

ABSTRACT

Riadin, Ari. (2024). Developing EFL High School Students' Vocabulary Mastery Using Assemblr Edu Augmented Reality (AR) Media. A Paper. English Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Gunung Djati Bandung.

Learning vocabulary is becoming more engaging and meaningful due to the growing popularity of technology in the classroom. Teachers frequently employ technology in the classroom, including mobile apps, PowerPoint, and other digital tools. This study determines the context of vocabulary problems faced by students in XI IPS 4 class at SMAN Jatinangor in learning English. This study aims to examine whether the effect of the use of Assemblr Edu augmented reality media on student vocabulary mastery is significant or not. This study used a quantitative method and a pre-experimental research design with one group pre-test and post-test. This study's instrument is a written test. The tests are pre-test and post-tests to determine students' basic vocabulary before and after treatment. This study's population consisted of one class of 25 students.

For data analysis in this study, SPSS version 25 was used. Based on the pre-test results, the data indicates that the mean score of the pre-test score is 46.44. It showed that almost all students' scores were still low. It can be concluded that students' vocabulary before using Assemblr Edu augmented reality is weak. Regarding the second research question, based on the post-test result, the data indicates that the mean score of the pre-test is 72.16. This study demonstrates that students' vocabulary improved, pronouncing well, and understanding vocabulary after using the Assemblr Edu augmented reality media. Regarding the last research question, this study demonstrates that Assemblr Edu augmented reality media are effective. This proved that the average result of the means of the post-test is higher than the pre-test ($72.16 > 46.44$). This indicates that students' vocabulary mastery has improved. The result, the sig, two-tailed value in the statistic test using the Wilcoxon test was 0.000, less than 0.05. The alternative hypothesis was accepted, and the null hypothesis was rejected because the Assemblr Edu augmented reality media significantly affected the vocabulary mastery of the students in the XI IPS 4 class SMAN Jatinangor.

In conclusion, the Assemblr Edu augmented reality media is effective in developing students' vocabulary mastery. Furthermore, after using the Assemblr Edu augmented reality media, students' vocabulary improved, pronouncing well, and understanding vocabulary after receiving treatment. As a result, Assemblr Edu augmented reality media is an educational medium for English teaching.

Keywords: *Assemblr Edu, Augmented Reality, Vocabulary Mastery*