

## CHAPTER II

## REVIEW OF RELATED LITERATURE

### A. Vocabulary Exercise

Language learning has several different aspects<sup>1</sup>. They are supported by existing web-based which can be classified into seven categories: vocabulary, grammar, reading, listening, writing, pronunciation, and speaking. Vocabulary helps learners to build their knowledge of words and master the meanings. To support these language learning activities, there are variety types of exercising.

1. There are some types of exercising that can be used for vocabulary language learning activities, those exercise types are<sup>2</sup>:
  - a. Multiple-choice exercises is the form of a question, the learners have to select the correct answer. This is a traditional language learning exercise that is generally used for grammar, listening, and reading. Questions and answers can be made as text or images.
  - b. Matching exercises is used to find two matching items, they have the same definition or antonyms. There are four kinds of matching exercise such as follows:
    - Matching picture and word
    - Matching text and pronunciation
    - Matching word and definition

<sup>1</sup> Edge, J. Addison Wesley. *Essentials of English Language Teaching*. (1993) page 63

<sup>2</sup> Waschauer, M. Healey, D. *Computers and Language Learning. An overview" Language Teaching.* (1998).page 57

- <sup>3</sup>Chapelle, C.A. *Computer Application in second Language Acquisition.*( Cambridge university press: 2001) page 56

activity, for example “Click the matching words or picture with the meaning”.

- b. Level elements specify the exercise in a difficulty level from beginner, intermediate and hard for each exercise.
  - c. Hints include for many exercise, it helps the learners to get the answer.
  - d. Check elements give to the learner judge correctness according to the answers. It can be provided by the teacher. Check elements usually provides both active and passive checking mechanisms.
  - e. Feedback elements give information about the learner’s performance and support them to continue to the next exercise.
3. Carles Anderson categorizes the criteria of good vocabulary exercise in five types<sup>4</sup>.
- a. Focusing on useful word, preferable high frequency words that have been met before.
  - b. Focusing on a useful aspect of learning, it has a useful learning good.
  - c. Getting learners to meet or use the word in ways that establish new mental connections for the word. It sets up useful learning condition involving generative use.
  - d. Involving the learners are more actively searching and evaluating the target words in the exercise.
  - e. It does not bring related unknown or partly known words together.

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<sup>4</sup>J. Charles Aderson,caroline Clapham, Dianne wall. *Language test construction and evaluation*.(university press.cambridg.1995)page 9





- Total cost ownership

The last criteria is total cost ownership, you should know where the money can be saved.

- b. Chad R. Fisher categorize software evaluation criteria, there are six criteria that should be considered in software decision. Selection process is better if knowing the right information from the software<sup>7</sup>.

- Functionality

It has function for many people, so it will give positive effect. Software also has to be known well, but it does not have specific functionality.

- Technology

It is important to remember that you should have a forward looking for technology that has momentum for the future, and also you make sure that it is suitable with other system in your house.

- Software Vendor

The software vendor is a part of the software selection process. It makes you interesting, because the software can make new enhancements the product. You get the advantage of the software.

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<sup>7</sup> Fisher . R. Chad “ *Software Evaluation Criteria*” (<http://EzineArticles.com>, accessed on may 20, 2012)

- **Implementation Vendor/VAR**

The software should give tow needing of the user. Generally there are two interesting. First it can be implemented in education. Second it is for reseller.

- **Maintenance & Support.**

You should make sure that the software can be expected maintenance for the cost this investment.

- **Total Cost of Ownership**

The software criteria can consider the total cost of ownership. It means software that you have been chosen able to use for many years in the future, because software license, software license, software maintenance and implementation service, those are components that should be had by the software.

c. Cinoy Ravindran categorizes good software exercise in to seven criteria. Those are<sup>8</sup>:

- It should be reliable, it should function accurately for a long period of time and also function correctly over all ranges and combination of data.
- It should be robust, unwanted inputs or data should be identified and proper error message should be flashed.

<sup>8</sup> Ravindran cinoy. "*Basic and criteria for good software*". (<http://ezincarticles.com> Basics-and-Criteria-for-Good-Software. Accessed, on 30 july 2012)

- It should be friendly, the software with enough comments, tips, on or off line help and short cut options.
- It should be efficient. The software has minimum memory and quality of output.
- It should be interested. The software should be simple so that it can be understood.
- It should be portable so that the program can be executed on different machines.
- It should follow all standards and have proper documentation

### 3. Criteria good language software exercise

There are some criteria of language software exercise should be considered. Those are:

- a. Philip Hubbard categorizes good language software in to seven criteria. Those are<sup>9</sup>:

- The screen layout or interfaces is concerned with all aspects of the basic on screen, including fonts, color, controls, video and audio.
- Timing is a relevant category for some software, it is used for a student to perform some action.

<sup>9</sup> Hubbard Philip. *Evaluating call software*. (stanford university :2006) page. 12



- The control options category is used to know the ability of students to go to next level.
- User input is used to how the learner responds to implicit or explicit prompts from
- The program should has Input judging for handling user input, which can involve such actions as recording a mouse click, various types of pattern matching.
- The software should have feedback of the program as the result of the input judging.
- Options represent the final element to be considered in software exercise to help the students.

b. Clayton R. Wright divides criteria good software language exercise in to seven categorizes. Those are<sup>10</sup>:

- General information:

The learners are provided the general information that is assist them in completing and understanding the course.

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<sup>10</sup> Wright. R. Clayton.. *Criteria For Evaluating The Quality Of Online Course*. (Edmonton: 2001)  
page 7



## C. Review Tool for Software Exercise

### 1. Memory Game Maker

Memory game maker is intuitive drag and drop programming system that is very easy to start. You can create your own simple game. It is also possible to make very professional looking game<sup>11</sup>.

#### a. Kind of memory game maker<sup>12</sup>.

##### i. Tetris game maker

Language online Tetris is game like other versions of the game, it is completed with different shaped blocks fall from the top of the screen. The blocks can move to the left or right. It can be rotated to form uncompleted row. The language task for students can be created by using the Tetris game maker. There are many ways to give the clues those are text, picture or voice recordings.

##### ii. Sentence game maker

Language online sentence game is a sentence that includes some words missing and numbers of possible answer words. Students have to choose the true answer word to complete the sentence. Students can learn sentence structure, grammatical points and word order.

##### iii. Comprehension Task maker

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<sup>11</sup> Jacob Habgood, Nana Nielson, Martin Rijiks and KevinsGrossley. *The Game Maker'sCompanion*, ( New York : 2010) page 21

<sup>12</sup> Overmars. Mars .*game maker*.(<http://www.eduweb.vic.gov.au/languagesonline-games-portal-index.htm>. Accessed on june 25,2012)

comprehension task maker. First it is information for comprehension. Second question can be created multiple choice and true or false.

## iv. Portal Maker

It is part of memory game maker, it usually uses for a general resource index page. And also link to useful material on a range of topic or class. So it is a great way to organize the files in to one folder for easy access and management.

**b. The versions of memory game maker**

i. Version 1.6

- It is included with toll for preventing sound recording on XP fixed
- It is released 2-april-2012

## ii. Version 1.5

- It is compatible for Windows 7 version
- The game can be saved as EXE files
- XML files now saved as UTF-8 making games compatible with more web server

### iii. Version 1.4

- This version has been included some system for fixing the game

## iv. Version 1.3

- It has Improved save process allows easier navigation to common locations
- There is no file name required when saving new sound recording
- It is included with Panel to accent characters
- Games can be saved as a HTML file, exe file (Self executing zip) or standard zip file
- Audio control panels can worked in vista

## v. Version 1.2

- The players can restart the game during they use all their bullets.
- The maker can load all the games after bug in maker is fixed.

## vi. Version 1.1

- Changes made to allow game to work when uploaded to live webservers. (XML files renamed to 'sentence.xml' - rather than 'Sentence.xml' - to accommodate case sensitive web servers).
- Path notation in XML corrected enabling completed games to be played on Macs.
- The game can be played on Macs, because path notation is corrected to get completing games.



#### d. The Disadvantages of Memory Game Maker.

Ashley Cullen categorizes the disadvantages of memory game maker, such as follow<sup>14</sup>:

- Impression

The game maker looks like as kids tool, because it is same as poop

- Versions sucks like atom- powered dyson.

Some of versions do not work, because they are only compatible with high resolution. So it is impossible to make game in computer with low resolution.

- Issues with full screen on windows 7

Game maker gets lazy on windows 7. It does not want to use interpolation for scaled image.

- Sprite loading issues in game maker 8.1

The older computer, note book and net book with integrated video cord can be crashed by the game during scene loading.

- Awkward dev. schedule.

Sometime the memory game maker versions have not been update since several months, so the programmer focuses on game maker studio.

- Built in editors are bad

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14. TeeGee. *Professional Developer's Look at Game Maker*. (<http://www.professional-developer's-look-ay-game-maker.com>). Accessed on 5 june 2012)

The game maker just uses normal graphics software for the art, because it is unwieldy if you built in editors for art assets and level designs.

- Lack of portability

There are exporters for MAC, ION and Android that are not pretty unfavorable deal with memory game maker.

- Team work on game maker is hard

Memory game maker only uses a single file, so it is difficult to operate with several team members.

## 2. Hot Potatoes

Hot Potatoes is software that contains five applications, they are suitable in an educational. Hot potatoes are a simple way of creating attractive, web-based interactive exercises with student feedback. The program can create interactive Web-based teaching exercises which can be delivered to any Internet-connected computer with a browser. The exercises use HTML and JavaScript to implement their interactivity. The program creates the Web pages for you, and you can upload them to your folder on the server<sup>15</sup>.

- a. There are five basic programs in the Hot Potatoes suite:
  - The JQuiz program creates question-based quizzes. Questions can be made different types, including multiple-choice and short-answer. It has Specific feedback that can be provided both for right

<sup>15</sup> Research and Development.team. *hot potatos version 6.*(<http://www.halfbakedsoftware.com>. Accessed on 23 march. 2012)





- Access to a Web server if you want to deliver your exercises on the Internet

### 3. Text Toys

The program is used to create interactive language learning exercises. It is developed by John and Muriel Higgins. You can download and install free of charge.

- a. There two Programs on the text toys, those are<sup>16</sup> :

- Web rhubarb

It is created a web page and displays with the text. Web rhubarb has character with most of words are blanks, so the students used to work finding the best word to complete the text.

- **Web sequitur**

Sequitur is created a web with text that splits in to the segments. The parts are random so students should choose the best word to sequence the sentence based on grammatical.

#### D. Review of Previous Study

The study relates to the using of technology, it is conducted by some researches: Astiti, she discusses about the use of computer or technology in language learning. She describes the implementation of computer in teaching speaking at the class room, computer as part of technology improves the ability in speaking. Those studies indicates the same fact , computer and

<sup>16</sup>Jonh. Muriel Higgins.*Creative Technology*.(<http://www.cict.co.uk/texttoys/example>. Accessed on April 21,2012)

