

# **CHAPTER I**

## **INTRODUCTION**

In this chapter the researcher presents about the background of the study, focus of the study, purpose of the study, product specification developed, significance of the study, scope and limitation of the study, development assumption, and definition of key terms.

### **A. Background of the Study**

English education is one of the important elements in the development of the Indonesian nation. Nurhayati (2016) states that English language in Indonesia has taken a special attention due to the fact that people's awareness on the importance of English as the main means of communication in the global era is getting increased. This is certainly inseparable from the role of the government in designing the implementation of English education in this country. Various efforts done by the government to advance education are by paying special attention to the components that play a role in education itself (Khusna et al., 2022 in Rosali, 2020). Planning and implementation need to be done by evaluating the results of previous education. English education in this country is very concerning which the teachers should seek to launch and implement various educational implementation designs, one of which is the learning strategies.

One of the strategies used by teachers is to design learning media to make it easier for students to understand the material and life values contained

in each theme, sub-theme, and learning. Learning media can be interpreted as something that delivers learning messages between the sender of the message to the recipient of the message (Anitah, 2009). Sudjana (2005) suggests that media is needed in the learning process because it has the ability or competence to be utilized. Effective media are media that are able to communicate something that the sender wants to convey to the recipient of the message.

In the globalization era, English plays an important role especially in international communication and in the development of education, politics, economy, and tourism (Nurhayati & Fitriana, 2018). Globalization era has also made information, communication, and technology (ICT) is growing rapidly. The development of science and technology offers more conveniences in world of English education, such as in terms of preparing subject matter to students. This stimulates the efforts to utilize the results of technology into the English teaching and learning process. One of which is ICT-based learning media (Information and Communication Technology) as the learning media to create different atmosphere of delivery and understanding the English material in more vibrant and enjoyable way.

In learning English, there are four main skills to be mastered, those are speaking, writing, listening, and writing. Speaking and writing are productive skills which creating product in form of sounds and writings while listening and reading are unproductive skills which receiving product in form of the audios and ideas of the texts. In drilling these skills, they should be involved actively and interactively in the learning activities to be skillful. Nurhayati et

al. (2019) states that based on problems lying in the rapid growth of science and technology as well as the low quality of education, interactive educational technology is worth developing. It is line with the advantages of the science and technology advance, interactive educational technology can be a media to create an active and interactive ICT-based learning media.

Based on the needs survey, one type of ICT-based learning media which is needed to be developed is in form of interactive E-Worksheet or E-LKPD based *liveworkhseets*. This E-worksheet is in form of series of students' activity in the learning process which packaged with the help of website and can be operate using electronic media such as smartphone, computer, and laptop. This E-worksheet supports the students' self learning and does not to replace the existing material nor teacher's role in the learning process. Therefore, E-Worksheet is classified as one of the learning media that encourages students' participation, but not many educators understand well how to design, develop, and use it as a practical learning media.

The product of *liveworksheets* based E-worksheet has developed by many researchers before. Aina (2022) designed an Audio E-worksheet to teach listening-speaking for 7th graders. This study aimed at the development of an English audio e-workbook as a language learning media to improve students' listening skill in the classroom. This study is focused on the listening features contained in the liveworksheets as the media to drill students' listening ability. While Dewi (2023) designed an interactive workbook via Liveworksheets for reading skill at tenth grade for teth grade second semester English materials which consisted of announcement text, recount text, and narrative text. This

workbook is emphasizes the features to drill the students reading skills on three types of text as a unit. Previous studies have developed many E-worksheets in some scope of subjects especially English. But it was found that there were still less of the development product in narrative text material topic for the tenth grade of Senior High School students comprehensively which is not only train the students ability in reading, but also in writing and listening.

The main topic contained in this interactive E-worksheet narrative text material. According to the syllabus of 13 Curriculum (K-13) on base competence 3.8 and 4.8, narrative text is one of the texts that needed to be understood well among tenth grade students of senior high school as the basis literature. As a supplementary material which is not replacing the existing material there are some important points outlined in this topic such as social function, generic structure, types, and language features. Nurhayati (2014) stated that establishing encouragement among students to read is not easy which can be seen on their responses of joining English reading class, most of the Indonesian students confess that they lack of reading habit. Therefore, researcher argued that there must be an effective, practical, and efficient learning media which can make the students are well understood and drilled more students' skills to comprehend the topic well and in enjoyable way.

The consideration for choosing tenth grade of senior high school as the subject of this study is based on the earliest stage which should be introduced the better understanding of how to learn using technology-based media wisely, especially in using interactive E-Worksheet. In the other hand, the researcher chose MAN Kota Blitar to conduct the research in developing this product is

this school supports the use of smartphone during the learning process. Since this final product is the use smartphone in form of website, therefore it would be proper for doing the research in this school.

The researcher conduct the premiliminery research twice on November 21<sup>th</sup> 2022 and February 13<sup>th</sup> 2023 at MAN Kota Blitar by interviewing the tenth grade English teacher and observing the English learning process of students at 10 MIA 2, 10 MIA 3, and 10 Social 3. Teacher at MAN Kota Blitar still use worksheet in form of paper which can be provided by the teacher or even provided by the students under the teachers' instruction. In term of economy, the use of paper can be a consumptive habit since the students need many drillings in the learning process. If all of those are done using paper, there will be many papers needed and wasted. Furthermore, the use of paper worksheet given is less interactive since it only develops students' ability in reading and writing. Since nowadays most of students and teacher utilize the smartphone for their daily life, developing a *liveworksheets* based interactive E-worksheet can be a solution to make the learning process more effective, economic, and practical. The students and teachers can acces interactive E-worksheet everywhere and everytime and also use it for many times in interactive way of learning.

Based on the description above, in this study the researcher developed *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade of senior high school. Since the researcher want to produce an educational product that can be used in English teaching and learning process, the research is conducted using Research and Development method. The

development model used is the development model according to ADDIE model which consists of 5 stages, namely Analysis, Design, Development, Implementation, and Evaluation. Due to the limited time required for research and the product is only made as teachers' reference, this research is only limited to 3 steps of the development procedure, namely (1) analysis, (2) design, and (3) development. The type of data used in this research is primary data. The research instrument used non-test instruments (interview, questionnaire, and documentation).

This research has actually been developed by previous researchers. However, the technique used, the topic presented, and the features developed in the products are different which made them difficult to generalize the results. Therefore, in this study the researcher tried to design and develop an interactive E-worksheet learning media focused on narrative text material for the tenth grade of Senior High School students comprehensively which is not only train the students ability in reading, but also in writing and listening, and measure the validity and practicality of the product resulted.

## **B. Problems of the Study**

Based on the background above, it can be obtained the problem of the study, namely:

1. How to develop *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students at MAN Kota Blitar?

2. How the quality (validity and practicality) of *liveworksheets* based interactive E-worksheet media product on narrative text material for tenth grade senior high school students at MAN Kota Blitar?

### **C. Purposes of the Study**

Based on the problem of the study, the purposes of this study are:

1. To develop a product in the form of *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students at MAN Kota Blitar.
2. To describe the quality of the product (validity and practicality) in the form of *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students at MAN Kota Blitar.

### **D. Product Specification Developed**

Based on the benefits of the research above, the product specifications developed are:

1. *Liveworksheets* based Interactive E-worksheet

It is a form of sheets containing instructions for carrying out tasks that must be done by students in learning by referring to Basic Competencies through digital electronics or the internet (website).

Interactive E-Worksheet consists of several parts, including:

- a. Cover, it contains the title, subject identity, sub-theme, students' identity, and also learning objectives.

- b. Content, it provides warming up session and some parts of main students' activities.
  - c. Closing, it contains students' self-reflection after studying the topic.
2. The *liveworksheets* based interactive E-worksheet developed is in accordance with the actual media criteria. The criteria for learning media that were made include:
- a. The media developed is in accordance with the learning objectives.
  - b. The media developed is able to increase student enthusiasm.
  - c. The media developed is able to develop student curiosity.
  - d. The media developed is able to increase student attractiveness.
  - e. The media developed is efficient in terms of time, cost, and effort.
  - f. The ease of media in the practice of teaching and learning.
  - g. The quality of the developed media.
3. ICT- based learning media developed in accordance with the characteristics of students.
4. ICT-based learning media developed is *liveworksheets* based interactive E-worksheet in the form of materials, student activities, pictures, audio, video, and evaluation questions which were made based on the level of students' abilities.



## E. Significance of the Study

The researcher hopes this study can give contribution both theoretical and practical:

### 1. Theoretical Benefits

Theoretically, the benefits of this research are expected to be able to increase knowledge related to developing ICT-based learning media referring to *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students and give additional reading materials related to the type of research Research and Development (R&D).

### 2. Practical Benefits

Practically, the benefits of this research are:

#### a. For the students

Students can understand lessons better and meaningfully so that they can obtain satisfactory learning achievements. Besides that, it can introduce students the use of new way technology in learning process especially by using an ICT based learning media approach referring to *liveworksheets* based interactive E-worksheet on narrative text material.

#### b. For the teacher

Teachers can get inspiration related to Research and Development (R&D) research. Teachers also can get examples of learning tools especially ICT-based learning media referring to *liveworksheets* based interactive E-worksheet to improve their teaching media in order to

achieve better result of the student achievement on narrative text material.

c. For school

Schools can get examples of ICT-based learning media referring to *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students and give additional reading materials related to the type of research Research and Development (R&D).

d. For the researcher

Researcher can gain experience in conducting research type of Research and Development (R&D) especially by using a scientific approach in an effort to develop ICT-based learning media referring to *liveworksheets* based interactive E-worksheet on narrative text material to increase the creativity in developing teaching media as the better teacher in the future. While for the other researchers this study can be used as a reference to conduct the next research.

## **F. Scope and Limitation of the Study**

To prevent misunderstanding and clarify the study, scope and limitation of the study should be made. The researcher makes the scope of this study developing a *liveworksheets* based interactive E-worksheet on narrative text material for tenth grade senior high school students. Since the researcher used research and development research design, the limitation of this study is the

result cannot be used to make generalization as a whole, because basically research and development modelling is on sample not a population.

## **G. Development Assumption**

### **1. ICT-based Learning Media**

The era of globalization encourages us to adapt to modern life order (Nurhayati, 2019). One of which is by utilizing ICT-based learning media (Information and Communication Technology) as a learning media which is created by using a computer to process information and also as a tool to create learning media in teaching and learning process. The existence of this ICT learning media can be hoped that the learning environment will be not boring or for both teachers and students since there are so many features provided. Therefore, teachers are easier to conduct the learning process well and can achieve optimal learning outcomes.

### **2. *Liveworksheets* based E-worksheet**

E-worksheet aims to provide convenience medium of learning both for teachers and students. Teacher can be helped in providing an understanding material and drilling. For students, E-worksheet can be used as learning medium to be active and train their independence and responsibility (Lathifah & Hidayati, 2021). *liveworksheets* platform provides services for educators to be able to use the available E-worksheet even make their own interactive online E-worksheet.

### 3. Narrative Text

According to Otong Setiawan (2007), “Narrative is kinds of text about story of legend and resolution to amuse and to give entertain to readers”. This kind of text sometimes can make bored situation in class since there are many paragraphs that should be read. In the other side, narrative text is one of text that is needed to be mastered by foreign learners. This text can be a medium to gain many vocabularies, mastering grammar, tenses, and train their skills whether in reading, writing, listening, and also speaking. Therefore, the teachers should find the new ways to bring this material in more interactive and fun to be learnt.

## H. Definition of Key Terms

### 1. Interactive E-worksheet

The term of interactive E-worksheet or E-LKPD (Indonesian) in this context refers to Farkhati (2019) is the form of sheets containing instructions for carrying out tasks that must be done by students in learning by referring to Basic Competencies through digital electronics or the internet.

### 2. *Liveworksheets*

The term of *liveworksheets* in this context is a website which has the main feature to create interactive worksheets that are used online (Navarre, 2018). *Liveworksheets* platform provides services for educators to be able to use the available E-Worksheet and make their own interactive online E-Worksheet. Students do E-Worksheet only by visiting the site in

any browser provided from their devices (smartphone or laptop) and they can use variation steps of student activities for working on it.

### 3. Narrative Text

Narrative text is defined as the text which describes a series of event in sequence to amuse or entertain the readers. It similarly with Otong Setiawan (2007) says, “Narrative is kinds of text about story of legend and resolution to amuse and to give entertain to readers”. This type of text is one of the basic competences which should be mastered by tenth grade of senior high school student.