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# RESSO MEDIA IN TEACHING ENGLISH VOCABULARY MASTERY:

***A LYRICS OF SONG APPROACH***

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**Abstract**؛ This study aims to determine the effect of using Media Resso on students’ vocabulary mastery in the eighth grade (8) SMPN 2 Majene. This research is quantitative using a quasi-experimental design, and the subject of this research is 40 students. This study uses Cluster Random Sampling to determine the sample. Data was collected using pre-test and post-test instruments consisting of 20 questions in the form of Fill In The Blank and Matching words. The data analysis technique used is the Paired sample t-test with the SPSS version 20 application for windows. The results of the research analysis indicate that the average post-test score is 74.25, which is higher than the pre-test average value, which is 49.75. This means that Ha is acceptable. Therefore, Resso Media can affect students’ vocabulary mastery after being given treatment.

**Keywowrds:** Resso Media, Teaching English Vocabulary, Lyrics of song

## INTRODUCTION

A vocabulary is a tool used to speak, write, and read in English so that we can communicate well, vocabulary is one of the most important basics in the process of learning English. Mastery of English vocabulary can support four English skills, especially in speaking and writing. According to Ma’rifat (2017), vocabulary is an important tool in communication because no matter how proficient a person is in grammar and other components of language without vocabulary, communication can break down.

One of the tools that can be used to overcome the obstacles above is by using learning media.

Therefore, teachers are required to carry out the teaching and learning process in a class that is fun, creative, dynamic, and opens up space for dialogue with students. To create a fun teaching and learning process, learning media is needed that can attract the interest of students.

Therefore, in the teaching and learning process, the use of media is very important. Ratminingsih (2016) Says that a good learning media is a media that can help the process of transferring subject matter well, attract the attention of students, create a pleasant learning atmosphere, and can motivate. Most of the students think that the pronunciation

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of English vocabulary is very difficult because the pronunciation of what is written is very different.

However, learning media using songs can help students in the process of improving English vocabulary. In addition Millington (2011) The use of songs can help students to remember vocabulary and how to pronounce words. One of the learning media that can be used as a medium to increase students’ vocabulary is Media Resso.

Resso media provides its advantages for teaching vocabulary, so the results are considered more effective. Almost everyone likes songs because songs have fun characteristics and represent a lot of people because there are so many variations of types of songs. Such as Pop-song, Jazz-song, Religi-song, and others. The song is one of the media that can be used to do learning in improve English vocabulary.

## Resso Media

According to Dayana (2019) , Resso is a music player application that can be used by smartphone users with Android and iOS operating systems. Resso was founded by the same company as TikTok, namely ByteDance. ByteDance was published in December 2019. In 2020 Resso users reached one million people of which 600 thousand people were recorded from India and another 400 thousand people from Indonesia.

Several features distinguish Resso from Spotify and Apple Music, namely the lyrics that appear on the user’s screen when the music is playing and users can upload comments on the songs of their choice. In addition, users can enter data in jpeg and gif formats to provide background music they like, and this feature

is called Vibes. People can like user-uploaded Vibes and popular Vibes being the default background display of the song. Resso can be installed on phones with Android and iOS operating systems.

Resso requires users to log in using a Google account, Facebook, or Line. In appearance, there are three main buttons on Resso at the bottom of the screen. The button next to Music (represented by three vertical lines) displays the currently playing or recently played music, in the middle is Discover (represented by a magnifying glass) to search for the song you want to listen to, then Me (represented by a round head) displays user profiles, such as favorite songs and albums the user likes. The user interface on Resso is also fairly easy. To change the user’s song, simply swipe up or down the phone screen.

## How to Launch Resso Media

There are some steps to launch the Resso media as below:

1. Get the app from the App Store or the Google Play Store. Then open it and select a registration or login option. Resso accepts accounts from Facebook and Google.
2. Input your date of birth when creating an account.
3. The application will recommend some artists based on your musical preferences. To continue, select your favorites and click “Done.”
4. The user will be brought to a screen where they can listen to music. Drag the screen up to advance to the next song and control the playback from the bottom.
5. The Resso interface consists of displaying a clip on the screen along with the song’s lyrics. It is possible to interact in a variety of ways: in the lower-left corner, there are icons for liking, commenting, and sharing. There are additional two icons for seeing the music queue and downloading the song in the sequence.
6. The creation of “Vibes,” a short video generated by the community, is one of the app’s most popular features. To access more options, tap the highlighted area.
7. Then, using the “Add Vibe” page, you can browse popular Vibes generated by the community and add your own;
8. Choose from your phone’s images and videos, or browse through the app’s library of footage. Then choose a piece of music and make your video
9. Tap the symbol in the upper left corner to access radios

## Vocabulary

A person’s vocabulary can be described as all of the words he or she knows and will likely use to construct a new sentence. Nurfitri (2018), Vocabulary is one of the language components that have an important role in the development of the language skills because for large majority of learners, the ultimate goal of studying is able to communicate. According to Nation (2008) in Zahrotul Izzah (2015), vocabulary is the most important aspect of language. This means that vocabulary is one of the most important aspects of language. It’s a phrase that’s composed of words.

Words are something that can be utilized to express thoughts or feelings. Students can express themselves and even understand the world by acquiring words.

## Song

The song is one of the learning media that may be used to teach vocabulary, and it helps students relax while learning a foreign language (Eunice Santoso). The song is a fantastic medium for students to learn English, and it can also be used to assist students to acquire vocabulary because song lyrics contain a variety of terms. The song is an intriguing medium for anyone with a lot of imagination. This is frequently simple to comprehend, and it inspires and enhances the teacher-student relationship. Tarwiyah et al., (2018) suggests that song can be utilized to make language sessions more enjoyable and inspiring for pupils.

The song is a highly important learning medium since it makes the classroom more enjoyable and colorful if it is chosen appropriately. Students will be happy and enthusiastic about performing it if they enjoy the song performed by the teacher. They have inadvertently learned something. Songs can also help teachers boost their pupils’ creativity, allowing them to come up with new ideas. Songs can be viewed as valuable pieces of art, as well as a means of communicating what the author is thinking.

## METHODS

This research was conducted at SMPN 2 Majene in the semester 2022/2023 academic year. The population of the eighth-grade was 150 students which consisted of 5 classes. In this research, the

researcher used a quantitative approach with a quasi- experimental research design. Moreover, the sample for this research was students from seventh grade at SMPN 2 Majene class VIIA (class control) and VIIB (class experimental). Class VIIA consisted of 20 students and class VIIB had 20 students. Below is the result of pre test and post test of the students:

## Statistics

researcher was performing the teaching and learning process by using Resso Media in teaching English, the researcher created an activity on Resso media, the students still listened to the first song three times and the researcher explained verbs and adjectives. After listening to the song, students were asked to re-create a new vocabulary list obtained from the song and reclassify it. Then, one of them was asked to present the results of the exercise in front of the class. students

continued to listen to a song and the researcher

Pre-Test Control

Post-Test Control

Pre-Test

Experi- ment

Post-Test

Experi- ment

reviewed their work by asking them orally one by one. After that, the researcher gave them a game to

Valid 20 20 20 20

N

Missing 0 0 0 0

Mean 64.2500 59.2500 49.7500 74.2500

Median 65.0000 60.0000 50.0000 80.0000

Mode 65.00 55.00a 55.00 80.00a

Std. Deviation 8.47209 16.64450 14.55254 18.01133 Minimum 45.00 20.00 25.00 25.00

Maximum 75.00 85.00 75.00 95.00

In this research, the vocabulary test served as the research instrument. The vocabulary test was held twice, in the pre-test and post-test. The test was a multiple-choice test that consisted of twenty items of vocabulary. The students were ordered to give the best answer on the test. The post-test had the same format as the pre-test.

## Procedures

The present study was conducted from March to April 2022. The first meeting was dedicated to carrying out the pre-test for experimental and control class. In the second meeting to five meeting the

play in a group namely Find Word Games.

## Data Analysis Technique

A test was a way of determining a person’s aptitude, knowledge, or performance in a specific area. It’s a tool that consists of a series of techniques, procedures, or objects that the test-taker must complete. In analyzing the data, the research had employed some steps such as scoring the student’s correct answer, classified based on the criteria, statistics of inferential.

## FINDINGS

The aim of this research is to know the significant influence between the use of word wall website in improving students’ vocabulary mastery on the second grade students at SMPN 2 Majene.

## Normality Test

Normality test was the test on data to find out whether the data is regularly distributed or not. In

this research, the researcher used the Shapiro-Wilk by SPSS 20, The result of the normality test was presented as follow:

**Table 4.10 data of normality test**

Kolmogorov-Smirnovb Shapiro-Wilk

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Statistic | | | df | Sig. | | Statistic | | df | | Sig. |
| Experiment | ,109 | 20 | | ,200\* | ,957 | | 20 | | ,495 | |
| Control | ,175 | 20 | | ,200\* | ,936 | | 20 | | ,304 | |

The results of the normality test above showed that the Shapiro-wilk value obtained with N-Gain data for experimental class is 0,109 and 0,495 and the control class one was 0,179 and 0,30. It means that the probability value of both experimental and control class was higher than the degree significance tailed of 5% (α=0.05). it could be concluded that the data of the experimental and control class was normally distributed

## Homogenity Test

Homogeneity testing is conducted to know whether the gained data has a homogeneous variance or not. To know the homogeneity, the researcher used Test of Homogeneity of Variances with SPSS 20.0 by the value of significance (α) = 0.050. The result can be seen below:

**Table 4.11 Test of Homogeneity of Variances**

**Levene Statistic df1 df2 Sig.**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Pretest | Based on Mean | 2,646 | 8 | 26 | ,029 |
| Based on Median | 1,450 | 8 | 26 | ,223 |
| Based on Median and with adjusted df | 1,450 | 8 | 13,691 | ,261 |
| Based on trimmed mean | 2,612 | 8 | 26 | ,030 |

Based on the output from SPSS above is known that the test called homogeny if the significant score more than 0.05. According to the table above, the test is homogeny because 0.030>0.05 and it means that H0 is accepted and H1 is rejected. So, it can be concluded that students of VIII B had homogeny of variances.

## Hyphotesis Testing

The hypothesis testing of this study followed the rule as follows:

* 1. If the significant value is less than 0.05, the null hypothesis (H0) is rejected and alternative hypothesis (Ha) accepted.
  2. If the significant value is more than 0.05, the alternative hypothesis (Ha) is rejected and null hypothesis (H0) is accepted.

Paired Samples Test Paired Differences

Mean Std.

Std. Error

95% Confidence Interval of the Difference

t df Sig. (2-tailed)

Deviation

Mean

Lower Upper

Pair 1 Control class experiment class -24,500 11,574 2,588

-29,917

-19,083

-9,467 19 ,000

Null Hypothesis (H0): using Resso media does not significantly influence students’ vocabulary mastery.

Alternative Hypothesis (H1): using Resso media significantly influence students’ vocabulary mastery. Testing criteria, if things>table and sig value <0.05, H0 is rejected and H1 is accepted.

Based on the output, the result of Paired Samples Test is known. Sig. (2-tailed) at 0.000<0.05, then as the basis for decision that H0 is rejected and H1 is accepted. Thus, it can be concluded that the use of Resso media significantly influence students’ vocabulary mastery.

## Discussion

The aimed of this research was to know if there was a significant effect and difference in scores of second grades students’ vocabulary mastery through song from Resso media and not. Based on the findings that were analyzed by SPSS 20. The researcher concluded that there was a significant effect of students’ score who taught by using song from Resso media. It made students get better

achievement in their vocabulary mastery. Using technology as a media in learning process has a significant effect, this statement is supported by Dharmawati (2017) stated that technology as a media in teaching and learning activities can make learning activities more interesting, innovative so that they can provide motivation for students to be active in learning activities. Students felt happy and enjoyed the learning during treatment process by the researcher. Students just found the learning method by using an application. The researcher saw the students’ enthusiasm during the learning process.

According to Mandasari and Oktaviani (2018), they stated that by employing any kinds of techniques to learn a language namely listening to English sound, memorizing the vocabulary, describing images and watching films are such an effective way to learn English. Song as media can help students’ in changed the different atmosphere when learning activity. Then, by using song from Resso media, the students’ will be more practical to used and enjoy because they can use their own smartphone. Moreover, According to Anggun (2021) teaching media classified in three kinds, they are visual aids, audio aids, and

audiovisual aids. The Resso media is included in audio aids which served there are many kinds genre of music especially English song. By English song, the students can get many new vocabularies from the application. Because, the application is complete with lyrics so the students can listen while read the lyrics. By using this application, the students would be easy to learned.

During conducting this research, the researcher assessed that by using media students were more motivated to participate in learning in class. According to Cristiana (2009) in Arina (2019) Motivation is an essential factor that plays a major role in achieving many fundamental goals in a students’ academic life. According to Quan (2014) motivation is important and the same as aptitude, intelligence and attitudes which can greatly influence the achievement of learners’ foreign language acquisition. After using a song from Resso media as media in teaching English, students were more encouraged to study.

## CONCLUSION

Based on the results of using Resso media in teaching English vocabulary mastery that conducted at the SMPN 2 Majene, the researcher concluded that use Resso media significantly influence to students’ vocabulary mastery. it can be proven from the finding which showed the difference between the mean of pre-test and post-test in experimental class.

Therefore, the song from Resso media was influence used for teaching vocabulary. It could be seen from the result of hypothesis testing. According to the hypothesis testing rule, if the significant value is less than 0,05, the null hypothesis (H0) is rejected

and alternative hypothesis (Ha) accepted. And if the significant value is more than 0.05, the alternative hypothesis (Ha) is rejected and null hypothesis (H0) is accepted. The significant value (sig-2 tailed) was

0.000 and it was smaller than 0.05 (0.00≤0.05) it means that H0 was rejected and Ha was accepted. Thus, it can be interpreted that there was significant influence score in vocabulary of the students’ taught by using song from Resso media and those taught by using conventional method. It means that using song from Resso media was influence the students’ vocabulary.

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