CHAPTER I

INTRODUCTION

This chapter will be explained about the background of the study, statement of the problems, the objective of the study, the significance of the study, scope and limitation of the research and definition of key terms.

1.1 Background of the Study

In the era of globalization such as now, mobility is currently supported by the sophistication of communication, transportation, and technology. Communication is one of the things that is very important for human beings. The presence of tool facilitates and assists human performance. Communication tools such as mobile phones are supported by some of the advanced features that aim to help make it easier for people. The features that are on the mobile is very diverse and always develop to follow era, one of the features is the application of Augmented Reality.

Augmented Reality (AR) offers us a new way to interact with the physical (or real) world. It creates a modified version of our reality, enriched with digital (or virtual) information, on the screen of your desktop computer or mobile device (Grasset, 2013) Augmented reality allows a user to see the real world and combine it with virtual objects.

If you move the device around while running the application, it seems like you were seeing the real world "through" the device. Actually, the camera seems to act like the eye of the device, perceiving the environment around you. This process is also used for mobile AR development to create a view of the real world. It is the concept of see-through video (Grasset, 2013).

The current augmented reality is used in various fields such as augmented reality in the game, in the health field, the construction field, and now augmented reality can be used in the learning field. Learning to use augmented reality called augmented learning. In the augmented learning, the learning process will be more interesting and it helps teachers and students.

We can use Augmented Reality as a media for teaching and learning process. We can apply it in a language class. Language learning will be more interesting and easy using AR.

As in the English class on the language classroom learning augmented reality can be used as media of instruction from such levels from young learners to level up in the university.

Nowadays the English language becomes one of the important language in the world beside mandarin, Spanish, Korean, and etc. English is commonly used as a global language. Many factors in our life that use the English language to develop it for example in business, education, social, and etc. One of the important parts of English to develop our education.

In the globalization era, the English language is an important part to develop our study. From education, we can learn how to produce English in a good way or the right way and it can be benefits in our life soon. Now many schools from kindergarten to university applied English as an important major or standardization. The response from some people shows that the English language is acceptable to them and they know the English language becomes an important thing in the globalization era.

In the English language, there are four skills to be mastered. They are speaking, reading, listening and writing. Writing is one of the four language skills which is very important to learn. As it knows, writing is not easy. Among the skills, writing is the most difficult skill to be learned, because it needs hard thinking in producing words, sentences, and paragraph at the same time.

Writing is an important skill however long ago writing really started, it has remained for most of its history. This is in part because although almost all human beings grow up speaking their first language (and sometimes their second or third) as a matter of course, writing has to be taught (Harmer, 2004)). As we know that writing skill in the context of education in the exam whether in testing for foreign language abilities or in other skills, writing as an important aspect for students in order to measure their knowledge. Writing is the most difficult skill and involved highly complex in writing for L2 learners to master (Raimes, 2002). The difficulty is not only in generating and organizing ideas but also in translating the idea into readable text.

In the eleventh grade of SMK, the basic competency that should be achieved in the writing English subject is that the students have the ability to develop and produce written functional text. One of the functional text for senior high school is report text. Report text is a kind of text which describes the way things are, with a reference to a range of natural, manmade and social phenomenon in our environment. Report text has elements: general classification and description General classification and description part tells about what phenomenon under discussion is. Description part tells about what phenomenon under

discussion, is like term of part, qualities and habit or behavior for living and non living things (Wignell, 1994).

Students at SMK Satya Widya Surabaya in a grade eleventh APH 6 has problems learning in the writing. In General, the students felt difficult in writing because the students are lack of vocabularies, the students could not get inspirations or ideas in making paragraphs and the students are bored or lack of motivation in the learning process. Based on the statement above, teachers must be able to organize learning-teaching activities. They have to master the materials, methods and also a technique or strategy to make the students understand and apply writing matters in practice. A good technique can help the students in comprehending and mastering the lesson. One of the teaching failures is caused by an unsuitable method or technique in teaching learning process. There are a lot of methods and techniques to get the English teaching effectively one of them by using the augmented reality method.

To modify positively the situation of the classroom and to make the teaching-learning process lively, the writer tries to propose an alternative method,that is the Augmented Reality as a media teaching. Moreover, the augmented reality can motivate the students to write and to stimulus their ideas. Beside that, this technique will help the students to organize their thinking before they develop in a paragraph. Rely on the fact the writer will consider doing more observation by using Augmented Reality to improve student writing in report text at SMK Satya Widya Surabaya.

1.2. Statement of the Problems

Based on the previous background of the study, the writer formulated the statement of the problems as follows:

1. How is Augmented Reality used in teaching writing?
2. How can Augmented Reality improve students' writing skill?

1.3 The objective of the study

The objective of this study are:

1. To describe the implementation of Augmented Reality in teaching writing.

2. To describe the improvement of students' writing skills in report text after being taught with Augmented Reality.

1.4 The significance of the study

The significance of this study hopefully can be useful for the teachers and future researchers. It is expected to be useful for the English teacher at SMK Satya Widya Surabaya to enrich, to be more creative and innovative in their teaching techniques by using AR as media of learning and teaching to improve the students' ability in writing. AR as a media learning and teaching can updating the new techniques of teaching using AR to face the development era of technology. They should be facilitated with new technology in learning and also in teaching writing.

1.5. Scope and limitation of the Research

The research has scope and limitation to make it simple and focused. The scope of the research is writing. The limitation of the research is teaching report text by using Augmented Reality as media to overcome the problem and improve students ability in teaching writing skill performance in report text.

1.6. Definition of Key Terms

The following definitions are intended to give the same perception of the words or terms used in this research and to avoid the ambiguity in understanding them. They are :

Augmented Reality:

Augmented Reality is creating a modified version of our reality, enriched with digital (or virtual) information, on the screen of your desktop computer or mobile device. (Grasset, 2013).

Writing:

The writing process approach involves the process-steps necessary to produce a good quality final piece of writing (Nunan, 2005).

Report text:

Report text is a kind of text which is describes the way things are, with a reference to a range of natural, manmade and social phenomenon in our environment. The elements of report text are general classification tells and description part tells about what phenomenon

under discussion, is like term of part, qualities and habit or behavior for living and non living things, (Wignell, 1994).