CHAPTER I

INTRODUCTION

This chapter present the result of introduction covering Background of the Research, Statement of Research and Development Problems, Objectives of the Research and Development, The Specification of the Product, The Significance of the Research and Development, Assumption and Limitation of the Research, Definitions of the Key Terms. successively, the seven things are described as follows:

A. Background of the Research

In Indonesia, the development of technology is becoming increasingly rapid, with the advancement of technology many sectors are affected including the education sector. The existence of technology certainly makes education very easy, it will be easier for everyone to learn anything without any obstacles (Maritsa et el, 2021). According to Undang-Undang no. 20 Tahun 2003 education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and the skills needed by themselves, society, nation and country. The purpose of education is a factor that was very important in education, because the purpose of education was the direction to be achieved by education.

The field of education also included learning which is a process provided by educators to transmit knowledge, skills, and inculcate attitudes to students. The role of learning requires educators to be able to incorporate education technology effectively and efficiently into the learning process, but basically to refocus teaching philosophy so they can apply new approaches to keep up with current technological developments in education (Hidayat & Abdilla, 2019). The role of the educators here were indispensable as a facilitator in learning process, so that students not only gain knowledge from the teacher but students can also explore this knowledge themselves, in this case education is now not only centered on educators but centered on the students themselves.

The learning process greatly influences students' interest and motivation to understand the material. Learning motivation is exceptionally vital in learning process, since motivation can energize eagerness for learning. Motivation is an supreme necessity in learning, a student who studies about without motivation (or lack motivation) will not succeed ideally. One way to increase student motivation in the learning process is to use a variety of teaching materials (Amna, 2017).

English is important in the advancement of education. In Indonesia, students learn English form an early age. Form the first time they entered school, student will find English in the list

of subjects. English which includes 4 main components: reading, listening, writing, and speaking. Teaching English is the key to successful world interaction. The success of mastering this language facilitates the flow of togetherness between nations. This situation certainly encourages English teachers to be more imaginative and creative in giving English learning materials and media that are suitable and easily accessible to students.

Based on the researcher's experience conducting internship 1, the researcher observed learning proses in class. The observation is held on march 31th 2023. Result of the observation, it was found that in teaching the topic about simple present the teacher only used teaching material form of handbook or textbook that causes learning sometimes does not match the expected competencies. There were still no teaching materials in the form of applications or e-modules. Teaching materials that were less interested and the material presented was not related to daily activities or religious routines. Some students didn't focus on what the teacher explained.

In the teaching and learning process, the teacher take roles in planning and implementing lesson plan to facilitate students leaning (Wahyuni, 2022). Contextual teaching and learning approach is a holistic learning prepare, which points to assist student get it instructing materials and relate them to the activity of students' every day lives (social, personal, and culture) so that

they are learned, energetic and adaptable to effectively construct their own understanding (Meutiawati, 2023). Students can learn well if teaching materials are related to knowledge and activities that they already know and are happening around them.

According to Frankl in Johnson (2007), the main goal. one is neither seeking pleasure nor avoiding pain, but rather seeing a meaning in one's life. CTL is a learning method by applying the concept of learning between the knowledge that students already have and the real life of students so that it encourages students to better understand the meaning of the material presented. The Contextual Teaching and Learning approach has several characteristics, components, and steps that can help improve student learning outcomes because this CTL learning model focuses more on understanding and emphasizes developing students' interests and experiences in everyday life, not just daily memorization.

Simple present tense material is exceptionally closely related to everyday life. In addition to the need to understand and master the simple present tense material well, students are also anticipated to able to master their spiritual abilities. Spiritual abilities in learning English, particularly within the simple present tense material (Tirza,2022). As we know that the simple present tense is English grammar in simple sentences that are used for the present moment. One of its function was to express

routine activities. One of the steps used in the learning process is to use teaching material that are characterized by linking the material studied in schools with daily of activity.

In the learning process students can build good concepts of simple present tense material, namely through teaching materials. Manik & Suprihatin (2020) state teaching materials are very exceptionally vital for students and educators to use in learning activities. Educators and students will experience difficulties if they are not accompanied by teaching materials in expanding the effectiveness of their learning. So to improve the quality of learning, teaching materials are very important to be developed. There are many examples and variations of teaching materials including modules, worksheets, books, articles, etc.

One of the teaching material that can be used to solve problem is e-module using the book creator application. While Laili et al. (2019) explained E-Module is learning resources that contain materials, strategies, impediment and ways of assessing that are outlined systematically and interestingly to attain competencies that are in agreement with the curriculum. To reduce students' boredom studying with modules, digital teaching materials in the form of electronic modules can be developed using a book creator application interactive. It is said to be interactive because users will experience interactions and be active, for example actively paying attention to images, paying attention to writing

that varies in colour, moves, sounds, animations and even videos and films. Interactive conditions will greatly increase the value of communication, meaning that information can not only be seen in print, but can also be heard, as well as forming simulations and animations that can arouse enthusiasm and have high graphic value in their presentation.

Many researchers were carried out the development teaching material using book creator application to bolster the victory of the learning process. Afiyattena, N & Pravisatari, H in the Wiralodra English Journal (WEJ), September 2022 edition, entitled "Development of Grammar in Written Discourse E-book with Multimodal Approach Using Book Creator Application". The research resulted in the finding that student's responses were showed a positive response to the application of differentiation learning model by using book creator. There were 50 students voluntarily participating in this study. The research data analyzed used qualitative and quantitative. The data collected used questionnaires, focused-group discussions, interview, document analysis. This can be seen the a total percentage 91,12 % of try-outing to students was obtained in the excellent criteria. This shows that students have an interest in implementation of the product that has been developed. Use of Book creator in the classroom can attract students' interest to learn and use

Indonesian. They can express their knowledge through book creator.

The selection of appropriate learning media and teaching material will be affect the motivation students and teacher related to the subject matter will be studied. To maximize such learning process this research develops E-module using the book creator application as the teaching material in learning English. In order to maximize the development of CTL-based E-Modules, book creator applications were an effective means of assisting product development in this research. The advantage of this book creator was that it can provided a multimodal e-pub concept where e-pub features did not only consist of text but also audio and video features. And also provides a flip effect, meaning it can be flipped back and forth so it's like reading a real book.

Based on this background, the researcher conduct a research entitled Developing E-Module With CTL Approach Using the Book Creator Application on Simple Present Tense Material for the 8th Graders

B. Statement of Research and Development Problems

1. Statement of Research

The research "Developing E-Module with CTL Approach Using the Book Creator Application on Simple Present Tense Material for the 8th Graders". It was necessary to give a problem

limitation so that the research focuses on the things it want to study and did not cause expansion, among others:

a. This research only focuses on the development of teaching materials within the shape of e-module using the book creator application

b. The material discussed to be used as an e-module in this study was the simple present tense for the 8th graders.

2. Development Problems

How to Develop E-Module with CTL Approach Using the Book Creator Application on Simple Present Tense Material for the 8th Graders?

C. Objectives of the Research and Development

To knowing the Developing E-Module with CTL Approach Using the Book Creator Application on Simple Present Tense Material for the 8th Graders

D. The Specification of the Product

The product that was developed in the form of e-modules using the book creator application. The product was developed and design based on the students and teacher need in their English learning. The product e- module is made with the help of the book creator application CTL-based which involves students completely to discover the material being

considered and relate it to real life activity. The material that will be used as an e-module is simple present tense material contains of definitions, uses, formulas, example sentences. The book creator application can be downloaded for free through the official website of the book creator developer. Access the site via the computer device browser page and type: https://app.bookcreator.com.

E. The Significance of the Research and Development

1. Theoretically

   This research is expected to be useful as a source insight and knowledge about teaching material in the form of E-module with CTL Approach using book creator application as well this research can be utilized as a reference for other research will come.

2. Practically

   a. For educators

      1) Can help educators to facilitate as well as the practicality of teaching material to improve learning outcomes students.

      2) Can make it easier for educators to deliver material English learning, especially simple present tense material

b. For students

1) Can help students to more easily understand and increase the motivation and interest in learning participants educated on simple present tense

2) Can help students to study independently or groups using e-module.

c. For researchers

1) Can find out the quality and suitability of the e-module created as a means of learning resources for students.

2) This research can be used as knowledge as well as insight additions for researchers who are used as provisions when becoming educator.

F. Assumption and Limitation of the Research

1. Assumption of the Research as follows:

a. The development of E module teaching materials provides a learning context in which students can reflect on new material, discuss their tentative understanding with others, actively seek new information, develop deep communication, collaboration skills, and build conceptual connections with the foundation of existing knowledge. This e-module teaching material makes it easy for

students to access and study the material wherever and whenever they want.

b. The book creator application can make e-modules more interesting and interactive by adding images, audio, video, hyperlinks, YouTube links, etc. This application can directly publish e-modules from e-module work created using a book creator in the form of a link that can be accessed using electronic devices, both computers and smartphones. This application was hoped that the learning atmosphere were not be boring for both teachers and students. so that it was easier for teachers to carry out the learning process well and can achieve optimal learning outcomes.

2. Limitation of the Research as follows:

E-module contains sub material: definitions, uses, formulas, example sentences. This study limited on developing e-module using the book creator as teaching material for students the 8th Graders at Mts Al Ma'arif Tulungagung. The researcher focused on developing teaching materials which were arranged in the form of an E module using book creator. The try-out product in this study only for testing the expediency and quality of product not for investigates the effect of this product in improving students achievement. E-module development

uses the ADDIE research model only used 3 steps that are Analysis, Design, Development.

G. Definitions of the Key Terms

1. E-module

   The module is a print media consisting of parts which are arranged systematically for student learning independently because it has been equipped with self-study instructions. Keep abreast of technological developments in the world of education. Modules are also developed in an electronic format known as E-modules. E-module is a module based ICT (Information and Communication Technology) which is interactive and ease in navigation / direction, allows display/load images, audio, video and animation as well prepared with formative tests/quizzes that permit for input automatically immediately (Suarsana,2013)

2. Contextual Teaching and Learning Approach

   Dharma (2010) explained Contextual Teaching and Learning (CTL) is a learning approach that emphasizes the method of including students as a entire to be able to discover the material being studied and relate it to real life circumstances so as to encourage students to be able to apply it in their lives. CTL encourages students to be able

to apply it in life, meaning that CTL does not as it were anticipate students to get it the material learned, but how the subject matter can colour behaviour in everyday life (Nanang&cucu,2009)

3. Book Creator Application

Sinta & Selva (2022) explained Book Creator is an application designed for create an e-module based book. Book creators are said to be "attractive" because of the tools (elements available facilities) not only in the form of writing and pictures, books, or ordinary reading, but can also insert audio and even video records.