

**THE EFFECT OF LEARNING WITH THE ANIMATED
FILM “ZOOTOPIA “ON ENGLISH VOCABULARY OF
STUDENTS AT MTS MAMBAUL HUDA NGRASEH**

SKRIPSI



**Presented to
IKIP PGRI Bojonegoro
In partial fulfilment of the requirements
For degree of *Sarjana* in English Education**

**By:
Haikal Fala Syifa
NIM 21120016**

**ENGLISH EDUCATION DEPARTMENT
FACULTY OF LANGUAGES AND ARTS EDUCATION
IKIP PGRI BOJONEGORO
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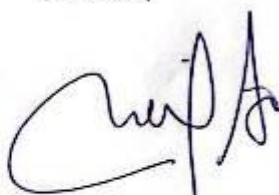
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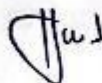
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MOTTO

“Tak penting dari mana kamu berasal, yang penting adalah kejujuran dan kemauan untuk terus bergerak maju.”

(Jenderal Polisi (Purn.) Drs. Idham Azis,M.Si.)

Semua orang memiliki masanya masing-masing. Tak perlu terburu-buru, tunggulah. Kesempatan itu akan datang dengan sendirinya..

(Gol D Roger)

“Saya percaya, seperti kata Tan Malaka, idealisme adalah kemewahan terakhir pemuda. Maka meski hidup saya tak sesuai rencana, saya tetap memilih berpikir bebas, bekerja keras, dan percaya bahwa setiap langkah perjuangan ini punya nilainya sendiri”

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Praise and gratitude the writer extends to Allah SWT for His endless grace, guidance, and blessings. With His help, the writer was able to complete this thesis entitled “The Effect of Learning with the Animated Film ‘Zootopia’ on English Vocabulary of Students at MTs Mambaul Huda Ngraseh” as a requirement to obtain a Bachelor's degree in English Education at IKIP PGRI Bojonegoro. Every ease and strength given by Allah SWT is a gift that the writer is sincerely grateful for. On this occasion, the writer would like to express heartfelt thanks to:

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9. And all parties who have contributed, directly or indirectly, to the completion of this thesis.

The writer realizes that this thesis is far from perfect. Constructive feedback and suggestions are highly welcomed for future improvement. May this thesis bring benefits to readers, especially in the field of English language education.

Bojonegoro, 30 June 2025

Haikal Fala Syifa

STATEMENT OF AUTHENTICITY

I, the undersigned below:

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In order to uphold academic integrity, sincerely and without coercion from any parties, I hereby declare that the thesis entitled:

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ENGLISH VOCABULARY OF STUDENTS AT MTS MAMBAUL HUDA
NGRASEH”**

Is the result of my own original work, and all sources of information used have been clearly cited in the reference list according to the scientific and academic code of ethics. I am aware that if any violations of scholarly ethics regarding to the authenticity of this work are found, I personally accept the consequences in accordance with the applicable regulations and am prepared to bear legal sanctions.

Bojonegoro, 30 June 2025



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ABSTRACT

Haikal Fala Syifa. 2025. The Effect of Learning with the Animated Film “Zootopia” on English Vocabulary of Students at MTs Mambaul Huda Ngraseh. English Education Study Program, Faculty of Language and Arts Education, IKIP PGRI Bojonegoro. Advisor I: Chyntia Heru Woro Prastiwi, M.Pd.; Advisor II: Meiga Ratih Tirtanawati, M.Pd.

Keywords: Vocabulary, Animated Film, Zootopia, Learning Media, English Language

This research aims to investigate the effect of using the animated film *Zootopia* on the English vocabulary acquisition of seventh-grade students at MTs Mambaul Huda Ngraseh. The study used a quantitative approach with a quasi-experimental design, involving pre-test and post-test procedures. The participants were divided into two groups: an experimental class taught using the *Zootopia* film as a learning medium, and a control class taught using the conventional lecturing method. The findings showed a significant improvement in the post-test scores of the experimental group compared to the control group. The analysis using the Paired Sample t-Test revealed a significance value of $0.000 < 0.05$, indicating a significant difference between the pre-test and post-test results. This suggests that the use of the animated film *Zootopia* has a positive effect on students' English vocabulary mastery. Therefore, animated films can serve as an engaging and effective alternative medium in teaching vocabulary to junior high school students.

ABSTRAK

Haikal Fala Syifa. 2025. Pengaruh Pembelajaran Menggunakan Film Animasi “Zootopia” terhadap Penguasaan Kosakata Bahasa Inggris Siswa di MTs Mambaul Huda Ngraseh. Program Studi Pendidikan Bahasa Inggris, Fakultas Pendidikan Bahasa dan Seni, IKIP PGRI Bojonegoro. Pembimbing I: Chyntia Heru Woro Prastiwi, M.Pd.; Pembimbing II: Meiga Ratih Tirtanawati, M.Pd.

Kata kunci: Kosakata, Film Animasi, Zootopia, Media Pembelajaran, Bahasa Inggris

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan film animasi Zootopia terhadap penguasaan kosakata bahasa Inggris siswa kelas VII di MTs Mambaul Huda Ngraseh. Penelitian ini menggunakan pendekatan kuantitatif dengan desain kuasi-eksperimen, melalui prosedur pre-test dan post-test. Partisipan dibagi menjadi dua kelompok: kelas eksperimen yang diajar menggunakan film Zootopia sebagai media pembelajaran, dan kelas kontrol yang diajar menggunakan metode ceramah konvensional. Hasil penelitian menunjukkan adanya peningkatan yang signifikan pada skor post-test kelompok eksperimen dibandingkan dengan kelompok kontrol. Analisis menggunakan uji Paired Sample t-Test menunjukkan nilai signifikansi sebesar $0.000 < 0.05$, yang berarti terdapat perbedaan signifikan antara hasil pre-test dan post-test. Hal ini menunjukkan bahwa penggunaan film animasi Zootopia memberikan pengaruh positif terhadap penguasaan kosakata bahasa Inggris siswa. Oleh karena itu, film animasi dapat menjadi media alternatif yang menarik dan efektif dalam pembelajaran kosakata bagi siswa sekolah menengah pertama.

PREFACE

Praise be to Allah SWT for His mercy, guidance, and blessings, which have enabled the writer to complete this thesis entitled “The Effect of Learning with the Animated Film ‘Zootopia’ on English Vocabulary of Students at MTs Mambaul Huda Ngraseh” smoothly and on time. This thesis is written as one of the requirements to obtain a Bachelor's degree in Education at the English Education Study Program, Faculty of Language and Arts Education, IKIP PGRI Bojonegoro.

This research was motivated by the importance of vocabulary mastery in learning English and the need for effective and engaging teaching methods. The animated film Zootopia was chosen as the learning media because it is considered to provide a fun learning experience while helping students understand and memorize vocabulary in meaningful and relevant contexts. The writer hopes that the results of this study can contribute positively to the development of teaching media, particularly in vocabulary instruction at the junior high school level.

The writer fully realizes that this thesis is not without its flaws, both in content and presentation. Therefore, constructive criticism and suggestions from lecturers, readers, and other parties are highly welcomed for future improvement. Nevertheless, it is expected that this thesis may offer benefits to researchers, teachers, and students who are interested in vocabulary teaching and the use of audiovisual media in English learning.

Finally, the writer expresses sincere gratitude for all forms of support, assistance, and prayers received throughout the process of writing this thesis. May Allah SWT reward all the kindness and make this simple work a small contribution to the field of education, especially in English language education.

Bojonegoro, 30 June 2025

Haikal Fala Syifa

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CHAPTER I

INTRODUCTION

A. Background of the Study

Language functions as the main communication tool between human social interactions which plays an important role in daily life. In the era of globalization in the 21st century, international languages such as English have become a medium of communication in various aspects of life ranging from education and technology to global economics and communication (Sofia, 2023). Therefore, English mastery for students in this era of globalization cannot be ignored, especially in the development of language skills which include listening, speaking, reading, and writing. One of the important aspects of mastering English is vocabulary. Vocabulary is the core of a language's richness. This concept has been the subject of in-depth study by various linguists, resulting in a variety of definitions that, although different in formulation, have essentially the same meaning.

As explained by Ahmad (2019), vocabulary is the number of words that when combined will form a language. As the most dominant component of the language, a rich vocabulary will help students understand texts, communicate fluently, and convey their ideas effectively. This is in line with the view of Iqbalullah (2018), vocabulary can be viewed from two perspectives. First, from the point of view of the language itself, vocabulary is the entire lexicon owned by a language, including all information about the meaning and use of words. Second, from the perspective of language

users, vocabulary represents the wealth of words owned by an individual, both as a speaker and a writer.

Based on initial observations conducted by researchers in December at MTs Mambaul Huda Ngraseh, many students face difficulties in representing the wealth of English vocabulary they have. This is caused by various factors, such as lack of motivation to learn, unattractive learning methods, and limited learning media used by teachers. This condition has an impact on students' low ability to understand and use English vocabulary contextually.

Seeing the problems that occurred, the plans made to improve students' English vocabulary mastery, innovative and interesting learning strategies are needed. The development of information and communication technology has brought significant transformations in the world of education. One form of significant technological development is the emergence of various innovative learning media such as animated films. The use of animated films as a technology-based learning medium has attracted the attention of educators and researchers who are eager to harness their potential (Daheri, 2023).

The visual appeal of animated films has been recognized as a powerful tool in conveying complex information. Animation is able to turn abstract concepts into more concrete visual representations, making it easier for students to understand. In addition, the interactive elements in the animation allow students to interact directly with the learning material. This

is in line with the findings of Yuliansah (2019) research which shows that interactivity in animated films encourages independent exploration and increases student engagement. Thus, animated films not only attract students' interest, but also increase the effectiveness of learning, as affirmed by Afrilia (2022).

One example of an animated film that provides real context for the use of vocabulary is "Zootopia." This film was chosen as a learning medium because it has various advantages that support the language learning process. With an engaging storyline and a simple but meaningful use of English, "Zootopia" provides an opportunity for students to learn vocabulary in situations that are relevant and easy to understand. The use of important words and phrases is often repeated in different contexts, thus helping students remember students' new vocabulary. In addition, the engaging and colorful visualizations make students more motivated to watch and learn.

Furthermore, the reason why the animated film "Zootopia" was chosen as a learning medium in this study is also because. The educational values conveyed through this film are also in line with the lives of students. The film touches on various topics such as friendship, discrimination, diversity, and dreams. These topics are relevant to adolescent life and can spark interesting discussions. So that it not only enriches vocabulary, but also provides useful moral learning.

Based on the background explanation above, this is what prompted the researcher to conduct a research entitled "The Influence of Learning with the Animated Film "Zootopia" on the English Vocabulary of Students at Mts

Mambaul Huda Ngraseh" which aims to determine the influence of learning with the animated film "Zootopia" on the mastery of English vocabulary of students at MTs Mambaul Huda Ngraseh and is expected to contribute to the development of the method more effective and enjoyable English language learning.

B. Research Problem

Based on the background of the study, the writer formulates the problem statements as follows: How does the English vocabulary effect MTs Mambaul Huda Ngraseh students before and after using the learning media of the animated film "Zootopia"?

C. Research Objective

As stated in the research problem, the objective of the research is: Knowing the influence of English vocabulary on MTs Mambaul Huda Ngraseh students before and after using the learning media of the animated film "Zootopia".

D. Significances of the Study

There are several advantages that can be achieved from this research. Including:

1. Theoretical Significances

This research is expected to provide new insights and knowledge about the use of English animated films as a medium for learning English

vocabulary for MTs Mambaul Huda Ngraseh students. The results of this study are expected to encourage the use of English-language animated films as a more fun and interesting medium in improving English vocabulary mastery. In addition, this research can also be a reference for related research in the future.

2. Practical Significances

a. To Students

This research is expected to provide a more enjoyable and effective learning experience in improving English vocabulary.

b. To Teachers

This research is expected to provide an alternative innovative English learning method and can increase students' motivation to learn.

c. To School

This research is expected to provide input in the development of English learning curriculum and programs.

d. To other researchers

This research is expected to provide a reference for further research related to the use of animation media in English learning.

E. Delimitation of the Study

Based on the background of the problem above, the author conducted a study with a focus on knowing the effect of English language learning on MTs Mambaul Huda Ngraseh students before and after using the animated film learning media "Zootopia".

F. Definition of Key Terms

1. English vocabulary

English vocabulary is the ability of a person to identify, choose appropriate words or check various types of words that a person knows in English well so that he is then able to use a series of words that he knows in daily life (Hoerudin, 2023).

2. Zootopia

Zootopia is an animated film produced by Walt Disney that tells the adventures of Judy Hopps (a rabbit who becomes a policeman) and Nick Wilde (a fox who becomes a trickster) in solving a mysterious case in a fictional city inhabited by mammals called Zootopia (Ardianti, 2018)