

CHAPTER I

INTRODUCTION

This chapter presents the discussion about Background of the study, Statement of the Research Problem, Objectives of the study, Significance of the study, Scope and limitation of the study, and Definition of the key terms.

1.1 Background of the Research

English is a tool to communicate verbally and in writing. The Ministry of National Education stipulates that the abilities that must be possessed by Indonesian students are to understand and express information, thoughts, feelings, and develop science, technology, and culture using English. Thus, English functions as a tool to communicate in order to access information in addition to being a tool to foster interpersonal relationship, exchange information and enjoy the aesthetics of language in English culture.

Vocabulary is the beginning to make it easier for students to understand and apply English in their daily activities. Vocabulary is needed to improve the four language skills, namely listening, speaking, reading, and writing. Without grammar, very little can be conveyed, without vocabulary nothing can be conveyed. When we just learn about grammar without learning vocabulary, we cannot express anything. It shows that English has a special place in the teaching of the foreign language at school, especially junior high school.

Mastery of vocabulary is the most basic thing that must be mastered by student in learning English which is a foreign language for all students and the people of Indonesia. How can student express a language if he does not understand the vocabulary of that language. Moreover, if what is learned is a foreign language, so mastery of the language vocabulary is something that is absolutely possessed by language learners. If a student has an adequate vocabulary of English, it will automatically further support the achievement of the four competencies in English earlier. And vice versa without having adequate vocabulary a student will have difficulty in achieving the above language competence

The less of vocabulary mastery of students is a problem for some teachers, because the key to learning English is mastering vocabulay. Based on an interview with one of the eighth grade English teachers at SMPN 2 Ngunut, it is found that the shortcoming faced by the students was the lack of mastery of vocabulary. The lack of mastery of vocabulary in her students causes them not to be enthusiastic about the lessons delivered, because from the beginning they did not understand the material and this affected the value of their English lessons. By matering English vocabulary students will easily understand the lesson and be able to do English paractice questions easily. Beside that, the method of teaching that is less interesting and monotonous is one of the factors that difficulty increasing students' vocabulary. Students are not interested in teaching and lazy to try to understand. Therefore, a media is needed to attract students' interest in mastering vocabulary.

One of the media that can be used to solve this problem is by using digital comic. Digital comic is a kind of cartoon from expressing character and playing the story in

sequences of closely related drawing and design to give fun to the reader. It contains several continued stories. The stories are brief and interesting, completed with action. Digital comics are generally in the form of cellular comics where cellular or mobile phones are objects that are always carried everywhere by students so that they can access this whenever and wherever. McCloud (2008) states that digital comics are increasingly popular because of their ease of access and lower production costs. Because of its popular nature, other than as entertainment, it would be better if the media can be used as a means for student learning. Although there are still some respondents who are not accustomed to reading digital comics, the nature of teenagers who always want to know actually makes digital comic learning media a new and interesting thing for teenagers.

Fitri Nurinayati, one of the student at the State University of Jakarta managed to develop comics as teaching media that could be used as learning media in the form of digital comics in the immune system material at SMA Negeri 13 Jakarta. During the try-out test, all samples were involved as users. The product received a very good interpretation from all samples with feasibility ranged from 81.3-90.9%. This result implied that this digital comic was qualified as learning media on the immune system topic for class XI.

Huriyah, one of the student at the University of Yogyakarta managed to develop comic digital as one of learning media to improve students' motivation in the introduction of banking for grade x accounting student at SMKN 1 Bantul accademic year of 2014/2015. Developed product was tested on 31 students of grade X at SMKN 1 Bantul. The questionnaires used for data collection consisted of feasibility questionnaire for expert

and practitioner as well as questionnaire for students' response and motivation. Research result shown that digital comic learning media was feasible to be use. The assessment score by material expert was 4,19 (feasible), assessment score by media expert was 4,2 (feasible), assessment score by learning practitioner was 4,19 (feasible) and students' response was 4,04 (feasible). In the field test, the digital comic was successful in increasing students' motivation from 3,98 to 4,44. Thus, digital comic learning media was feasible to use in the introduction of banking learning on grade X at SMK.

Mochammad Iqbal and Pramudya Dwi Aristya Putra, the students of Jember University develop environment based digital comic as learning media in integrated science lesson. In this study, there are four development steps; surveys and needs analysis, product development, expert validation and a limited field test. Surveys conducted by taking questionnaire to 25 students who have attended in integrated science course. The result of this study shows that environment based digital comic can be used in the process of learning both in the classroom or self-study, with good scores both in expert validation and limited field test. This media can be applied in online learning process.

The selection of appropriate learning media will be affect the motivation of students related to the subject matter will be studied. As a candidate of English teacher, it must be trained early how to make a good learning media which is learning media related to daily life students so that it provides experience and different points of view (Depdikbud, 2008). To maximize such learning activities this research develops digital comics as the media in learning english.

According to some reasons stated, the researcher is interested in conducting research and development with a theme “Developing Digital Comics As Learning Media for Teaching Vocabulary for Eighth Grade of SMPN 2 Ngunut”.

1.2 Statement of the Research Problem

Based on the background above, the researcher formulated research question that conducted in this study. The research questions is :

How to develop digital comic as learning media for teaching vocabulary for eighth grade of SMPN 2 Ngunut?

1.3 Objectives of the Research and Development

From the research question, the purpose of this study From the research question, the purpose of this study is aimed to develop digital comics as learning media for teaching vocabulary for eighth grade of SMPN 2 NGUNUT.

1.4 Significance of the Research and Development

The benefits that the researcher expected from the result of this study can be used for students, English teachers, researcher, and educational institution.

For the students, this teaching media can make them learn interest and enthusiastic in learning English.

Then the benefit to the English teachers, it gives them experience to use multimedia using Digital Comic. So, they can use not only textbook but also another media to convey the materials in their teaching learning process.

While the benefit for the researcher is as a valuable experience as a candidate of professional teacher in making multimedia as learning media..

And the last one is the benefit for educational institution, this study is as reference to increase education quality by using this media.

1.5 Scope and limitation of the Reaseach and Development

The scope of this study is only examined a number of eighth grade students in junior high schools. Furthermore, this study is limited on developing digital comic as learning media for teaching vocabulary for eighth grade which the topic taken from second semester. The testing of software or product in this research only for testing the expediency and quality of product or program not for investigates the effect of this product in improving student's achievement.

1.6 Definition of key terms

Defining key terms is to avoid misunderstanding of the reader about this study. Then the researcher provides some of definition of key term related with topic as follows:

1. Teaching Media

Teaching media in general are tools for teaching and learning process. Everything that can be used to stimulate the mind, feelings, attention and abilities or skills of students so that it can encourage the learning process

2. Material Development

Material development is basically dealing with selection, adaptation, and creation of teaching materials (Nunan, 1991). The success of learning as a whole is very dependent on the success of the teacher designing material development. Materials development are selected as optimal as possible to assist students in achieving competency standards and basic competencies.

3. Comic

Comics are media that are used to express ideas with images, often combined with text or other visual information. Comics often take the form of panel sequences that are juxtaposed. Often textual devices such as speech balloons, captions, and onomatopoeia show dialogue, narration, sound effects, or other information.

4. Digital Comic

Digital comic are comic in the form of an electronic based digital format which not only displays the plot alone, but can be inserted inside games, animations, movies or any other application that is easier for the reader to follow and enjoy each story and its delivery can be carried out online or through a specific gadget. Digital comic can refers to the work process and the production of comic books can now be done 100% on the screen, and not only the process of manipulation and digital imaging.

5. Vocabulary

According to John (2000: 16) vocabulary is knowledge involves knowing the meanings of words and therefore the purpose of a vocabulary test is to find out whether the learners can match each word with a synonym, a dictionary – tape definition, or an equivalent word in their own language.