duolingo easy to use in learning vocabulary?</td>
<td>91.9% 8.1%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>2.</td>
<td>Are Duolingo features interesting and useful in learning vocabulary, especially noun and verb?</td>
<td>94.1% 5.9%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>3.</td>
<td>Are English vocabulary tasks in Duolingo easy to understand?</td>
<td>91.2% 8.8%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>4.</td>
<td>Are English vocabulary tasks in Duolingo helpful in learning vocabulary, especially noun and verb?</td>
<td>92.6% 7.3%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>5.</td>
<td>Do English vocabulary tasks in Duolingo help you enlarge your vocabulary, especially noun and verb?</td>
<td>90.4% 9.6%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>6.</td>
<td>Does Duolingo help you to understand the meaning of English vocabulary, especially noun and verb, properly?</td>
<td>94.1% 5.9%</td>
<td>Totally Agree</td>
</tr>
<tr>
<td>7.</td>
<td>Is Duolingo accessible anytime and anywhere?</td>
<td>90.4% 9.5%</td>
<td>Totally Agree</td>
</tr>
</tbody>
</table>
Students’ Interest in Learning Vocabulary through Duolingo

8. Do you enjoy learning vocabulary through Duolingo? 92.7% 7.4% Totally Agree

9. Do you feel motivated in learning English vocabulary through Duolingo? 92.7% 7.3% Totally Agree

10. Does Duolingo make you more enthusiastic in memorizing English vocabulary, especially noun and verb? 92.6% 7.3% Totally Agree

Table 2 Percentage of the students’ perception in learning vocabulary through Duolingo

<table>
<thead>
<tr>
<th>No.</th>
<th>Indicators</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Yes</td>
</tr>
<tr>
<td>1.</td>
<td>Vocabulary learning through Duolingo</td>
<td>92.1%</td>
</tr>
<tr>
<td>2.</td>
<td>Students’ Interest in Learning Vocabulary</td>
<td>92.63%</td>
</tr>
<tr>
<td></td>
<td>through Duolingo</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Average Score</td>
<td>92.4%</td>
</tr>
</tbody>
</table>

The findings of the questionnaire show that university students have overwhelmingly totally agree perceptions about learning vocabulary with Duolingo. The average score determined from the first indicator about vocabulary learning via Duolingo is 92.1%, which is totally agree, and 7.9%, which is totally disagree. The second indicator suggests that students are interested in learning vocabulary using Duolingo, with a result of 92.7% totally agree and 7.3% totally disagree.

The questionnaire results demonstrate that students’ perception in learning vocabulary mastery through duolingo is overwhelmingly positive. The questionnaire was divided into two sections: vocabulary learning via Duolingo and students' interest in learning vocabulary via Duolingo. The average score
derived from the first indicator about vocabulary learning via Duolingo is 92.1%, which is classified as totally agree, and 7.9%, which is classified as totally disagree. While the second indicator indicates that students are interested in learning vocabulary through Duolingo, the outcome is 92.7% totally agree and 7.3% totally disagree. The students agreed that English tasks in Duolingo are simple to grasp because they are presented using flashcards, which can help students enhance their vocabulary. Duolingo also employs the spaced repetition technique, which seeks to assist students in retaining vocabulary, thus the words are always repeated. They all agree that Duolingo is fun, and the assignments are simple enough for beginners to complete.

The result also indicates that the vocabulary content in Duolingo is simple because it is based on everyday discourse. The results also show that this program is quite useful because it delivers a large amount of vocabulary to memorize, particularly nouns and verbs. Students are also motivated and thrilled to study when they use Duolingo because the application is very much like a game and has a lot of features, which can make them feel joyful and comfortable. Students were enjoyed the application because it’s easier to catch. It is possible that using the Duolingo program as a means of learning English vocabulary could contribute to the formation of a good predicate for students in learning, which would indicate that the Duolingo application can be utilized as the teaching media in any form of educational technology. Which was similarly happened with the research of Jaelani and Sutari (2021) that Duolingo motivates students to memorize English vocabulary. However, students have some difficulty acquiring vocabulary using Duolingo. When there is no internet connection, they have trouble arranging sentences and accessing Duolingo. The questionnaire results demonstrate that students’ perception in learning vocabulary mastery through Duolingo.

CONCLUSION

The students’ perception in learning vocabulary mastery through Duolingo is totally agree. Duolingo is an excellent tool for learning vocabulary because it has numerous aspects that can assist students in expanding their vocabulary such as the potential to enhance students’ English skills by promoting increased engagement, comfort, enjoyment, and motivation. Which were similarly mentioned by (Mulya and Refnaldi 2016). The positive effect of Duolingo can boost student enthusiasm and motivation to learn English, resulting in favorable benefits on students’ ability and also can promote students’ academic achievement through special subject education, which is supported by selected games by Hyungsung (2012). In addition, Anna, Suzana, and Helvia (2017) illustrate how the teacher and students are discovering how virtual tools may be a wonderful supplement to face-to-face activities. Students may benefit from using
this software, which could ultimately lead to higher academic accomplishment. Many students felt that Duolingo was a fun and efficient approach to improve their English skills. Some exercises in Duolingo are presented using flashcards and the spaced repetition approach to assist students in memorizing vocabulary.

After using Duolingo, students can apply their English skills in everyday conversation, allowing the application to assist them in becoming more active participants in the learning process. Students are also encouraged and thrilled to study vocabulary by utilizing Duolingo because it is similar to a video game. As long as they have an internet connection, they can access Duolingo from anywhere and at any time. Therefore, motivating students to learn, the teacher as the facilitator needs to be updated with the latest media learning as the support in their teaching plan and with Duolingo student’s attention might be better and they enjoyed to learn with suitable learning media (P, Ajisoko (2020)

Furthermore, the study revealed that students perceived Duolingo as an engaging and motivating platform that enhanced their vocabulary learning experience. They appreciated the interactive nature of the app, which included various exercises, quizzes, and progress-tracking features. Students expressed that these elements contributed to their enjoyment and sustained interest in practicing vocabulary on Duolingo.

BIBLIOGRAPHY


