Playing 4 Pics 1 Word for Vocabulary Learning: EFL Students' Perception

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Abstract

4 Pics 1 Word Application is a picture guessing game where at each level we will be given four pictures related to one word. The aim of this research is to find out the EFL students' perception about playing 4 Pics 1 Word for vocabulary learning. This research used descriptive qualitative method. The researcher used direct interviews as a data collection technique for 3 students from class VII who attended a Junior High School in the Padang Lawas district. The result of this research are that the advantages of using the 4 Pics 1 Word application are that it is an exciting and challenging game, provides various levels and categories, provides a help feature for answering difficult questions, does not require an internet connection when using the application, has a simple and easy interface used, the 4 Pics 1 Word app can be used by all ages. Besides the advantages, there are also disadvantages of the 4 Pics 1 Word application in accordance with the perceptions of students who use the application as a learning media for learning vocabulary, namely some questions or words are considered too difficult to answer, advertisements are quite annoying when playing for free and some special features which is only available in the paid version.

Keywords: *EFL students, Perception, Vocabulary learning, 4 Pics 1 Word*

INTRODUCTION

As you know, people are social animals who can connected and socialize with the individuals around them. When somebody needs to have a discussion, dialect is the foremost critical and important tool. Dialect could be a framework of talked and composed communication that's shared by all individuals on soil. As you know, each locale and nation contains a distinctive dialect, but since of these contrasts, individuals are joined together by learning the dialect and utilizing the dialect. According to Daulay et al (2021:346), etymology is the science of dialect or the think about of dialect. Dialect plays a really vital part in our existence. Knowing a dialect makes it less demanding

for us to associated with each other, with family, society, indeed with nonnatives who utilize that dialect depending on the locale or nation of root. Since of this, dialect is profoundly created and reflects complex considering. Dialect clients proceed to create an boundless number of dialects (Daulay, 2011:15). In general, there are five language skills that are very important for us to master, especially for EFL students, namely listening, speaking, reading, and writing skills. The vocabulary is the most important element that we must have so that we can master the four skills.

A vocabulary is a collection of words available to speakers or creators of a language. Vocabulary can refer to all the words of a language as a whole, or it can refer to words and phrases used in a particular variation such as dialect, register, terminology, etc (Mailani, et. al, 2018: 96). Consistent with Hartman's statement, Spencer (1992) considers vocabulary, the words used to study the subject, and the dictionary with clear and concise descriptions as the highest skill a reader or writer can acquire. According Adelita & Fithriani (2023: 4), Vocabulary mastery and development are the main factors that support the success of language learning. We need vocabulary when listening with the aim of understanding what the speaker is saying, we need vocabulary when speaking with the aim that what we convey can be understood by others, we need vocabulary when reading with the aim of understanding the contents of the speech and we need vocabulary when writing so that what we write can be conveyed and understood by the reader. So it can be concluded that the city of words is very important for us, especially EFL students.

In this modern era, there are many learning media that can be used to train our abilities and develop our knowledge as students, one of which is by utilizing technology (Khoiroh, 2023). Data and Communication Innovation (ICT) has continuously been useful for instruction since it permits understudies and instructors to continuously have get to to the most recent apparatuses to back their instructing. With the assistance of ICT, instructive advancements can be accomplished (Kee & Samsudin, 2014). Present day innovation has brought numerous disclosures to human life. In terms of communication, portable phones play an imperative part in shaping our lives and there's no doubt that the world of instruction is attempting to take advantage of it (Yudhiantara & Nasir, 2017). The examples of technology that are often used as learning media are mobile phones and laptops. By using the internet network we can access the various applications we want via mobile phones or laptops to help us understand the subject matter. One type of application that we can use as a learning medium is 4 Pics 1 Word. The application can help us to learn vocabulary.

4 pics 1 word is an application in the form of a daily addictive puzzle game that we can play alone or with friends. In this application there will be interesting pictures and daily puzzles that will hone our brains. When we play 4 Pics 1 Word, we will guess the word, if it is correct then we will get coins and we can train our brains to improve our English skills by increasing our vocabulary. Because the application will provide four images that have similarities and we will guess which image matches the word. And this application also provides a level to find out our level of English ability, which in turn will challenge our brains to think harder about which pictures match those words.

Before conducting the research, the researcher made observations of class VII students who attended a junior high school in the Padang Lawas district which used the 4 Pics 1 Word Application as a learning media for vocabulary. From the results of these observations, the researcher found that students felt happy when using the application, but students also said that sometimes they felt overwhelmed because some questions were too difficult to answer. From the results of these observations, researcher is interested in further researching related to how EFL students perceive the use of 4 Pics 1 Word as a media for learning vocabulary.

From the background above, the researcher raised the title about "Playing 4 Pics 1 Word for Vocabulary Learning: EFL Students' Perception".

METHOD

This study use descriptive qualitative method. The qualitative approach is also descriptive when the data is collected in the form of words or photos and not numbers (Bogdan & Biklen, 2007). This research was designed with a qualitative approach and a descriptive system. In accordance with the qualitative understanding, the reason why use qualitative research method, because qualitative research method is a descriptive method and tends to use analysis, so that it has made it easier for researcher to conduct research and find accurate and correct research results related to the results of the EFL students' perception in playing 4 Pics 1 Word for vocabulary learning. The participants of this study are 3 students from class VII who attended a junior high school in the Padang Lawas district.

Data were collected by researcher through interviews. To find out about the EFL students' perception in playing 4 Pics 1 Word for vocabulary learning., researcher conducted interviews with participants with the aim of knowing and obtaining further information about the focus of this study and strengthening the findings. In this part of the interview, the researcher collects answers from the results of the interviews with the participants. Information from interviews

was collected and analyzed by researcher so that the data presented is more accurate.

RESULT AND DISCUSSION
RESULT

In this research, the researcher used 3 students from class VII who attended a junior high school in the Padang Lawas district. From the results of interviews conducted by researcher with participants regarding students' perceptions of using playing 4 pics 1 word for vocabulary learning, the participants had the following perceptions:

The first participant with the initials TW said that:

"Kalau menurut persepsi saya mengenai aplikasi 4 Pics 1 Word ini seru dan menantang kak, karna ada banyak level dan kategori yang tersedia di dalam aplikasi ini jadi kita nggak merasa bosan, dengan menggunakan aplikasi 4 Pics 1 Word kita bisa tau level dari kosa kata yang kita miliki semakin tinggi level kita maka gamenya pun semakin menantang kak. Jadi menurut saya aplikasi ini cocok untuk digunakan sebagai media untuk memperbanyak kosa kata penggunanya. Tapi ada juga kekurangannya seperti pas kita menggunakan 4 Pics 1 Word secara gratis pasti banyak kali iklan yang lewat jadi agak mengganggu kefokusan kalau digunakan sebagai media pembelajaran. Gitu si kak ku mengenai aplikasi terseut".

From the participants' perceptions, it can be concluded that the 4 Pics 1 Word Application is an exciting and challenging application, because the application provides many levels and categories so that users don't feel bored. By using the 4 Pics 1 Word Application, users can find out the level of vocabulary they have, so the higher our level, the more challenging the game will be. So the participants stated that the 4 Pics 1 Word Application was suitable for use as a learning medium to increase the user's vocabulary. However, aside from the advantages of 4 Pics 1 Word, participants also stated that when using 4 Pics 1 Word for free a lot of advertisements would appear so that it would interfere with their focus when learning to use the application.

The second participant with the initials BT said that:

"Kalau menurut saya di aplikasi 4 Pics 1 Word ini ada beberapa soal atau kata yang memang sulit untuk dijawab. Tapi mungkin karna aplikasi tersebut ada levelnya jadi mungkin semakin tinggi level seseorang maka semakin sulit pula soal yang dijawab. Untungnya aplikasi tersebut menyediakan fitur bantuan untuk menjawab soal yang sulit jadi kendala yang saya alami barusan bisa teratasi. Dan yang paling saya sukai dari aplikasi ini ialah kita bisa belajar kosa kata dari aplikasi tersebut tanpa menggunakan jaringan internet alias bisa digunakan dalam keadaan offline hehe".

From the perceptions of the second participant, it can be concluded that the drawbacks of the 4 Pics 1 Word application are that some questions or words are difficult to answer, fortunately the application provides assistance features to answer questions that are difficult in our opinion. The 4 Pics 1 Word Application can be used as a media for learning vocabulary. Participants also said that the application could be accessed without using an internet network, in the sense that we could use 4 Pics 1 Word offline.

The third participant with the initials AN said that:

"Saya menggunakan aplikasi 4 Pics 1 Word sebagai media pembelajaran untuk meningkatkan kosa kata saya kak. Kalau saya pribadi senang menggunakan aplikasi tersebut karna tampilannya sederhana dan mudah digunakan jangankan saya yang sudah SMP adik saya yang masih SD juga bisa menggunakan 4 Pics 1 Word ini kak. Jadi bisa disimpulkan kalau aplikasi 4 Pics 1 Word bisa dimainkan oleh semua usia baik anak SD, SMP maupun yang sudah kuliah, itu si meurut aku kalau masalah 4 Pics 1 Word ini. Tapi namanya juga buatan manusia pasti tidak ada yang sempurna kan kak?, jadi menurut saya yang memang pengguna aplikasi 4 Pics 1 Word ada beberapa fitur khusus yang memang hanya tersedia dalam versi berbayar istilahnya yang premium haha".

From the third participant's perception, it can be concluded that the 4 Pics 1 Word Application is able to increase the vocabulary of its users. The application provides a simple and easy-to-use display for all levels of education, be it elementary, junior high, high school students to college students, the application can be used. However, there are drawbacks to the 4 Pics 1 Word Application, namely there are several special features which are only available in the paid version, so users cannot access it for free.

From the three answers from the participants above, it can be concluded that the 4 Pics 1 Word Application can be used as a learning media to increase students' vocabulary. From the participants' perceptions, it can be seen that the advantages of using the 4 Pics 1 Word application are that it is an exciting and challenging game, provides various levels and categories, provides a help feature for answering difficult questions, does not require an internet connection when using the application, has a simple and easy interface used, the 4 Pics 1 Word app can be used by all ages. Besides the advantages, there are also disadvantages of the 4 Pics 1 Word application in accordance with the perceptions of students who use the application as a learning media for learning vocabulary, namely some questions or words are considered too difficult to answer, advertisements are quite annoying when playing for free and some special features which is only available in the paid version.

DISCUSSION

From the findings above it can be seen that 4 Pics 1 Word is a picture guessing game where at each level we will be given four pictures related to one word. Our task is to guess the word by combining the four pictures listed. By using the 4 Pics 1 Word Application, we can improve our vocabulary skills and hone our memory in a fun way. From the participants' perceptions, it can be seen that the advantages of using the 4 Pics 1 Word application are that it is an exciting and challenging game, provides various levels and categories, provides a help feature for answering difficult questions, does not require an internet connection when using the application, has a simple and easy interface used, the 4 Pics 1 Word app can be used by all ages. Besides the advantages, there are also disadvantages of the 4 Pics 1 Word application in accordance with the perceptions of students who use the application as a learning media for learning vocabulary, namely some questions or words are considered too difficult to answer, advertisements are quite annoying when playing for free and some special features which is only available in the paid version.

The findings in this study have differences with the first and second previous studies. For the first previous study written by Cristie Ann L. Jaca1, Bernardo M. Tumulak III, Verner V. Boaquin (2023) entitled "Lived Experiences Among Grade 10 Students in Playing 4 Pics 1 Word for Vocabulary Learning". As for the findings of this previous study, the themes that emerged from student responses were: being challenged, involved, increasing critical thinking skills, and increasing vocabulary skills which showed that students had varied learning experiences. In addition, this study found that students' experience in playing word games helped them develop an interest in learning new words, increased their confidence in self-expression, improved analytical skills, and improved reading comprehension skills. This implies that their gamified learning experiences helped them improve their vocabulary skills and attitudes towards learning vocabulary. Furthermore, this research concludes that gamified learning, substituted with picture presentation, is beneficial for students' experience in learning vocabulary so teaching gamified vocabulary must be applied. From the results of these previous findings it can be seen that there were no findings which stated the shortcomings of the 4 Pics 1 Word Application while in this study there were findings which stated that besides the advantages there were also disadvantages of using the 4 Pics 1 Word application as a media for learning vocabulary.

The second previous findings were written by Devika Adelita & Rahmah Fithriani (2023) entitled "Gamified EFL learning: Utilizing 4 Pics 1 Word

Application in Vocabulary Class". These two previous studies also have differences with the results of the research in this article. As for the results of the second previous study, the findings showed that students viewed the use of 4 Pics 1 Word in the vocabulary class positively. This application is believed to be efficient and well designed, with an interesting and fun learning environment. Increased motivation and interest in learning, increased vocabulary mastery, and a more active and enjoyable learning process is some of the benefits mentioned by students. From these findings it can be seen that there are no findings which state the disadvantages of using the 4 Pics 1 Word Application as a media for learning vocabulary

From the discussion above it can be concluded that there are differences in the results of this study with the two previous studies. In the results of this study, the researchers found the advantages and disadvantages of the 4 Pics 1 Word application according to the perceptions of EFL students as participants in this study, while the two previous studies did not write that there were findings which stated the shortcomings of the 4 Pics 1 Word application as a medium for learning vocabulary.

CONCLUSION

From the result finding above, the researcher conclude that 4 Pics 1 Word is a picture guessing game where at each level we will be given four pictures related to one word. Our task is to guess the word by combining the four pictures listed. By using the 4 Pics 1 Word Application, we can improve our vocabulary skills and hone our memory in a fun way. From the participants' perceptions, it can be seen that the advantages of using the 4 Pics 1 Word application are that it is an exciting and challenging game, provides various levels and categories, provides a help feature for answering difficult questions, does not require an internet connection when using the application, has a simple and easy interface used, the 4 Pics 1 Word app can be used by all ages. Besides the advantages, there are also disadvantages of the 4 Pics 1 Word application in accordance with the perceptions of students who use the application as a learning media for learning vocabulary, namely some questions or words are considered too difficult to answer, advertisements are quite annoying when playing for free and some special features which is only available in the paid version.

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