

CHAPTER I

INTRODUCTION

A. Background

The prohibition of bringing smartphone in a school for a students is a natural things, since the covid pandemic. The government has allowed the use of smartphones during school, because it is used as a tool for students and teachers to learn, such as conducting online meetings. But we still find when students in the classroom, they are still look at about smartphone that are not used for studying but they used to view social media such as Google Classroom, WhatsApp, Youtube, Tiktok, Instagram, and Facebook.

Regarding the good and bad impact of smartphones according to some literature review. From Cochrane, he stated that the smartphone used in school is a tools to acces and share information, besides that it can also be used as a way for online discussion (Cochrane, 2010). Therefore, the smartphone can be a tools to help teacher and students in a classroom for group discussion but students must be install applications before that in generally whatsapp, zoom, google meet, telegram, google classroom. Another study from Tindell and Bohlander's research (2012) in classroom for students who bring smartphone some of students are not focus to attention by teacher, during the classroom they focus on their smartphone. It is very difficult for them to focus, moreover there are many online friends who give messages. Then, in the Elder study's, state that students who use or play smartphone in the class they will have a lower on scores than, students who do not use a smartphone in the class. (Elder, 2013).

For the following are students do not use smartphone clearly for learning activity, but utilize it to make a browsing in shoope to get some accessory, take a picture and they are posting thats picture and sometimes there are some students who create short videos with dance with classmates and they going to post on favorite's social media (Alfawareh and Jusoh, 2014). In addition, there are media messages that are also interest to students, such as instant messages for example are email and also they prefer to use web-surving, their opinion is that it can be faster and simpler to find sources rather than looking for sources in online libraries. In the end students prefer to use instant messaging, email and web-surfing in library rather than looking into library online resources (Hanson et al, 2011). Moreover, students also have difficulty in balancing their favorite habits with learning obligation even though they acctually want to study according to the schedule diligently. Students are more happy with the habits they do both in class and in their free time such as viewing stories, show or post some picture and videos on Tiktok, whatssapp, facebook or instagram. Habbit can become activities that can affect even make addiction. So the role of parents as primary educators needs to be considered. The teachers role is also importants for students' character and insight into some phenoomena. Students habits also need to be managed since chillhood, the importance of paying attention to children can shape the child's personality who are responsible and behaves well towards others.

The Tiktok applications is an applications that is most favored by the audience. The tiktok application is one of the application that is most downloaded. According to Cell Diot he is state that in February 2020 tiktok application is an application that is simple and easy to use. Provides the feature of sending or just viewing short videos. This application is listed in the application that has a lot of fans and about 800 more active users every month (Cell Diot, 2020).

The Tiktok application is a category of application that are used in various interaction in the form of short videos. One of application that have a lot of demand for around more than one bilion users of this application (Syah et al., 2020). Audience can enjoy to play and scrool of short videos about 30 second until 60 second and content accompanied by interesting picture and audio from that application. Then, about content by that application we can also find some educational videos and sometimes the current update. The current generation, an application that is not boring makes young people who play tiktok create videos about education that are not boring. Video for learning is a show that is designed according to the lesson plan, which wil later be used as teaching material for a students (Erniasih: 2018). Research from Azkia Nurfajrina, with the title correlation between tiktok application with self-presentation students of MAN 6 Jakarta. Thus research use students of MAN 6 Jakarta for subject, then focus on implementation social media (Tiktok) with students presentation. The research show that there are have a positive correlation about the using of tiktok media with self-presentation of students MAN 6

Jakarta, data result show that the level of weak correlation is 0,324, and the t-count value is 2,114 which is greater than the t-table value of 2,024, so that H0 is rejected and H1 is accepted (Nurfajrina, 2022).

Another previous study from Lira Hayu she conducted study about desain of learning media in indonesia language using tiktok application as learning tools, in this condition the subject of the research is about the students senior and junior high school in Sumatra Barat. Then, about the result of this study are: most of the students think if tiktok application is a good, fun and entertain application, students agree if tiktok be a learning media tools, there are a basic copetence of learning indonesia language that have been watched from tiktok such as narrative texts, procedure texts, exposition texts and explanation texts. Althought not all students have been watched that texts in tiktok, easy to use that application and various features, so the tiktok application can use for a learning tools in the class (Lira, 2021).

From Masfufatul Qolbiyyah research's with the title the effect of quantum learning models to students learning outcomes on history subject at X API Class SMKN 2 Turen Malang, focus on implementation of quantum learning models' to students learning outcomes on API first grade classes in SMKN 2 Turen and The effect of quantum learning models' to students learning outcomes on API first grade classes in SMKN 2 Turen. About the result of thst study is about there are effect of quantum learning models of students learning outcomes with the pre-test value is about 29.08 and post-test value is about 76.77, and there are significant

effect of quantum learning models' to students learning outcomes on history subjects of X Class SMKN 2 Turen Malang with significant value $0,00 < 0,005$ (Masfufatul, 2019)

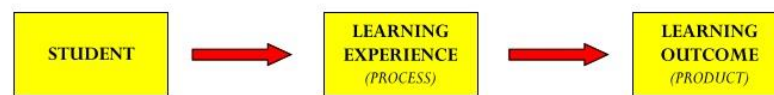
From Dirgantari Sulistyoningsih etc research' with the title Correlation the habit on intensity of online games between the students learning outcomes at V class elementary high school mataram 2019/2020, The subject of this research only students of V class SDN Gugus mataram. There are result From the research is about there is no correlation the habits of playing game online between students learning outcomes where count is about 0,161 meanwhile R tabel with N +66 on 10% significant levels of 0,2423 so r count < r table ($0,161 < 0,2423$) have a meaning H_A rejected and H_0 Accepted (Sulistiyoningsih et al., 2021).

From the ER. Dahliani and H. Rahmatan study's this study aimed to determine the correlation between students' intrest in learning bilogy with students learning outcomes in SMTA Banda Aceh, this research used a suvey, quantitative, and qualitative method to collect the data. Population of the study is about 404 students in nine grade then purposes sampling is about 192 respondents, about the result of study there are significant correlation between students learning intreset of student in SMTA Banda aceh with a mark of $r=0,22$ at SMAN 5 banda aceh, a mark of $r=0,246$ at SMAN insyafudin banda aceh a mark of $r=0,040$ at MAN 1 Banda aceh city (Dahliani et al., 2020).

From the previous study above almost have the same scope, namely disscusing about students learning outcomes, however there are

significant differences from the five previous studies with the research to be conducted an independent variables, dependent variables and methods in collecting the data. About independent variables in this time, researcher choose the students' habit in watching english tiktok videos, then about dependent variabls is students achievement, it's means that student's achievement will be found in the english end-semester ganjil exam (PTS). then about collecting the data researcher use the quantitative, descriptive and ex-post facto methods. According to Dr. Sandu Siyoto and M. Ali Sodik, quantitative study is emphasis on objective phenomena and that phenomena is quantitatively assessed moreover about research design, quantitative study will be done with numbers, statistical processing, structure and controlled experiments. The models of quantitative methods such as descriptive, survey, ex-postfacto, comparative and correlation included in nonexperimental process (Dr. Sandu Siyoto, SKM., M,Kes dan M.Ali Sodik, 2015). Based on the background, in this study researcher chooses the title **“The Correlation Between The Students' Habit In Watching English Tiktok Videos And Their English Achievement”** as a reference to find out the correlation between the students' habit in watching english tiktok videos and their english achievement. Students' achievement in this research as dependent variables. The research use a quantitative methods it is mean that the numeric data must be done in the thesis. Researcher will get the data about Students Habit in Waching English Tiktok videos will came from quitionsnare then the numeric data about Students Achievement will get from students scores in the first Final

semesters (PTS Ganjil 2022/2023). Based on the 2003 law on the national education system, the achievement of national education goals from students can be seen from the students learning outcomes obtained by students. The learning outcomes can be influenced by several factors that come from internal and external students' factors. The mid-semester exam, the end-semester exam are included in the program to determine students' learning outcomes during their study period at school (Wibowo, 2015).



(Diagram adapted from Linn & Miller, 2005.)

The information, skills and abilities that each student should have and be able to demonstrate after completing a learning experience or series of learning experiences are known as learning outcomes. According to Stephen Adam from his E-Journal, he states that learning outcomes are a declaration of what a learner is anticipated to understand, know or be able to do by the end of a learning period (Adam, 2006).

B. Formulation of Reserach Problem

Is there any positive correlation between the students' habit in watching english tiktok videos and their english achievement?

C. Objective of the research

To find out if there is a positive correlation between the students' habit in watching english tiktok videos and their english achievement.

D. Formulation of Hypothesis

A research hypothesis is a claim about the correlation between two or more variables (Umi Cahyaningrum, 2021). Based on the research problems and the research question, in this study there are two research hypothesis is about H_0 (Null Hypothesis) and H_1 (Alternative Hypothesis) as follows:

1. H_0 = There is no positive correlation between the students' habit in watching english tiktok videos and their english achievement.
2. H_1 = There is a positive correlation between students' habit in watching english tiktok videos and their english achievement.

E. Defnition of Key Terms

1. Correlation

Coreation is when there are two or more variables have continuity between them, it called correlation (Umi Cahyaningrum, 2021). In this study, the object that will be correlated are between students' habit in watching English Tiktok videos and students achievement is about students scores in final test (PTS Ganjil) in 2022/2023 academic years.

2. Habit

Habit often appears as a contributing factor in stimulus that can push or halt an activity (Rachmawati, 2018). Some little activities when someone doing in spare time such as reading for dome books, writing some text, watching video, or maybe playing a game online it is can be said habit.

3. Tiktok Videos

Tiktok is one of the most popular social networking services it has developed into a platform with a variety of content that enticed learners to join the community including sport, performing art, education and promote (Lobo, 2022)

4. Students Achievement

Students achievement is an increase that can be seen in the behavior, values and habits of students after they are learning English (Sufi Hubaidah, 2009). This increase occured idirectly because it can be seen after students learn english either through the media or the teacher's role in class.