CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents some theories as the basis of the research. It covers about the definition of writing, aspect of writing, writing story, dialogue, simple past tense, and cartoon story maker.

A. Writing

1. Definition of Writing

Writing is the process of thinking to share an idea to illustrate simple dialogue or conversation which use cartoon story maker. Writing can be described as the process of organizing of ideas. Based on Brown (2001: 336) writing is a thinking process. To produce some ideas in writing which is need to think it. According to (Rohman : 2009) writing skills is specified into the skill in organizing ideas. "Writing product are often the result of thinking, drafting and revising procedures that require specialized skills, skills that are not every speaker develops naturally "Douglas Brown (2001: 335) .

Writing is an activity of delivering message, story from the writer to the reader. In writing, usually the writer need a long time to generate the good story. After the story is finish, the writer need to check and edit it. According to Boardman and Frydenberg (2002:11-30), there are six steps of writing such as assessing the assignment, generating ideas which include

brainstorming and free writing, organizing ideas, writing a first draft, rewriting which include revising and editing, and writing the final draft.

Nunan (2003: 88) says that writing is an intellectual activity of finding the ideas and thinking about the way to express and arrange them into a statement and paragraph that is clear to be understood by the people. It means that the writers are supposed to think their idea and arrange into good arrangement and composition. Surely, the writer have to consider the grammar and punctuation too. So, it will make the reader easy to understand the story.

Writing is also process to think, find, and discover the writer's ideas, and then they write it on the paper became a text, story, dialogue, and etc. Surely, to be a good paragraph, story, conversation, or dialogue, they also edit it and rewrite. According to Palmer (1994:5) writing is also a process of discovering and organizing your ideas, putting them on the paper, reshaping and revising them.

Furthermore, Writing is a not process of what the students know, but is also the process to explore and develop their ideas to the certain topic. To produce good text, story, or dialogue with clearly communication, ideas, and emotion, it need some step. There are three step of writing that are pre-

writing, while writing, and post writing (Wenden and Rubin, 1987;Lyons 1987; Brown, 2000)

Based on the definition of writing by expert above, I can conclude that writing is the process of thinking and share an ideas to make a dialogue or story which there are some step to make the dialogue or story better.

2. Aspect of Writing

Writing have several element such as contents, organization, vocabulary, language use, and the mechanics as well (Weigh, 2002:16). Here are the explanation of each element in writing:

a. Content

The definition of content is about the material existed in the composition such as topic, explanations, discussions, and the core of the main topic. It means that the content should be consider clearly for a good text, story, and dialogue.

b. Organization

The meaning of organization s during the composing of the writing text should be consider the sequence of each statement. In addition, the statement of the story, or dialogue should be organize well.

c. Vocabulary

Vocabulary means that the word that we used in writing the text. Furthermore, the vocabulary should suitable, great, and clear for the text. So, consider the vocabulary will make the result of the text in the story or dialogue better.

d. Mechanic

Mechanics deals with the punctuation, spelling, capitalization as well as the type of handwriting whether it is clear or not. It is important to arrange the mechanics kindly since the effect to the writing result. Besides that, the students have to consider the rules of language, punctuation, and spelling. The story or dialogue which use the true and suitable mechanics will be readable and easy to understand.

3. Writing Story

1. Definition of Writing Story

Writing is also process to think, find, and discover the writer's ideas, and then they write it on the paper became a text, story, dialogue, and etc. According to Palmer (1994:5) writing is also a process of discovering and organizing your ideas, putting them on the paper, reshaping and revising them.

A story is an imaginary events that involve real or imaginary people. According to Bill Johnson (1995), a story is an arrangement words and images that re-create life like characters and events. By how a story teller describes and arranges a description of a story's events, issues and ideas, the story teller gains the attention of and audience.

Writing story is the process of the organizing ideas about the imaginary events, characters, became a text, dialogue, and etc. The length of a written story will depend on the format, whether it is a novel, dialogue, short story, and etc. The purpose in writing a story is to entertain or send a message or a moral value.

B. Dialogue

1. Definition of Dialogue

A dialogue is a literary technique in which writers employ two or more characters to be engaged in conversation with one another. In literature, it is a conversational in a group, or between two persons directed towards a particular subject. The use of dialogue is prevalent in fiction, but this technique also be found in poetry, non-fiction, films, and drama.

The dialogue has several purpose, such as advancing the plot of a narrative, and revealing the characters that cannot understood otherwise. In

addition, it presents an exposition of the background or past events, and creates the tone of a narrative. Moreover, dialogue makes a literary piece interesting and alive, and gives enjoyable experience to the readers,

2. Types of Dialogue

a. Inner Dialogue

In inner dialogue, the characters speak to themselves and reveal their personalities. To use inner dialogue, writers employ literary techniques like stream of consciousness or dramatic monologue.

b. Outer Dialogue

Outer dialogue is a simple conversation between two characters, ued in almost all types of fictional works.

C. Simple Past Tense

1. Definition of Simple Past Tense

Simple past tense indicates that an activity or situation began and ended at a particular time in the past. Simple past tense uses past simple verbs (verb 2) and usually the verbs is ended with – ed form which is then called regular verbs.

However, it is not always because there are many other words which called irregular verbs as having different forms.

D. Cartoon Story Maker

1. Definition of Cartoon Story Maker

Cartoon story maker is a computer application which useful to illustrate simple conversation, dialogue or short story and etc. In addition can illustrate by using images, text bubble and voice recording. Cartoon story maker is a computer application that can be used by both teacher and students to illustrate conversation and dialogues in a 2D form (Adam, 2103). In the cartoon story maker, the students can write the text became conversation, narrative, persuasive, informative and etc.

In addition, cartoon story maker is easy to use. The command in file option and control frame use familiar words. Besides that, by using cartoon story maker the teacher can give the material of the lesson, question, dialogue, in interested way. Best of all, this application is free. Unfortunately, to give the sound in audio bubbles have to record it or download it.

Furthermore, the stories in the cartoon story maker can be saved on computer as HTML, page, and can viewed by others using a web browser such as internet explorer, and etc. Besides that, the story can be edited again by open cartoon story maker. Furthermore, the story in the cartoon story maker can be printed.

2. Features of Cartoon Story Maker

There are some features in cartoon story maker include character and background libraries, text bubbles, title and information boxes, importing voice recorder, audio bubbles, importing picture from gallery, picture tools, text tools, unlimited frames, copy and paste frames, copy and paste another text from another document, print, preview and saved stories can be opened and edited.

3. The picture of cartoon story maker

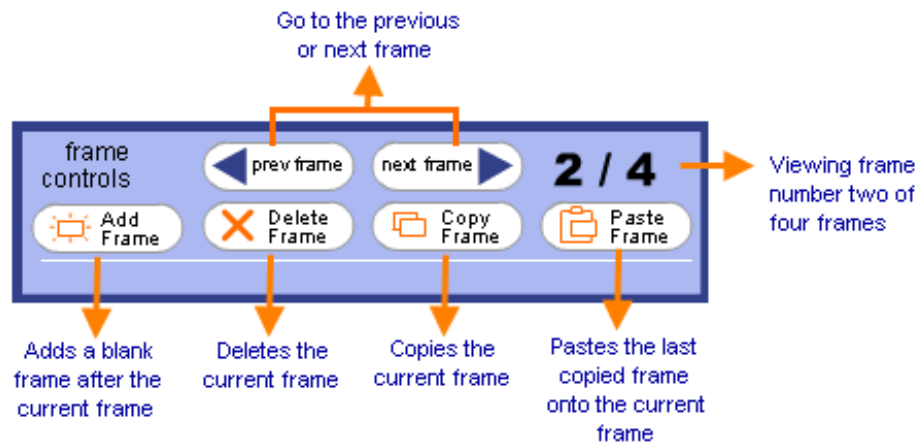**4. The function of file option in cartoon story maker:**

a. New   : closes the story currently you are working on and start

a new blank story

b. Open   : closes the story currently you are working on and

opens a story that has been saved. You can then also

add or edit the story.

c. Save   : Saves the current story.

d. Save as   : Saves the current story as a new file.

e. Preview   : Opens the current story in the 'player' so you can see

what the finished story look like. Note: Stories must be

saved before they can be previewed, a prompt will

appear if there are unsaved changes to the current story.

f. Print   : Prints the current story. The standard printer dialogue

box opens allowing you to select print options.

g. Help   : Opens the help file.

h. Quit   : Closes the cartoon story maker.

5. The Frame Controls in Cartoon Story Maker

Cartoon story maker start with one frame. In addition, the frame can

be added, deleted, copied and pasted using the frame control buttons. There

are control button which can move to the previous or next frames. There is no limit to the number of frames a cartoon story maker.

Here are the picture of frame controls:

6. The character and the background

There are some main character, support character and background in the cartoon story maker. Use the arrows to choose the item. Drag and drop the item that we want onto the frame.
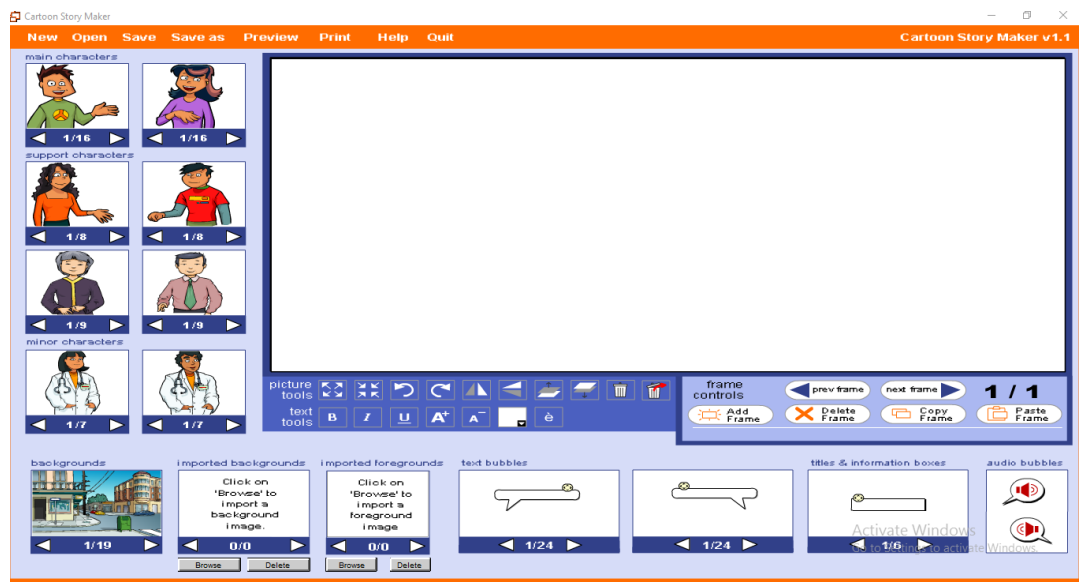
main characters

1/16   1/16

support characters

1/8   1/8

1/9   1/9

minor characters

1/7   1/7

backgrounds

1/16

7. The Way to Use Cartoon Story Maker

First, download the application cartoon story maker in your laptop or computer, after that install it. Second, open the cartoon story maker by click twice the icon picture of cartoon story maker. After that, choose the background first by using the arrows in the background. Then, drag the background onto frame. Next, choose the main characters and support the characters. After that, drag the main characters and support characters onto frame. To make the title, choose in the text and information boxes and drag your decision. Then, make the dialogue by using text bubbles and drag your text bubbles into frame. After drag the text bubbles, the text can be write here. Click the arrows in next frame for the next frame. Save the work by click save or save as in the file option of cartoon story maker.

E. Previous Study

In this study, the researcher takes review of related literature from the other research.

The first research about using cartoon story maker through project based learning in teaching creative writing by Listiana Nurhayati Hakim. This research's purposes are to identify (1) Is there is significant different between student which use cartoon story maker and comic life through project based learning, and (2) whether cartoon story maker more effective than comic life through based learning in teaching creative writing. This research use mixed-method. The subject of this research is the ninth grade of SMPN 1 Ciamis. The techniques of collecting data are test, observation, interview, and questionnaire.

Research about the effectiveness using picture on students' writing of recount text by Rosya Kurniati. This research's purposes are to know the effectiveness of using picture in writing recount text. This research use quantitative method. The research design is quosi-experimental design. The subject of this research is tenth grade of SMA Negeri 9 Kota Tangerang Selatan. The technique of collecting data is writing test.

The next research about the implementation of cartoon story maker media through direct learning model to improve reading comprehension by

Yuni Tampi. This research's purpose are to prove whether cartoon story maker effective to improve reading comprehension. This research using action research method. The subject of this research is IX A SMP Negeri 1 Tamiang layang. The technique collecting data are test and observation draft.

Research about the use of cartoon story maker to master writing ability in composing simple sentence by Ifkin Iftah Rohmatika. The purpose of the research are to know the significant differences of students' writing ability in composing simple sentences before and after they are taught using cartoon story maker. The subject of this research is the first of SMK Negeri 1 Tenggaran. The research using quantitative method. The research design is experimental design. The technique of collecting data is test.

The writer decides to use cartoon story maker to master writing ability in composing simple dialogue using simple past tense at the second grade of SMP Negeri 1 Ngantru. Four previous study above are very helpful as a references to conduct this research.