

CHAPTER I

INTRODUCTION

This chapter contains the Background of the study, Formulation of the Research Problem, Research Objectives, Research Hypothesis, Significance of Research, Scope and Research limitation, Definition of Key Terms.

1.1. Background of The Study

English vocabulary is central of language teaching and learning. It means that by mastering vocabulary, of course with grammar, the learners will produce so many sentence easily either in spoken or written one. They can also communicate with other people fluently and express their opinion or ideas conveniently. Palmer said in Jack C. Richard's book entitled Approach and Methods in Language Teaching that "Vocabulary was one of the most important aspects of foreign language learning"(1986:32). By understanding the statement above, it can be understood that teaching English Vocabulary constitutes one of keys to be success in learning English. Therefore, English teachers who teach English at each grade will face a great challenge to help their students master the target of vocabulary. In other to face the great challenge to help the students master the vocabulary, English teachers are expected to be a good operator of teaching strategy aids.

The teaching aids are used to in harmony with the strategies that are used by the teachers. To make teaching vocabulary more interesting, good idea is needed. So in this study, the writer will use media. Media is the plural of medium, refers to the communication channels through which we disseminate news, music, movies,

education, promotional messages and other data. It includes physical and online newspapers and magazines, television, radio, billboards, telephone and internet. According to Gerlach and Elly (1980:245), to select the appropriate media, the teacher must consider the characteristics of the students, which directly related to the learning process such as verbal abilities, visual and audio perception skills. Other factors which also thought to be considered in media collection come from our instructional system model, that is the organization of groups, the time available and the space in which the media will be used.

Comic is one of many media can improving student vocabulary mastery. Comic as a visual media is a media for effective learning to develop creativity readers, because there is an image illustration of a story that was delivered. The language used in a comic is not too heavy, so it does not give the impression of a saturated audience. By using comics as a media to improve student's vocabulary, comic also has many pictures and related contents so that they can also be read through the image. Another benefit of the use of comics is able to accelerate the process of receiving a messages that will be delivered and allows messages to be obtained by the students will be stored for longer in their memories. "using English comic as media could improve the ability in mastery vocabulary furthermore, this kind of media have created a good atmosphere in teaching learning process" Rini Erina (2017). Comic also helps to motivate the students, students can be active to read and answer the questions given by the teacher and build up their prior

knowledge. Because a conducive condition in teaching would become one access to carry the success material to be taught

In this paper the researcher suggested using Comic book to improve students' vocabulary mastery. Several studies have been done to review the use of Comic book as media to teaching English. Research conducted by Eva Mayang Sari (2015) with title "Improving the Students' Vocabulary Achievement Through Intensive Reading At The First Year Students of SMA Negeri 1 Pagelaran" the aim of this research was to find out whether there was a significant improvement of the students' vocabulary achievement after they were taught by using Intensive reading. The result of this research showed that there was a significant improvement of the students' vocabulary achievement after they were taught by using intensive reading.

The other previous research has been applied by Nur Azizah Ahmad (2019) entitled "*The Effectiveness of using Comic in Improving Students' Vocabulary at The Eight Grade of SMPN 1 Palopo*" the research was to find out the effectiveness of comic to improving students' vocabulary. the data was analyzed using a quasi-experimental design technique students' t-test score (1,67) and t-table (-0.36) from the degree of freedom (df) 48 are based on the result of data analysis. Based on the result of the reserch, it can be inferred that using comics to teach vocabulary in the eight grade of SMPN 1 Palopo has a positive impact. As a result, the alternative hypothesis was accepted, while the null hypothesis was dismissed.

Next, is from Rizky Nur Oktaviani (2018) conducted "*Implemetation of Using Comic Strip in Teaching Vocabulary for First Grade Students at MTs Negeri 2 Malang*" the

main purpose of this study is to find out whether or not comic strip improves students vocabulary score. The method of this research belonged to true-experimental research. The researcher took 52 students as the sample. The result of pre-test and post-test were measured quantitatively. Based on the data analysis processed by using SPSS, the t-test revealed that the sig. Values (2-tailed) was 0.002 lower than 0.05. by using comic, the students were enthusiastic in learning new vocabulary, they were also active in the class. In summary, the use of comic strips could improve students' vocabulary score in first grade students.

The three studies above it is proven that there are several researchers using other media to improving students' vocabulary, but the results are less than optimal, such as the use of intensive reading, not all students like to read, and moreover, reading foreign language, of course this can reduce students interest in learning. In this study, the researcher chose to use comics book because comic book have a longer storyline and more vocabulary than comic strip. Why not choose Manga? Because manga has short comings in terms of visuals, where manga does not have colorful images so it is less attractive to students.

In this research, the research focused on the investigating whether there is significant difference of Students' score before and after being taught trough Comic books. It is hoped that comic books can be improve the students' vocabulary. Therefor, the researcher entitles her scripts "The Effectiveness of Comic Book In Teaching English Vocabulary at Fifth Year of MI Tarbiyatul Athfal Bedali"

1.2 Formulation of the Research Problem

Based on the background of the study on the previous page, the research problem will be: Is there any significant difference of Students' score before and after being taught using comic as a media for fifth year of MI Tarbiyatul Athfal Bedali?

1.3 Research Objection

Based on the research problem above, so the purposes of the study is: To investigate the significant difference of Students' score before and after being taught using comic as a media for fifth year of MI Tarbiyatul Athfal Bedali?

1.4 Research Hypothesis

There are two types of hypothesis in Experimental Research, H_a (alternative Hypothesis) and H_0 (Null Hypothesis) in this study, the hypothesis are:

H_0 : There is no any significant difference in students' vocabulary mastery before and after being taught using Comic book.

H_a : There is any significant difference on students' vocabulary mastery before and after being taught using Comic book.

1.5 Significance of Research

The meaning of this research is expected to provide several advantages for the teaching and learning process of English. The meanings of the research include:

- a. For the Students teaching vocabulary by using Comic book can motivate the students in order to be more interested in learning vocabulary.
- b. For the teacher, to provide the better technique for teaching vocabulary.
- c. Give any contribution to the general public in increasing knowledge concerning about English vocabulary by using Comic book.
- d. The writer hopes that the result of the research can be used as reference for those who want to conduct a research in teaching English.

1.6 Scope and Limitation

Based on the background of the study, this study has scope and limitation. The scope of this study is studying at Elementary School. And the limitation of this study is using Comic Book as a media to teaching English Vocabulary especially on the meaning, furthermore this study especially for MI Tarbiyaul Athfal Bedali.

1.7 Definition of Key terms

In order to avoid misunderstanding or misinterpretation in this study, the researcher describes the meaning of the main terms used as follows:

1.7.1 Vocabulary

Vocabulary is one of the language components that is important for the students to be mastered besides grammar and pronunciation. Vocabulary is foundation to learn language skills such as listening, speaking, reading and writing. Vocabulary is a core component of language proficiency and provides

much of the basis for how well learners speak, listen, read, and write (Richard & Renandya, 2002: 255)

a. Comic Book

McCloud (1993:9) defines comic as juxtaposed pictorial and other images in deliberate sequence, intended to convey information or to produce an aesthetic response in the viewer. To Juxtapose means to place two things side by side, so from the definition just mentioned, comic at least consists of two panels. In this sense, single panel illustration is not considered as comic but cartoon.