

CHAPTER I

INTRODUCTION

In this chapter the Researcher focuses on Background of the study, Statements of the Problem, Objectives of the Study, Significance of the study, Scope and Limitation of the study, and Definition of Key Terms.

1.1 Background of the Study

This Era, Information and Communication Technology (ICT) progress is fast growth. There are some people's activities depend on android, windows, and iOS platform. The platforms are first show up on Smartphone mobile and have supply another application which of internet usage. Almost all of users' applications have been available on play store to support and facilities those in each activity of entire human needed. Smartphone mobile as Information and Communication Technology (ICT) progresses, it is important to support the all human in education, social, private relationship, business, and etc. The one of important Information and Communication Technology (ICT) is about education aspect. Year by year, technologies are fast develop information and communication tools. There is no new experience to develop education aspect by using information and communication tools in learning process. According to Winthrop and Smith (2012: 5) said that Information and Communication Technology (ICT) as information technologies is right to use by telecommunication device. They are further state technology in education as usually use other device or media to handle the lesson materials by using Radio, TV, tablet, mobile phone, and laptops. Using of technology media in Education has positive and negative value; the positive value is simple, effective, creative, and to hold the students feel comfortable in classroom activities. Negative value of using technology in education is the students did not focus on teacher instruction and more individualism in classroom activities.

The phenomenon of using Smartphone mobile as teaching media on English learning process, it is a lot benefit to develop students in classroom activities. It is held to the student doesn't feel bored, saturated, and focus to teacher's instruction. Therefore, used different teaching media in English learning process has advantage and disadvantage goal. In fact, using of Smartphone mobile in English learning process it is not a priority media, it shows by classroom activities. There are always

applied laptops to presentation the material in English learning process. Winthrop and Smith (2012: 22) confirm to raise education strategies it must be changing, increase, and using prospective technology for the opportunity. They are further states, for the program and prospective technology in education; it likes distorted of e-readers to reading text books on PC as the simple media. Based on elaboration above, the Researcher has the same opinion with Winthrop and Smith, technology is more important device as modern media to develop education for the opportunity.

Hence, it is important of each students or worker to improve their performance of English language on writing, reading, listening, and speaking. Moreover, English language is the one of the biggest foreign language for international communication and needed in all aspects. For the reason, the Researcher chooses one of performance which effective to develop their knowledge in education aspect, there is a speaking performance. Speaking of few issue or problems is always difficult to performance in publics. Without speaking we cannot shape the brain to think critically and brave to arouse an imagination, creative, and inspiring. Now, speaking performance is easy to show in public by using media electronics technology.

To develop students speaking performance has needed creative, effective, and innovative strategy in classroom activities. The strategy can improve students in all performance of using digital media. There are strategies in teaching speaking performance, Such as: using different comprehension strategies or technique, using digital teaching media, online learning, and another users' URL or application. This study, the researcher applies one of them; there is a using users' URL or application, it is a webtoon as digital comic. According to Rockman and Fontana (2010: 971) interactive learning in instructional approaches and plans are includes of using games, mobile phone, animation, and sensitive assessment. Based on theory above, it means of using new instructional approaches and plans are most great and creative tools in English learning process.

Nowadays, teaching with comic book or digital comic more frequently media on students' of elementary, secondary, and senior high schools in reading. In Smith (2006: 1) said that almost of the teachers use effective media and resources to help of them in teaching learning process, and comics as one of in few prominent media. Smith further states there are few prominent media uses as usually, includes; film,

television, novels, poetry, drama, and internet. The advantages of using comic as teaching media are more focus on main characters, setting, and plot. A digital comic is available on network. Sometimes, the teacher almost uses by letter or comic books as teaching media and effective strategies to motivate students responsibility and enthusiastic in the classroom activity. Furthermore, it is uncommonly in teaching speaking performance on Recount text by using a webtoon as digital comic and the students usually use mobile phone to search and read a digital comic. Therefore, the Researcher gives and applies this media to develop student's works in group and more enthusiastic to develop speaking performance on Recount text.

The models or types of the issue are different each other. Therefore, in speaking performance needs some strategies, for example; the strategies are used the teacher instruction or traditional methods and the speaker technique by self. The strategies are traditional methods, like as teachers have been to use picture's strips and the students speaking performance in class; it is commonly in Junior high school and Senior high schools. As we know, speaking performance as important competence in English learning process. Especially, speaking performance on Recount text is one of students' favorite texts. Recount text are contains of individual stories and more specifically to describe the last event.

The researcher found of out many students in Muhammadiyah 1 Senior high school has Smartphone mobile as a tool for digital dictionary during English learning process and they have to be brave to perform in front of class to introduce by self. The researcher has some problems with students' habit at school area, such as: the students like to share their activities in social media, most of them only buy snack and drink in the canteen and then back to class. They prefer to play a game or share their phone; they like to communicate by using LINE, BBM, and WhatsApp applications. Therefore based on the students' habit, the researcher wants all of them are always doing care with school environment, no more individualism with lesson assessment, they like direct interaction more with each other, and they more enthusiastic to use mobile phone as positive media.

In the other hand, Students of Muhammadiyah 1 Senior high school are always use indie school as internet network to support their communication, because it is very economical way. Since all students of Muhammadiyah 1 Senior high school

use smartphone, the researcher proposes this media to be used in speaking. Based on KTSP curriculum in the first and second semester of academic years 2015/ 2016, students' English learning also studies some of text types, there are narrative, procedure, recount, report, descriptive, invitation, announcement, poster, etc. One of them is appropriate with the researcher planning, it is recount text. The Researcher is applying webtoon to help the teacher to teach the students in speaking performance of Recount text.

1.2 Statements of the Problem

Based on background of the study, the problem is:

1. Is using webtoon effective in increase students speaking performance?
2. How is students' response during applied webtoon in speaking performance on recount text?

1.3 Objectives of the Study

Based on the Problem above, there purpose is:

1. To know the students are speaking performance in Recount text before and after treatment (teaching speaking on Recount text by using webtoon).
2. To know the students response during applied webtoon in speaking performance on recount text (Questionnaire for evaluation studying in speaking performance on recount text).

1.4 Significance of the study

The researcher believes that using webtoon to motivate students in speaking performance of Recount text. Therefore, the researcher tries and applies it on students so that enthusiastic in classroom speaking performance of Recount text at the tenth grades at Muhammadiyah 1 senior high school. The researcher has input this study to motivate their speaking performance on Recount text at the tenth grades of Muhammadiyah 1 senior high school. It can help a teacher to teach their students in speaking performance. Furthermore, the advantage of using webtoon in students speaking performance of recount text; first webtoon is useful to motivate students in classroom activities in speaking performance, second it gives a lot of benefit for

teachers as a creative media in English learning process, and the last it can be use as reference for other researchers.

1.5 Scope and Limitation of the study

The Scope of this study is teaching and Limitation of the Study is using webtoon or digital comic as teaching media of speaking performance on Recount text at SMA Muhammadiyah 1 Surabaya. The implementation of teaching speaking before and after using a webtoon comic series as treatment is performed in front of class to introduce their by self and retelling or share the experience. The material are from other resource, worksheet where is appropriate in webtoon website as treatment media, and power point displays as presentation device. The researcher and teacher give the students scoring in speaking performance based on speaking assessment indicators.

1.6 Definition of Key Term

Based on the title above, some definition are:

1.6.1 Webtoon

Webtoon as digital comics are suitable in LINE application or in the website. The stories are includes comedy, romance, action, and slice of life.

1.6.2 Mobile Phone

Mobile Phone as a simple communication device uses in direct and indirect communication by written and spoken.

1.6.3 Speaking performance

According to Richards (2007: 80) speaking performance in classroom can be used the students practice in the classroom activities based on teacher and classmate to hold some conversation; for examples greeting and leave taking.

1.6.4 Recount text

According to Doddy (2008: 24) the functions of recount texts is to information or entertain to retelling an event was happened in the past.