THE EFFECT OF ANIMATION MOVIE DUBBED IN "THE LAST NARUTO" ON STUDENTS' VOCABULARY MASTERY

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Abstract

This research was conducted at SMAS Daerah Air Joman. It is located at XII market street Binjai Serbangan. This research will be conducted in first semester of grade X students of SMAS Daerah Air Joman in January 2022. This study aims to find out whether there is any effect of using Animation Movie at Grade X of SMAS Daerah Air Joman. The method used in this research is quantitative method. The population of this research was class X students of SMAS Daerah AIR JOMAN. The population consists of three classes. Each class consists of 35 students. The total number of students is 105. From the exiting population, the researcher chose class X IPA$_1$ as the experimen class with 35 students', and class X IPA$_2$ as the control class with 35 students'. The data were analyzed statistically by applying of which t-test. After analyzing the data into t-test, the score was 1,9473. If this consulted to critical score product moment degree of freedom (df) N1+N2-2 or 35+ 35-2 = 68. So, the critical csore of t-table with the significant 0,05 was 1,6676. So, it concludes that score $t_{score} > t_{table}$. So the research had been successfully. Ha is accepted and it revealed that hypothesis Effect of Animation Movie Dubbed The Last Naruto actually had an effect from these learning activities according to the evidence above.

Keywords: Vocabulary, Animation Movie, Naruto

INTRODUCTION

Broadly speaking, language is a communication tool that has been used by humans since ancient times. So many languages are used by humans from various regions and countries, but most people from various countries use English as a means of communication. Many things are done every day by using language, transacting, meeting friends, co-workers and family, convey dan obtain information using language. When interacting with other people in everyday life, it is necessary to use language. Language is used to convey opinions, ideas, feelings and thought to other, both orally and in writing. In Indonesia, the foreign language taught is English, to children from elementary school to university. There are 4 skills that students must achieve when learning English, namely speaking, listening, writing and reading. But most importantly to develop speak English is to expand the English vocabulary. Kustaryo (1988:3) says that vocabulary is a skill, but it will allow students to acquire speaking, listening, writing, and reading skills.

It is important to learn foreign language vocabulary, without learning foreign vocabulary someone will not be able to speak the language in question. According to Richards & Rodger, 1986, many people in various countries use English as a means of

communication in various important international level meetings. Mastery of English is very important because almost all sources of global information in various aspects of life use this language.

In the past, several scholars have employed animation movie as learning tools to increase students' vocabularies. Devi (2012) is the first, and it focuses on using animation movie to push pupils to grasp vocabulary. According to the study's findings, using video animation can help kids learn more vocabulary, and it also makes it simpler for them to understand the definitions of various words. Second, using an animation movie as the media, Aridha (2018) examines students' vocabulary. The researcher plays an animation movie for the class, after which the students are asked to write and determine the meaning of the words based on the video. The study's findings show that the pre- and post-test results were significantly different. Third, according to Artanti's (2015) research, the use of animation movie enhanced three measures of vocabulary mastery. Learn the meaning of the target language as well as its spelling and grammar. This study's findings indicate that there was improvement both before and after the use of video animation media. Interesting learning will attract the attention and interest of students.

Nowadays mobile phones have become a much needed tool and rarely leave someone's hands, both young and old. Some people become very interested in things that smell online like online games, read newspapers online and watch online. Watching has become a routine among students, including students at the SMAS Air Joman. In communication, students' need vocabulary whice can support them to produce use meaningful sentence because vocabulary provide structure of sentence. One of the main goals of vocabulary intraction, therefore, is to help students' improve their comprehension. It mean that vocabulary has important role in language learning. With the explanation above, it is difficult for students' at SMAS Air Joman to understand meaning in a context and are also less motivated to understand language further.

Based on the observations of researchers at SMAS Air Joman, students' vocabulary is lower and students find it difficult to learn English which has to memorize a lot of vocabulary, students also think that learning English takes a long time. This is because students do not master vocabulary and also the media applied in class is less attractive to students. Teaching English can be done in various ways. One simple way to make vocabulary learning more interesting for students is to use animated films as the medium.

In this case the author chooses SMAS Daerah Air Joman because the author wants to know is there any effect of animation movie dubbed "The Last Naruto" on student's vocabulary mastery. As the result, this research comes up with a research entitled "The Effect Of Animation Movie Dubbed in "The Last Naruto" on Student's Vocabulary Mastery at Grade X of SMAS Daerah Air Joman in 2022/2023 Academic Year".

METHOD

In accordance with the problem above, the appropriate method to be used in this research is Pre-eksperimental design or single group pre-test and post-test design because the researcher wants to know the effect of aanimation movie dubbed for whole

students in the class before and after treatment given. The table represents the pre-eksperimental process with one group pre-test and post-test.

Table 1. Population

Class	Students
X IPA$_1$	35
X IPA $_2$	35
X IPA $_3$	35
Total	**105**

Table 2. Sample

Class	Students
X IPA$_1$	35
X IPA$_2$	35
X IPA$_3$	35
Total	**105**

In understanding research, the first step to take is to identify the source of the data, whether primary or secondary. In qualitative research with descriptive analysis, the data needed for research is in the form of words or images instead of numbers as the main meaning of meaning according to bogdan and biklen (in Laela 2017: 38).

a. Test

In this research, the researcher will use test as an instrument of collecting data. Pre-test is a test conducted to measure students' initial abilities before participating in learning activities. While the post-test is a test that is carried out after students' take part in learning. The researcher used a test consisting of a pre-test and post-test, the test used is to fill in the blank sentences with the answer choices provided, and the sentences are also related to the animation movie being watched along with an explanation of the context of the sentence. The test consist 20 items and given twice, both before and after treatment. The purpose of the pre-test was to see the students' vocabulary mastery abilities before treatment and the purpose of the post-test was to find out the effect of animation movies on students' vocabulary mastery.

A research instrument plays an important role in data collection. In this study, the researcher used a test as a tool to collect data. Students are asked to fill in the vocabulary gap with a sentence related to the anime Naruto The Last. As mentioned in the previous chapter, the researcher used different techniques to collect the data.

1. Pre-Experimental Research

2. Test

3. Questionnaire

After collecting all the data then, the data were calculated to get the result, analyzing he data, this following formula is used:

$$t = \frac{Ma - Mb}{\sqrt{\left[\frac{da^2 + db^2}{(Na - Nb - 2)}\right]\left[\frac{1}{Na} + \frac{1}{Nb}\right]}}$$

Note:

t	: total score
Ma	: the mean of experimental group
Mb	: the mean of control group
da	: the variance of experimental group
db	: the variance of control group
Na	: the total sample of experimental group
Nb	: the total sample of control group

RESEARCH FINDINGS AND DISCUSSION

In this part found the amount of score of pre-test and post-test in experimental group is Total $\sum X = 2190$ $\sum Y = 3040$ $\sum X^2 = 138800$ $\sum Y^2 = 264850$ $\sum XY = 190975$. Where X (pre-test) and Y (post-test).

And the amount of score of pre-test and post-test in control group Total $\sum X = 2060$ $\sum Y = 2275$ $\sum X^2 = 139375$ $\sum Y^2 = 149975$ $\sum XY = 142800$. Where X (pre-test) and Y (post-test).

To know the validity of the test of eksperimental group, this research used coefficient correlation product moment formula (Arikunto 2010:2013).

$$rxy = \frac{N\sum xy - (\sum x)(\sum y)}{\sqrt{\{N\sum_X 2 - (\sum x)^2\}}\ \sqrt{\{N\sum_y 2 - (\sum y)^2\}}}$$

   rxy = 0,63

and control group

   rxy = 0,14

In this research, to find out the reability of the test. This research compared between the first scores and the second scores by using formula Spearman brown (Prof. Dr. Suharsimi Arikunto 2010:223)

$$r_{11} = \frac{2.r_1/21\ /2}{1 + r_1/21/\ 2}$$

   Eksperimental
$$r_{11} = 0,77$$
   Control
$$r_{11} = 0,24$$

From the data result of the test as present the test calculation is applied to figure out whether there is an effect from the Animation Movie Dubbed in "The Last Naruto" on Students Vocabulary Mastery at Grade X of SMAS Air Joman. The formula of t-test performed as follows:

$$t = \frac{M_x - M_Y}{\sqrt{\left[\frac{X2+Y2}{N_1+N_2-2}\right] + \left[\frac{1}{N_1} + \frac{1}{N_2}\right]}}$$

Before calculated the data using t-test formula, this research has to find Mean Standard Deviation of each class.

To get the Mean and Standard Deviation, this researcher using the formula below:

Eksperimental group;

$M = \frac{\Sigma x}{N}$

$M = \frac{2190}{35}$

$M = 62,5$

$SDx = \sqrt{\frac{\Sigma x^2}{N}}$

$SDx = \sqrt{\frac{138800}{35}}$

$SDx = 62,9$

Control group;

$M = \frac{\Sigma y}{N}$

$M = \frac{2060}{35}$

$M = 58,8$

$SDx = \sqrt{\frac{\Sigma x^2}{N}}$

$SDx = \sqrt{\frac{139375}{35}}$

SDx = 63,1
After get mean and standard deviation of each class, this research analyzing the data by using t-test formula:

$$t = \frac{Mx - My}{\sqrt{\left[\frac{\sum x^2 + \sum y^2}{(Nx + Ny - 2)}\right]\left[\frac{1}{Nx} + \frac{1}{Ny}\right]}}$$

So, t-test or t-counting = 1, 9473

CONCLUSION

This research used quantitative research methods, including the total sample approach for sampling and pre-test and post-test for data collecting, in which students were given the test multiple choices.

To determine the hypothesis, the formula of t-test and the distribution of t- test are applied the result show that t-score must be higher than t-table. The hypothesis testing is done in order to know whether it acceptable of rejected.

After analyzing the data into t-test, the score was 1,9473. If this consulted to critical score product moment degree of freedom (df) N1+N2-2 or 35+ 35-2 = 68. So, the critical csore of t-table with the significant 0,05 was 1,6676. So, it concludes that score $t_{score} > t_{table.}$

So the research had been successfully. Ha is accepted and it revealed that hypothesis Effect of Animation Movie Dubbed The Last Naruto actually had an effect from these learning activities according to the evidence above.

From the discussion above, it can be conclude that there is effect of Animation Movie Dubbed the Last Naruto on students' vocabulary mastery. The students' vocabulary mastery before treatment using Animation Movie Dubbed is so poor.it's different from the students' vocabulary mastery after treatment using Animation Movie Dubbed. It was found in students post-test was higher than the pre-test, which proved that treatment using Animation Movie Dubbed in learning activity contributed to the students more effective in teaching vocabulary mastery.

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