

The Effectiveness between Using CALL with Hot Potatoes and MALL with Quizizz for Vocabulary Enhancement at MAN 2 Gresik

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Abstract

This study has the purpose to know which are more effective used weather using Hot Potatoes for CALL(computer-assisted language learning) and Quizizz for MALL(mobile-assisted language learning) to improve vocabulary enhancement in a learning among 11 grade students in Gresik, Indonesia especially at MAN 2 Gresik. this study was used a quantitative research experiment with quasi experiment design. This research experiment was used a sample size of 49 students of 11 grade. The students were divided into two groups that were picked used purposive sampling technique or determine the sample with used a certain consideration. The two group were 11 MIPA 1 taught with CALL media and 11 MIPA 3 taught with MALL media. Both group did pre-test treatment and post-test in the same time, also the got same duration and material when did treatment. The finding shown revealed that there is a significant difference in vocabulary enhancement between students who were taught using CALL and MALL. Then, after the researcher calculate about the effect size, the result shown the data was 0.3067, which means that there is a medium effect.

Keyword: CALL(computer assisted language learning), MALL(mobile assisted language learning), Vocabulary enhancement.

1.Introduction

Nowadays technology is used to support a lot of things include of a teaching process especially for teaching vocabulary, the teacher can get benefits of it when teaching vocabulary. We can use the technology with using CALL (Computer Assisted Language Learning) and using MALL (Mobile Assisted Language Learning). we talk about the CALL first, like the name of the media, the instrument that the researcher has used is computer. Computer is the thing that is sophisticated in this era and also one of the technology that can support us a lot to does something, especially for teaching vocabulary (Andreea, 2007), the procedure to use the technology is we can download the appropriate application or software first, then our task will fix it, so that we have to get benefits of it, because it can make us easily to does something, such as for business problem, teaching learning process and etc. As well as with computer, then we talk about MALL. Here the researcher using mobile phone as the instrument, mobile phone is also having a lot of benefits to take it. We can use it for communicate with each other although we were in different place with the distance that is not close, it can help us to know their news. And in now days we can use it easily because almost of us has a mobile phone. It seems like computer, mobile phone also can help and support our activity in daily life, with mobile phone it also can help the teacher and student to browsing the material or information more wide with more comfortable instrument (Hoppe, 2009), because the size of mobile phone is smaller than computer, and also mobile phone is more easy to bring than computer. The technology that we can use with CALL and MALL are not only for company task but also for teaching process.

In the previous study examined by Katemba (2019) that CALL and MALL is used for teaching, vocabulary is one of the component that have be researched before, the previous researcher use CALL and MALL to enhance vocabulary,



the application that the researcher used before for CALL is "Tell Me More" software while for MALL the researcher used SMS, for CALL software according Laurianne in his review of this software found some disadvantages using this software, such as the cost of using Tell Me More Software is expensive, she state that there is a cost that should be paid \$42 per month but if the user want to use it without limited time, the user have to pay \$449 for 5 level and all level or 10 level have to pay \$649, beside the cost is expensive the other disadvantages are although the material is many, start from beginning intermediate until advance, but the material in the school sometime is not in the software, so although we have paid the cost but still some material sometime not use, because not appropriate with the material in school. Then, the researcher have ever looking for about how to setting the pronunciation to work properly is very complicated, so that in this study the researcher will use Hot Potatoes because according to (Ezra, 2016) state that this software can use it free without pay the cost also the teacher can input the material by itself and appropriate with the material of the school, he state also this software can facilitate students in teaching learning process so that students can raised student's motivation and student's achievement. And for MALL the researcher change the application from SMS to Quizizz, because in now days are sending a message using SMS are more expensive also Indonesian now days are rare using SMS when sending a message then to send a message has a limit character also we do not know if the recipient has read the SMS or not, then for MALL according to Juniarta, dewi, Mahendrayana, et.al, (2019) Quizizz is one of the media that is including in MALL and also one of an online application that was a very benefit to help students to increase their vocabulary enhancement, then he state that this software is one of the innovative learning strategies which can improve English skill.

The other reason the researcher will choose those applications are because there are some characteristics to make teaching vocabulary effective, according to Cohen & Apek, 1981; Nyikos, personal communication, February 8, 1987 states that using memory strategies can make learning vocabularies become more effective and easier, and it seems like Rebecca, 1990 state that there are some strategies memories such as placing new words into a context, grouping, can be reviewed well.

First, placing new words into a context here is like in hot potatoes the researcher can use JCloze which is the new word is linked with a context and the learner has to guess appropriate with the possible clue state by Arneil, Holmes & Street, 2001.

Second, grouping here means that in quizizz and hot potatoes are the researcher can input the material by itself (Ezra, 2016;), so it can make the researcher teach the new vocabulary with grouping the material for example like teaching dissimilarity or opposition.

Third, can be reviewed well it means that in Quizizz the learners can review the material using their own mobile phone anywhere and anytime they want (B. Bury; 2017, O. J. Hamilton-Hankins; 2017) while for Hot Potatoes the learners have to be own computer first if they want to review the material in their home. Then using digital game is good for enhancing vocabulary of the students (Yip & Kwan, 2006) like Quizizz because in the application also provide helpful feedback.

All those reasons the application that the researcher has used in this study for CALL is Hot Potatoes, and for MALL the researcher will use Quizizz for vocabulary enhancement. The purpose of this study is the researcher want to know which is more effective used whether using Hot Potatoes for CALL and Quizizz for MALL to improve vocabulary enhancement of students in learning.

Teaching Vocabulary using Technology

The teacher can teach the vocabulary using a lot of resources such as dictionary, course book, software and online platforms through mobile phone or computer (Jesus, 2018), learning vocabulary can make most of the teachers and learners get the positive attitude according to the research(Liu & Jiang, 2009; Römer, 2009; Tribble, 2008; Yoon & Hirvelia, 2004), the teacher should become up-to-date about the way to acquisition with technology in leaning (Chapelle, 2003; Nation, 2013; Reppen, 2010; Römer, 2011), the teacher should chose the material and tools when teaching vocabulary appropriately and become easy to access (Chapelle & Jamieson, 2007; Nation, 2013; Reppen, 2010).

The teachers have to use the media that can make learn vocabulary become effective such as used the tools that providing flexible, personalized and practical to used (Kukulaska-Hulme & Traxler, 2005), the applications should become popular for the user and well-function (Ahmed, selahattin, asli, et.al, 2016), the resources used for teaching vocabulary should can be used for teachers and also learners inside and outside of the class (Jesus, 2018), the teachers also have to be provided learning vocabulary for the learners become explicitly teach (Chapelle & Jamieson, 2007) such as ask them to use the dictionary and they not only looking for the definition but also the synonym and antonym of the word, then the language used should be in common to make it easier to used (Ruxana, Shaikh, 2015).

The Historical of CALL and MALL

According to Egbert (2005) state that computer is one of the media which can support in teaching language learning, then for the definition of CALL according of Levy (1997) he state that CALL is study with using computer application when teaching learning the language, there are some acronym was first used in 1980's era in North America and Europe such as CALI (Computer-assisted Language Instruction), CELL (Computer-enhanced Language Learning), TELL (Technology Enhanced Language learning), TMLL (Technology-mediated Language Learning) state by CHAPELLE (2005), then according to Lavy and Hubband (2005) although there are a lot of acronym that used but CALL

is the appropriate selection because this acronym is used in many references such as books, papers, conferences, and magazines in last 30 years not only that they also agree to use this acronym because CALL is appropriately defined in its field, there are some media that include in CALL such as slide projector, film projectors, tell me more software, hypercard, hot potatoes, movie maker, hangaroo etc but in this research the researcher use Hot Potatoes.

CALL consist of three phases, communicative CALL not only focus on what student did with the computer but also focus on student's working with computer (Warschauer and Healey, 1998), if we spanned a lot of time to use audio-lingual method so it is consisted of Behaviorist CALL, then integrative CALL is consisted of look for the both skills such as speaking, reading, listening, and writing using technology in teaching learning process. CALL takes a lot of the advantages in language learning but it is not mean that it is can change language teacher as Tafazoli and Golshan (2014) said that with CALL the teacher can use the technology in teaching learning process to make the student interesting and even motivate when follow the teaching learning process, then for MALL definition according to Junia, Luciana, Ronaldo (2017) state that study with mobile application in teaching language learning with connected with the internet, the feature in mobile phone can in anywhere and anytime, with mobile phone, according Kukulka-Hulme (2015) mobile phone or smart-phone can take the benefits a lot in learning the language, because the mobile phone now-days can use a lot as long as it is connected with the internet, and the other some media that include in MALL such as SMS, Quizizz, Kahoot, word games, electronic flashcard, etc and quoting by Kenning (2007). Muilenburg and Berge (2013, p.4) state that mobile technology can learned in language learning context also in interactive context.

Teaching using Hot Potatoes and Quizizz

Teaching using technology is good for the teachers or lectures (Mac Namara and Murphy; 2017), especially using CALL and MALL, in this research the researcher using Hot Potatoes and Quizizz. Quizizz is application that contain education which is can make the learners fun and interactive (F. Zhou; 2019), teaching learning using technology especially mobile phone can produce their learning outcome (P. Black and D. Wiliam; 1998) so that has a good quality in teaching learning also can influence the learning outcome of students, with technology especially mobile phone can make teaching learning do in online learning so that it can learn anywhere and anytime and also can increase their interest and motivation in learning (B. Bury; 2017, O. J. Hamilton-Hankins; 2017) like Quizizz, class which are using Quizizz in their teaching learning often got higher score in their assessment(F. Zhao; 2019), Quizizz is the application that is easy to use from teachers or lectures, this application also can improve their assessment in learning outcome(Nur, Lisa, Alia et.al; 2019), according to Bal, 2018 state that Quizizz can improve student's vocabulary, it can increase student's comprehension of the material(Safitri and Putra;2019). Then according Juniarta, dewi, Mahendrayana, et.al, (2019) Quizizz is one of the media that is included in MALL and also one of online application that was very benefit to help students to increase their vocabulary enhancement, then he state that that this software is one of the innovative learning strategies which can improve English skill.

Then we talk about Hot Potatoes in teaching learning, Hot Potatoes is the application that can use for vocabulary learning, Hot Potatoes is application developed at the university of Victoria by the researcher and development team especially for Humanities Computing and Media Centre in Canada(Arneil and Holmes; 2009), in hot potatoes the researcher can use JCloze which is the new word is linked with a context and the learner has to guess appropriate with the possible clue state by Arneil, Holmes & Street, 2001. In this application the researcher can create the question, answer and respond based on the topic that the teacher taught, then he also this software can facilitate students in teaching learning process so that students can raised student's motivation and student's achievement (Ezra; 2016), Hot Potatoes can help the students to learn English through game especially learning vocabulary(Soo,1999), the effectiveness of task created by Hot Potatoes is depend on the use of the teacher(Winke and MacGregor; 2001), and good task can be seen of the characteristics of the activities that focus on meaning, has a connecting with the real life (Skehan, 1998).

2.Method (Capitalized first letter, Times New Romans, Bold, 10 pt)

Research Design

In this research, the researcher will do pre-test, treatment and post-test to know which method that more effective to use in teaching learning process for vocabulary enhancement between CALL with hot potatoes and MALL with quizizz. There were two groups in this study, the first group is taught for vocabulary enhancement using CALL with hot potatoes and the second group is taught for vocabulary enhancement using MALL with Quizizz.

Table 1. Research Design

Group	Pre-test	treatment	Post-test
CALL	X	X	X
MALL	X	X	X

Table 2. The Schedule of Implementation for CALL and MALL

No	Meeting	Activities
1.	First meeting	Do pre-test for CALL and MALL
2.	Second meeting	Do treatment 1 st with the topic about procedure text
3.	Third meeting	Do treatment 2 nd with the topic about procedure text
4.	Fourth meeting	Do treatment 3 rd with the topic about song
5.	Fifth meeting	Do treatment 4 th with the topic about song
6.	Sixth meeting	Do post-test for CALL and MALL

In this study the researcher will do treatment four times for experiment groups, so the researcher will make 4 lesson plan for both group and will use same topic that appropriate with the syllabus which provided by school, after the researcher collected the data, the researcher will analyze the data using SPSS.

CALL'S PROCEDURE

1. The researcher introduces the lesson and the use of the Hot Potatoes Software to the students using offline way because in this CALL media the researcher using computer laboratory.
2. Every meeting, the researcher gives the material appropriate with the syllabus and 10 vocabularies words to understand the synonym and antonym through the Hot Potatoes Software.
3. The researcher ask them to discuss and take a note with the researcher about the lesson which is appropriate with syllabus and teaches them the 10 new vocabulary that can access in hot potatoes.
4. After the explanation of that, the students do vocabulary exercises based on the text from Hot Potatoes and then the worksheet is given by the researcher twice for four treatment.
5. The researcher checks the results of the students' vocabulary exercise and checks the students' achievement.

MALL'S PROCEDURE

1. The researcher introduces the lesson to the students in online learning using Quizizz.
2. the researcher sends the link in WhatsApp to join in quizzes
3. Every meeting, the researcher gives the material appropriate with the syllabus and 10 vocabularies words to understand the synonym and antonym through the Quizizz.
4. The researcher asks them to take a note of the material of the lesson appropriate with syllabus and teaches them the new vocabulary in quizzes.
5. After doing take a note of the material, the students do vocabulary exercises based on the text from Quizizz and the worksheet is given by the researcher twice for four treatments.
6. The researcher checks the results of the students' vocabulary exercise and checks the students' achievement.

Setting and Participants

The experiment conducted in online and offline way by involving 49 participants from senior high school of MAN 2 Gresik. In this experiment, the researcher was used two class and divided the participants into two group, the first group were 23 students and taught using CALL media in offline way because used computer laboratory of the school, while the second group consist of 26 students and would taught using MALL media in online way. Both groups received the same treatment which means same with material, topic, and 4 meetings for the treatment and 2 meetings for did the pre-test and post-test.

3. Findings and Discussion (Capitalized 1st letter, New Romans, Bold, 12pt)

Data Analysis

Data analysis was done after six meetings, the pre-test and post-test scores are took for the data used by the researcher, based on the table below, the calculate of mean and standard deviation for student's vocabulary enhancement, the mean of pre-test CALL group with Hot Potatoes data was 61.92 with the standard deviation of 23.15, while the posttest had a mean of 66.15 with the standard deviation of 19.61. Based on the mean of pre-test MALL group with Quizizz data was 77.17 with standard deviation of 16.01, while the posttest had a mean of 86.09 with standard deviation of 16.72. Based on the mean of pre-test control group data was 60.56 with standard deviation of 19.33, while the posttest had a mean of 63.74 with standard deviation of 14.74. Based on the mean of gain CALL group with Hot potatoes data was 81.06 with standard deviation of 14.09, while the mean of gain MALL with Quizizz was 88.70 with standard deviation of 5.73.

Table 3. pre-test, post-test and gain

Descriptive Statistics

	N	Minimum	Maximum	Mean		Std. Deviation
	Statistic	Statistic	Statistic	Statistic	Std. Error	Statistic
PRE_TEST_CALL	26	15.00	100.00	61.9231	4.54107	23.15500
POST_TEST_CALL	26	30.00	100.00	66.1538	3.84615	19.61161
PRE_TEST_MALL	23	25.00	100.00	77.1739	3.33899	16.01321
POST_TEST_MALL	23	35.00	100.00	86.0870	3.48566	16.71666
GAIN_CALL	26	55.00	92.50	81.0577	2.76368	14.09207
GAIN_MALL	23	70.00	95.00	88.6957	1.19565	5.73415
PRE_TEST_CONTROL	27	20.00	90.00	60.5556	3.72040	19.33179
POST_TEST_CONTROL	27	30.00	100.00	63.7407	3.41465	14.74302
Valid N (listwise)	23					

Normality Test

In normality test the data called as normal distribution if $p\text{-value (Sig.)} > \alpha = 0.05$ and the data called as nor normal distribution if $p\text{-value (Sig.)} < \alpha = 0.05$, based on the table below, both group were less than 0.05, so the data was called as not normal distribution. so that the next step to calculate the data would used Mann Whitney U to test the hypothesis that the researcher have made the assumptions.

Table 4. Normality test

Tests of Normality

	Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
GAIN_MALL	.242	23	.001	.836	23	.002

a. Lilliefors Significance Correction

Hypothesis Testing

Based on the normality test, the researcher used Mann Whitney U to test the hypothesis, so that the researcher made two assumption for the hypothesis testing:

(1) if $p\text{-value (Sig.)} > 0.05$: Null hypothesis(H₀): there is no significant difference on the student's vocabulary enhancement between students who were taught using CALL with Hot Potatoes and MALL with Quizizz, and (2) if $p\text{-value (Sig.)} < 0.05$, Alternative hypothesis (H_a): there is a significant difference in vocabulary enhancement between students who were taught using CALL with Hot Potatoes and MALL with Quizizz.

Table 5. Rank between CALL and MALL group

Ranks

GROUP	N	Mean Rank	Sum of Ranks
RESULT CALL	26	21.02	546.50
MALL	23	29.50	678.50
Total	49		

Table of Mann Whitney U Test Statistics^a

	RESULT
Mann-Whitney U	195.500
Wilcoxon W	546.500
Z	-2.142
Asymp. Sig. (2-tailed)	.032

a. Grouping Variable: GROUP

Based on the table data above the sig. of Mann Whitney U is $0.032 < 0.05$ so that there is a significant difference in vocabulary enhancement between students who were taught using CALL with Hot Potatoes and MALL with Quizizz, then to know the effectiveness of the media, the researcher have to calculate the effect size on the data, and the result is 0.3067, which means that there is a medium effect based on the result of calculate the size effect of Mann Whitney U data.

Discussion

In this study the researcher used quantitative with Quasi Experiment design, and in this study the researcher did pre test first to know their ability about vocabulary for every group then did treatment for CALL with Hot Potatoes and MALL group with Quizizz and the last did the post test for every group.

In the previous study which is most relevant with this research is also doing comparative media between students who taught using CALL and students who taught using MALL, but in the previous research the researcher using Tell Me More software for teaching CALL group and SMS for teaching MALL group, and the result of the previous study is both group can improve student's vocabulary enhancement (Katemba,2019), so that in this research the researcher try to use different applications between CALL and MALL that is Hot Potatoes for CALL and Quizizz for MALL, which is in the previous application has high cost then in this research both different application are more friendly used also has some advantages. Based on the sighting of the treatment, MALL with Quizizz has medium effective because as long as the treatment the score of the students were higher when they used Quizizz as the media, it seems line with the previous study that when the students used mobile phone they will generally got better test result to learn a second Language (Al-Emran et al., 2016; Hwang et. al, 2011; Jaradat, 2014; Rossing et al., 2012; Zaldívar et al. 2015), and specifically seems with F. Zhao, 2019 that the students often got higher score in their assessment when used Quizizz. Then with Quizizz it can make the students more active in the class learning because there is a slide that ask the students to write their own answer appropriate with the question so that they can open the next slide and join the learning process (Help Center: What is Quizizz, 2017). And then, the enthusiasm of the students were depend on the topic, it seems like the third and forth treatment, they were more excited, and there is a connection between interest and learning performance (Garner, Alexander, Gillingham, Kulikowich, and Brown, 1991; Ainley, Hidi, and Berndorff, 2002; Hidi, 1990, Hidi 2001, Schiefel, and Krapp, 1996) because, the learners will pay more attention to interesting material and will get higher cognitive when doing interesting task (Ainley, Hidi, and Berndorff , 2002).

According to Muliana & Rizkia (2016) state that CALL can increase student's vocabulary, according to Jonasses (1996); Salabery (1999); Rost(2002); In Lai(2006) state that using CALL can make the learners do individualist it means that they can determine which skill that they want to improve according their level speed, then according Ansel et.al (1992) in Hartoyo (2006;31) state that laboratory in school only can access in certain and limited time, then using computer also increase cost so not all the people and school own it (Gips; 2004, Lai;2006), also not all people can use computer technology it means that students and especially teachers have to gain the knowledge before implemented computer technology so only for those people who is a familiar with computer can take benefits of it (Roblyer;2003, Lai;2006)

Then according to Duman, Orhon, & Gedik (2015) state that MALL is used mostly in language learning and mostly learn the vocabulary as the target skill that used in teaching learning using MALL, according to Huang et.al (2012) as cited by Viberg & Grönlund (2012:1) state that with mobile phone it can do many things and flexible, then using mobile phone can decrease the cost than pc's, the size of mobile phone also small so it can easily bring and learn anytime and anywhere, then some students sometimes felt shy in classroom and using online learning with mobile phone may do much better (Robert;2016).

And based on the data from Mann Whitney U test p-value (Sig.) $0.032 < 0.05$ it means that there is a significant difference between students who taught using CALL with Hot Potatoes and MALL with Quizizz for vocabulary enhancement, and there is a medium effect based on the result of calculate the size effect of Mann Whitney U data.

4. Conclusion

Using technology such as CALL and MALL in now days for teaching learning are recommended because the teacher can easily to make the students comprehend the material then well prepared also enjoy the atmosphere in the class. Then in this research the researcher used non parametric test using Mann Whitney U and the result shown that the sig. of Mann Whitney U is $0.032 < 0.05$, so that there is a significant difference in vocabulary enhancement between students who were taught using CALL and MALL and based on the mean rank of CALL group was 21,02 while the mean rank of MALL group was 29.50 and it can be concluded that the mean rank of MALL group with Quizizz are higher than CALL group with Hot Potatoes, which is the researcher have to calculate about the effect size, and the result for calculating the effect size on the data was 0.3067, which means that there is a medium effect based on the result of calculate the size effect of Mann Whitney U data.

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