The Implementation of Duolingo Application to Enhance English Learning for Millennials

Sekreningsih Nita [1], Eka Resti Novieta Sari[2], Kelik Sussolaikah [3], Satrio Muhammad Fathur Risky [4]
[1] *Unversitas Persatuan Guru Republik Indonesia Madiun, Indonesia*
[2] *Unversitas Persatuan Guru Republik Indonesia Madiun, Indonesia*
[3] *Unversitas Persatuan Guru Republik Indonesia Madiun, Indonesia*
[4] *Unversitas Persatuan Guru Republik Indonesia Madiun, Indonesia*

Corresponding Author: Sekreningsih Nita,　E-mail; nita@unipma.ac.id

Article Information:	ABSTRACT
	With the rapid development of information technology, millennials prefer learning english instantly digitally by using an internet connection that can be accessed anyone, anytime and anywhere. The Duolingo application is one of those modern application that facilitate language acquisition by offering an english course model based on everyday life in a simple way. This research used qualitative method with 30 millennial participants and data collection was carried out by giving questionnaires and direct interviews. The results of the study stated learning english with duolingo that 46,67% can given many opportunites for users society, 56,67 % to learn independently and 36,67% can learn outside of the classroom. Positive impact on millennials become more motivated and practice more often and are skilled in applying it in everyday life. Besides that, the mastery of vocabulary becomes more, it is easy to memorize grammar and pronunciation because this application provides acombination of abilities in pronouncing and translating words from pictures. So Duolingo App is a fun combination of text elements with audio-visual questions. With the gamification system offered by Duolingo app, it can help build interest in learning in a way that is comfortable and doesn't get bored easily when studying, especially by millennials. **Keywords**: *Duolingo, Gamification, Learning English*

INTRODUCTION

In era globalization, English Language acquisition is significant as education world. This research is aimed at investigating the use of Duolingo media in learning

English as workers. Media applications such as the Duolingo application are English expecially to improve vocabulary learning applications, (Sholikha, 2022).. The statement (perez, 2020), argues that everyone can learning is a life-long, it never stops to learn a language. If workers want to learn English, they don't need to study at a school or course, very simple, easy, effective and efficient with the duolingo application. This study discusses the process of using an already developed language learning online software, Duolingo, to supplement learning basic English reading for workers (Hakimantieq, 2022).

Learning a foreign language (English) through Duolingo, provides a different experience. Every the learning system must have elaborated some aspects of the methodology, which guarantees learning success These aspects are facing progress, motivation, feedback and vocabulary (Rifdinal, 2022). Lessons are provided in both written and audible form, as well as speaking practice for more experienced users. There are questions in one chapter that must be completed by users of this application. (Adensyah N, 2019). Duolingo Online applications are seen to be effective and attractive tool in mastering vocabulary (Sarlita, 2020).

According to Rain Abin & Netty H.A (2022), said there are 5 main advantages of duolingo namely :

1. The concept of autonomous learning model.
2. Kinds of autonomous learning
3. Use of autonomous learning activities
4. The feature of duolingo ; achievements is a duolingo application feature given out when the learners or users has been completed the lesson through best effort (Nabila, K.S, 2018).
5. Types of duolingo ; There are two types of vocabulary, receptive and productive vocabulary, active and passive vocabulary, receptive vocab was associated with the listening and reading, productive vocab refers to the set of words used to produce the messages which means speaking and writing are the basic skills in productive vocab (An Nisa,et.al , 2021).

Erna (2021), Vocabulary is the main key that someone must have in learning a language, especially in learning English. In addition, Duolingo is the world's largest online language learning platform. It uses science and adaptive learning techniques to make the language learning experience more fun and efective, and it is completely free, (Kasim,2021). Another opinion according to (Wilson, Sutrisno, & Irawan, 2022) that technological development present a new impact for generations young people especially millennial children who follow increasingly sophisticated changes. Same thing too stated in research by (Budiharto & Syahroni, 2020) that the Duolingo application is a very educational application useful when used in teaching and learning activities learning English outside the classroom. English language skills are a skills that are needed in the era of globalization this (Ardiel & Tyas, 2023). English is also a language which can be used to connect and transfer knowledge around the world (Student et al., 2021). The government through the Ministry of Education and Culture (Kemendikbud) has finally implemented a Learning from Home policy (Ramadhani,

Laurens, Molle, & Sapulette, 2021). The existence of a gamification element in the selection of Duolingo learning media as a digital learning resource is a very important consideration, because gamification is a learning approach using elements in games or video games with the aim of motivating users in the learning process and maximizing the feeling of enjoying and enjoying the process. learning, besides that this media can also be used to capture things that interest users and inspire them to continue learning (Kartika Sari, Dewi Kartikasari, & Iswan, 2021). And in this modern era, there has been a lot of competition everywhere that demands highly skilled and competent resources (Kaligis, Purwantini, & Rikmasari, 2022)

RESEARCH METHODOLOGY

The quantitative research is a design of this study, as (Mezia, K.S., et al, 2022) says defined that quantitative research is explaining and exploring social problem phenomena by collecting of numerical data using mathematical methods such as statistics for analysis.. This study aims to determine the percentage of users (expecially millennials) perception on the use of Duolingo as an attractive application to upgrade millennials users motivation in learning english independently. The population of this case of 30 millennials who are currently using or have already used Duolingo as an English learning application.

In this case, the population consisted 30 users and This study uses questionnaire as instrument questionnaire prepared to obtain information to know users perception of the use of Duolingo as an English learning application mentioned that a questionnaire is a written collection of self-report questions to be answered by a selected group of research participants. This study uses a closed questionnaire.

RESULT AND DISCUSSION

The According to the discussion and the results was shown that almost all participants gave positive responses, most of the users agree toward the using of Duolingo application in terms of usability, connectivity, mobility, content, blending, control, and cost based on users experience after using the Duolingo app. Based on data analysis, Duolingo is an English learning tool that can provide many benefits in language learning so that it is suitable for supporting users learning processes to be better. There are 4 positive effects of duolingo,First effect, the Duolingo application can increase users learning motivation so that the duration of learning becomes longer and more effective; second effect, the gamification system offered by Duolingo application makes users more active in doing each task in the Duolingo application; and third effect, making it easier for users to understand English material; so the lastly, by learning to use the Duolingo application regularly, it allows users to practice and apply the knowledge of English they have gained from the Duolingo app into their daily lives. In addition, the Duolingo application also improves users understanding of several aspects of the language, (Retno lestari, 2022). Duolingo has a lot of language that users choose to learn, there are English, Arabic, Spanish, French, Dutch, and other languages are

available to select, (Pangkuh Ajisoko, 2020). English learning media is to use game-based learning applications, with Duolingo mobile and interface model of duolingo as below. (Irawan, et al, 2020).

Figure.1. Duolingo's Interface
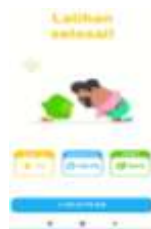

Figure.2. Example of Figure Caption

Figure.3. Example of Caption Figure

Duolingo app for language learning, several aspects of language are improved, including: first, with the many programs in Duolingo app that contain word games, it makes it easier for users to know vocabulary and can memorize vocabulary so that users vocabulary mastery increases; secondly, in the Duolingo app many are also taught to practice pronunciation so that users become better at pronouncing words; third, users understand the rules of grammar; and fourth, assisting users in mastering the four English skills, namely speaking, listening, reading and writing. The Duolingo app is a useful learning tool for learning English because it has many benefits to support the users learning process. However, the Duolingo app can't be used as a single medium for learning English. Users can find and add media or other additional learning tools to support learning english to the maximum. According to Sausan Nafis amin,(2021). Duolingo is proved to motivate in learning English because the element of gamification from Duolingo application makes users want to keep playing and show that many varied differences between learning by application and book.

In mezia (2020) In this research, the Likert scale will use to measure the response to the questionnaire. The questionnaire using the Likert scale method which each

statement answered from strongly disagree (SD) , disagree (D), neutral (N), agree(A), and strongly agree (SA). The questionnaires translated is into Bahasa Indonesia. To make it easy for the millrnnials in understanding the questions and providing the answer. The following formula is used to calculate the percentage frequency of each statement.

= / x 100% Abbreviation:

= percentage

= frequency

= the number of samples 100%

= constant value

Questionnaire was used to get the data about users perception on the use of duolingo as an attractive application to upgrade users motivation in learning english independently questionnaire was used to get the data about users perception on the use of duolingo as an attractive application to upgrade users motivation in learning english independently.

Table 1. Duolingo can bring many opportunities for users to learn English

Option	Frequency	Precentage
Strongly Disagree	0	0 %
Disagree	1	3,33 %
Neutral	8	26,67 %
Agree	14	46,67 %
Strongly Agree	7	23,33 %
Total	30	100 %

Base on the table above, there are 46,67 % of users agree that Duolingo can bring many opportunities for them to learn English. 26,67 % of users choose neutral. The rest 23,33 % of users choose strongly agree and 3,33 % of users choose disagree. These calculations show find that Duolingo can bring many opportunities for them to learn English.

Table 2. Duolingo encourages users to learn English independently

Option	Frequency	Precentage
Strongly Disagree	0	0 %
Disagree	3	10 %
Neutral	4	13,33 %
Agree	17	56,67 %
Strongly Agree	6	20 %
Total	30	100 %

Notes from the table above, there are 56,67 % of users agree that Duolingo encourages millennials to learn English independently. 13,33 % of users choose neutral. 20 % of users choose strongly agree. The rest 10 % of users choose disagree. These calculations show that Duolingo encourages millennials to learn English independently.

Table 3. Duolingo encourages users to spend more time learning English Outside of the Classroom

Option	Frequency	Precentage
Strongly Disagree	0	0 %
Disagree	4	13,33 %
Neutral	9	30 %
Agree	11	36,67 %
Strongly Agree	6	20 %
Total	30	100 %

The result of table above, there are 36,67 % of users agree that Duolingo encourages millennials to spend more time learning English outside of the classroom. 30 % of users chose neutral, 20 % of users strongly agree and 13,33 % choose disagree. These calculations show that Duolingo encourages millennials to spend more time learning English outside of the classroom.

Finnally to be underlined that Duolingo indeed able to stimulate users attention and encourage learning experience through curiosity. Gamification factors inside can give another nice experience for learners to learn English independently. Users don't have to study with rigid rules which sometime bored for some of else. No need teacher-centered here or users attention like when we learn at classroom. Freedom is one that Duolingo can offer to the users. Gamification factors inside given users a new experience in learning English anytime, anywhere and independently. So it can be clearly stated that Duolingo is one of the attractive application that can be used to increase users motivation in learning English independently

CONCLUSION

The conclusion in this study is that learning media with the Duolingo application are able to make users excited and happy, Duolingo offers a lot of convenience when practicing individually, Duolingo also provides sound features that can facilitate users to hone English listening content,(Rully, 2022). The results of the study stated that 46,67 % can given many opportunites for users society, 56,67 % to learn independently and 36,67 % can learn outside of the classroom. And the final results of millennials agreed that duolingo as an English learning application had a positive impact, including helping a lot in terms of memorizing vocabulary and grammar as well as pronunciation and translation. So that millennials become more motivated and practice more often and are skilled in applying it in everyday life. This research shows that the use of Duolingo can be an alternative as a language learning medium English (Herlina, Yundayani, & Astuti, 2021). Duolingo belongs to the category of educational applications, which are very easy to use, relaxed without pressure and easily absorbed due to its flexibilitylike playing a game, (Hidayati, Rahmaniah, Irwandi, Hudri, & Zitri, 2021). Last Duolingo is a mobile learning media because it is accessible and run using a gadget/smartphone (Prapbowati, 2022).

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