

# **CHAPTER I**

## **INTRODUCTION**

This chapter presents background of the study, statement of problem, purpose of the study, significance of the study (theoretical and practical of the study), scope and limitation, and definition of key terms which is used in this research.

### **1.1. Background of the study**

We are living in the world of modern technology, which mean that we must have enough English communication skills in consequence of the importance of current English today since it is used as a communication among people in the world. There are four skills of English which are important to be mastered in order to communicate in English as well as possible. The skills are listening, reading, speaking and writing.

In Indonesia, a new curriculum has been applied to replace the previous curriculum in order to fulfill today's needs. It's called Curriculum 2013. Curriculum 2013 focuses on student-centered learning. The Indonesian ministry of Education and Culture prepares learners for future demands of competences such as communication competences, and critical thinking competences, working competences and global society competences.

Unfortunately, the result of preliminary study in SMP Islamic Qon is not satisfactory yet. According to seventh grade English teacher, the students have lack of motivation and enthusiasm in learning English. They lose their interest toward

lessons, they do not pay attention on teacher explanation, and get bored easily. Most of the time they lose their interest towards language learning caused by the English text book which is not appealing to them. The time limit in the classroom makes students have not much opportunity to master four skills of English. Nevertheless, it is still possible to make students more willing to learn English. Teachers can foster their interest to increase their motivation by reinforcing them positively, building environments that support them, and making materials more appealing through various activities. Interactive materials are needed to enhance students' motivation in learning English. The English materials should be developed in order to achieve students' basic competence.

There are considerably sources that can be used as interactive materials for learning English, such as books, newspapers, magazines, the Internet, television, etc. Based on Suyanto (2004:7), "Pictures, fables or stories, and games are 3 things which make students pay attention in a classroom." Pictures which are interesting, and colorful can enhance students' motivation and enthusiasm to study. They like to hear and read something that have colorful of pictures, it can increase their desires to study hard.

Comic is a story in the form of pictures. It is one of attractive materials which is chosen because it is more appealing than traditional text. It can be used as materials in English teaching and learning. Comics have bright colors of pictures and familiar characters which teens tend to like to read. According to Masdiono (1998), comics are simple, clear, and understandable reading materials without sacrificing plot, vocabulary, and other important components of reading

comprehension.” As Gonzales-Espada (2003) says, comics definitely attract junior high school students’ attention. Even, young adults love reading comic.

The second cause is, the time limit in the classroom makes students have not much opportunity to master four skills of English. Based on the syllabus and teacher books, the English teacher need 72 hours to teach English in first semester to achieve students’ basic competence. But, in SMP Islamic Qon, the English class hours is cut by teacher from 72 hours become 64 hours because there are some additional activities outside classroom. Teacher meets a barrier in delivering materials which it can’t be delivered in the classroom because of the time limit. In the other hand, students also use English less frequent when they are outside classroom because their environments do not support them. Students need a new environment in order to stay connected with their classmates and teachers. So, that they can keep to study and use English with them every time they want.

A teacher should be more creative in designing learning methods and learning plans. SMP Islamic Qon school has already supported by information, communication and technology or ICT like the Internet, computer, and projector in the classroom that can be benefited by teachers as media in teaching learning. The Internet in particular, it has an important role in modern teaching learning. The Internet helps students to reach the necessary information beyond classroom, students are able to learn anywhere, anytime or even on holiday.

The major Internet users is students. They spend most of their times on various social media such as Twitter, YouTube, Facebook, Instagram, and so forth. According to Wolf & College (2007), social media users are able to interact with

one another, share information and build a virtual community since they are allowed to create system profiles and an online group network on this service provider. From this case, the English teacher can overcome the students' problems through social media by utilizing this technology.

One of social media which is designed for teaching learning is Schoology. It is a social networking platform and an online learning management system (abbreviated as LMS) that offers a secure online course for students and teachers to discuss and share videos, audio files, images, and texts. It can be accessed both via smartphone and a web browser, that means it can be implemented both in m-learning and e-learning method. Biswas (2013) mentions that Schoology is designed for teaching learning which provides online learning tool. It helps students and teachers to improve learning process through better communication. By utilizing Schoology's features, students are able to send direct messages to teachers as well as post comments, files, assignments, alerts, links, notes, and events. In addition, students are able to access alerts, polls, quizzes, assignments and online resources in the library which are posted by teachers. According to Majid, (2011). Schoology is a social networking site for educational purposes due to its privacy and safety. It's only students who have group code are able to join the group and only teachers who send the code are able to create and manage accounts. It is much more private for learning environment. Besides, multiple users are able to participate in group rather than working alone.

In spite of SMP Islamic Qon has been supported by ICT, e-learning method has not been applied yet in the school because the school doesn't allow students

bring their smartphones in to classroom. It is understandable, because it has opportunity to distract students from schoolwork. E-learning and face to face learning should be brought together in order to solve students' problems. The idea of applying blended learning has been chosen since it combines both e-learning and face to face learning, that e-learning model will be used outside classroom and face to face learning model will be used in the classroom. Blended learning model allows students to carry out materials which cannot be sufficiently taught during lessons in the classroom. More than that, students who are able to learn the course materials before coming to the class will be more prepared for the lesson. Besides, the online group class allows students to discuss important subjects and establish communication both with their teachers and other students.

Hence, this study attempts to develop English materials in the form of digital comic for seventh grade students at SMP Islamic Qon. Digital form of the materials allows students and teachers to upload and access them on Schoology. The supported files format can be uploaded on Schoology are text, audio and video. Blended learning model will be used since bringing smartphone into classroom is forbidden. E-learning by using Schoology as a media will be applied outside classroom. In this context, the researcher will develop digital comic which is supported by English conversation audio. With the abundance of Schoology and blended learning benefits, students can engage themselves in learning process. Students are able to interact, share, discuss, communicate one another without worrying about time and place. Students are also able to access course materials beyond the classroom which are given by teachers using their smartphones.

Materials in the form of digital comic with interesting colorful pictures which are supported by audio are expected to increase students' interest and overcome their boredom in learning English.

### **1.2. Statement of Problem**

According to the background above, the problem statement of this research is "How do English materials in the form of digital comic using Schoology enhance student's motivation and enthusiasm in learning English and overcome their time limit to learn English in the classroom."

### **1.3. Purpose of the Study**

The purpose of this study is to develop English materials in the form of digital comic which can be uploaded and accessed on Schoology to enhance students' motivation and enthusiasm in learning English, and to overcome students' time limit to study in the classroom. With the digital materials, students are able to access it without worrying about time, place and distance.

### **1.4. Significance of the Study**

In this study, there are two kinds of benefits which the researcher hopes can be useful for English teaching and learning. They are theoretical significance and practical significance.

#### **1.4.1. Theoretical Significance of the Study**

The Developed English materials in the form of digital comic using good content, interesting design and pictures can enhance student motivation, enthusiasm and comprehension in learning English. The use of Schoology as a media helps students to overcome the class time limit in the classroom. Besides, students are able to stay connected with their classmates and teachers. With this new online environment, students have more courage to practice English anytime they want with other students.

#### **1.4.2. Practical Significance of the Study**

The final product is digital comic which can be imported/uploaded on to Schoology. The materials are divided into two material files. They are digital comic with colorful pictures and English conversations audio. It gives benefit for teachers, learners, readers, other researchers and school generally.

1. *For teachers*, the final product helps teachers in teaching process. They can organize the product for students. They are also able to present the materials using projector in the classroom, manage online classes, share materials, and interact with students anytime and anywhere.
2. *For students*, the researcher hopes this final product can overcome their boredom and make them more interested in learning English. With fun materials which is supported by pictures and audio, students can be more motivated. Besides, with Schoology, students can engage themselves in new environments and experiences to learn English without worrying

about time, place and distance. They are still able to interact with other students and teachers even though they are not in the classroom.

3. *For readers*, this final product may be as an inspiration to make it as a strategy or develop it into another strategy that could be applied in teaching and learning process.
4. *For other researchers*, this final product can be developed or implemented in action research. So, the research will be more complete.

### **1.5. Limitation of the Study**

The researcher limits the study on the followings:

1. The Subject of this research is seventh-grade students of SMP Islamic Qon because the 2013 curriculum is only applied in seventh-grades. Other grades are still using KTSP curriculum.
2. The materials which will be developed are the materials in the first semester.

### **1.6. Definition of Key Terms**

1. *Developing material* is a process of increasing and improving that use a changing in implementation. Developing material makes a learning become something better.
2. *Smartphones* are the new generation of mobile phones that have mini keyboards. So basically, they are not just phones, they are like computers that applications can be installed on them. They can be customized with



new software. They have computer function such as Internet, e-mail, calendar, and office program for reading and editing. They also have multimedia features such as video, camera, sound recording which are advanced can compete with specialized equipment. According to Lusekelo Kibona, and Gervas Mgay, (2016), the social media platforms like Twitter, Facebook, Instagram, WhatsApp, and games and GPS functions.

3. Wah et al. (2013) mentions *Schoology* as an integrated learning management system of free web-based learning that allows students, teachers and parents to connect and communicate in easy ways. It helps them to connect one another more effectively. Using Schoology, students are able to engage themselves in new ways, and keep themselves involved and informed in their education. In addition, teachers are able to digitally deliver assignments, quizzes, assessments, course materials, multimedia files as well as links. Besides, students are able to participate in group discussions, submit their homework, review their individual assignment grades and many more. Students' activities also can be watched by their parents.

4. *E-learning* is an online course delivered by using Internet technology. According to Olojo Oludare Jethro, Ajisola Kolawole Thomas and, Adewumi Moradeke Grace, (2012), e-learning utilizes Internet technology to access educational curriculum outside of a traditional classroom.

5. *M-learning* is modern learning form using smartphones, personal digital assistant's consoles, but not desktops (Traxler, 2005) and (O'Connell, and Smith, 2007).
6. *Blended learning* is a new methodology of hybrid teaching which face to face learning is being combined with online learning methods, (Graham 2006).
7. *Digital comics* are digital texts are being combined with pictures. They are simple, clear, and understandable reading material.