

**NEED ANALYSIS FOR THE DEVELOPMENT
OF AUGMENTED REALITY APPLICATION TO
TEACH ENGLISH VOCABULARY FOR
BARUNAWATI HIGH SCHOOL**

THESIS

Submitted in partial fulfillment of the requirement for the degree of
Sarjana Pendidikan (S.Pd) in Teaching English



**UIN SUNAN AMPEL
S U R A B A Y A**

By

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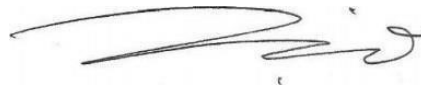
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ADVISOR APPROVAL SHEET

This thesis by Renaldi Bimantoro entitled “*Need analysis for the development of Augmented Reality application to teach English vocabulary for Barunawati High School*” has been approved by thesis advisor further approval by the Board Examiner.

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Others current studies based on the Hamad entitled, “Breaking Down the Classroom Walls: Augmented Reality Effect on EFL Reading Comprehension, Self-Efficacy, Autonomy, and Attitudes”. This research held on college students level to explore the connection between Augmented Reality and college students’ characteristics. The hypothesis of this research is really sure if Augmented Reality will bring the positive effect. The hypotheses are suitable with the result of this research. The result showed that with the Augmented Reality gives the profit to rise the interest of the college students. Also, the Augmented Reality will facilitate the teacher in the digital era nowadays.

The study of “Exploring the effect of materials designed with Augmented Reality on language learners’ vocabulary learning” was structured by Ekrem Solak and Recep Cakir in 2015. In their study, Augmented Reality will be a medium to establish the students’ level of motivation in the classroom and identify the correlation between academic achievement and motivational level. The researchers were used descriptive qualitative research; it helped them to describe with clear and specific. The instrument of this study was the Material Motivational Survey by Keller. There are 130 students undergraduate, and consists of 82 females, 48 males. The researchers selected the participants from a state-run University in Turkey. Augmented Reality is implemented in the classroom to be a media of teaching vocabulary by researchers. Doing AR as a medium improves the undergraduate students’ motivation when learning vocabulary in the school. Another benefit of AR it also gives a positive effect on the correlation between the students’ academic achievement and students’ motivation.

Another study was designed by Ahmed Ashley-Welbeck and Dimitrios Vlachopoulos, and the titled “Teachers’ Perceptions of Using Augmented Reality for Language Learning in Primary Years Programme (PYP) Education. International of Journal English Teaching”. The researchers want to explain some of the possibilities in applying the AR, positive value, and difficulties when using AR in the Egyptian International Baccalaureate (IB) school. In this study, the researchers mentioned three objectives study based on their research question. The first objectives are to know the Teachers’ abilities and knowledge in supporting the implementation of Augmented Reality when doing the Primary Years Programme (PYP). The second is to find out the difficulties of using AR in PYP learning that Teachers faced, third is to discover the AR opportunities when implemented in PYP language education. Researchers chose the qualitative case study because this study is still developing, especially for Augmented Reality media is something new, and the Teacher was going interviewed by researchers. The researchers used a semi-structured interview to collect the data. Then, the Teachers’ perception was analyzed, observed, and recorded by face-to-faced. The researchers conclude by using AR, it motivated the students to engage

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