

CHAPTER I

INTRODUCTION

A. Research Background

Nowadays, the development of information technology is growing rapidly. It has affected all aspects of life including education. In the aspect of education, information technology can be used as a learning media and a solution to improve students' skill and knowledge with new learning methods. An appropriate learning media is one of factors that influence the quality of curriculum implementation in school, especially in learning process. One of the lesson that can utilize information technology as a media is learning English. English, as the first foreign language taught in Indonesia especially in Junior High School, is conveyed by making modification of learning model and by making a new variation that can help the students to understand easily the material.

Allah explained in the holy Qur'an that related to learning media, surah Al Alaq verse 3-5.

اقْرَأْ وَرَبُّكَ الْأَكْرَمُ (٣) الَّذِي عَلَّمَ بِالْقَلَمِ (٤) عَلَّمَ الْإِنْسَانَ مَا لَمْ يَعْلَمْ (٥)

Read! Your Lord is the Most Beautiful One, who taught by the pen, taught man what he did not know.¹

¹ Mahmud Y. Zayid, *The Qur'an: An English Translation of the Meaning of the Qur'an*, (Lebanon: Daral Chaura, 1980), p. 457.

This verse told us that the pen was a medium to write. By the pen as a medium, we had opportunity to develop, expand and become means of transmission of knowledge from one generation to the next generation and make future progress. In education aspect, medium is an important tool to convey the material in teaching and learning process in order to make the students master the material easily.

Learning media can help the learning process and clarify the meaning of the message, in order to achieve the goal of learning better and perfectly.² Learning media can be considered as interactive learning multimedia in which the students do not only see and hear but interact significantly and directly with the learning media. Learners are involved in the use of instructional media.³

In this digital age, the teachers have to be proficiently knowledgeable in the fields of teaching and need to be skilled in the technologies used to convey the educational information and content. The permeation of media elements into the teaching and learning environments has motivated educators to becoming

² Cecep Kustandi & Bambang Sutjipto, *Media Pembelajaran; Manual dan Digital*, (Bogor: Ghalia Indonesia, 2011), p.8

³ Rosyid Supriadi, "Media Pembelajaran Interaktif Perangkat Lunak Pengolah Angka Untuk Kelas XI SMA Negeri 2 Wates", *Jurnal Pendidikan Teknik Informatika*, (Jogjakarta: Universitas Negeri Yogyakarta, 2012), p. 2.

more technology-oriented. The teachers, in other words, have to be a content expert and be a multimedia developer.⁴

Narrative text is one of the genre text taught in the eighth grade of Junior High School. The teachers need to improve learning multimedia that improve the students' mastery of English as well as develop students' motivation in learning English especially in teaching narrative text. The teachers are required to innovate and be more creative to convey the material by developing interactive learning multimedia in order to attract the students' attention, make them easy to master narrative text, more creative and active in learning process.

Based on the result of the interview with English teacher of SMP Negeri 1 Brati Gobogan, there were many students who got difficulties to master narrative text. They felt sleepy and did not pay attention during learning process. Although interactive learning multimedia have been widely developed, there were not many teachers using it in their class. The researcher found that the teachers only used lecturing method in their teaching process. Moreover, the teachers were commonly used traditional media such as handout or students worksheet (LKS). It happened

⁴ Ken Neo T. K. & Mai Neo, "Interactive Multimedia Education: Using Authorware as an Instructional Tool to Enhance Teaching and Learning in the Malaysian Classroom", *Journal Interactive Educational Multimedia*, number 5 (October 2002), (Malaysia: Multimedia University Cyberjaya, 2002), p. 80.

because they were still lack about design graphics technique. The technology based learning multimedia which was commonly used by the teachers was Microsoft Power Point slide. This multimedia was including the most preferred by the students, although sometimes the students felt bored with it. Consequently, less various learning multimedia could reduce students' motivation and make them not active enough during the lesson. With the development of technology, learning process can be presented more attractively by bringing together elements of audio, video, picture, flash and others, so students were more interested in learning and studying in the classroom.

Interactive learning multimedia based on Adobe Flash can be a good option to make teaching narrative texts more interesting in the class. The ability of Adobe Flash, which can make various interesting animations, has made the software became popular in the development of interactive learning multimedia.⁵ This software is an authoring tool which can be used by the teacher to make contents of interactive learning multimedia.

Based on the description above, the researcher is interested in developing an interactive learning multimedia based on Adobe

⁵ Alfensi Faruk, "Development of Interactive Learning Media Based Lectora Inspire in Discrete Method Course", *Proceeding of International Conference on Research, Implementation and Education of Mathematics and Sciences 2014*, (Yogyakarta: Yogyakarta State University, 2014), p. 69.

Flash to teach narrative texts to Junior High School students especially for the eight grade students.

B. Research Questions

The problems of this research are focused on:

1. How is the adobe flash-based interactive learning multimedia to teach narrative texts for the eighth grade students of SMP Negeri 1 Brati Grobogan developed?
2. How suitable is the adobe flash-based interactive learning multimedia to teach narrative texts in Junior High School for the eighth grade students of SMP Negeri 1 Brati Grobogan in the academic year 2015/2016?

C. Objectives of Research

The objectives of this research are:

1. To know the developing process of adobe flash-based interactive learning multimedia to teach narrative texts for the eighth grade students of SMP Negeri 1 Brati Grobogan.
2. To find out the suitability of adobe flash-based interactive learning multimedia to teach narrative texts in Junior High School for the eighth grade students of SMP Negeri 1 Brati Grobogan in the Academic Year 2015/2016.

D. Significances of Research

The study about developing adobe flash-based interactive learning multimedia to teach narrative texts in Junior High School in the Academic Year of 2015/2016 hopefully will give contribution to English learning by using interactive learning multimedia, they are:

1. Theoretical Significance

The result of this research is to provide positive contribution to enrich the variation of interactive learning multimedia, particularly in teaching narrative texts.

2. Practical Significance

- a. For students

The result of this research will help them to be more active during the learning process and to create student-centered atmosphere. It can be used to improve and develop their abilities in learning narrative texts.

- b. For teacher

The result of this research is hoped as interactive learning multimedia in teaching narrative texts. It also helps the teacher to develop their ability in using technology, especially in interactive learning media based on adobe flash-based interactive learning multimedia.

- c. For school

The result of this research is hoped as a reference to develop the school's interactive learning multimedia at SMP Negeri 1 Brati.

- d. For the researcher

The result of this research will help the researcher to get some experiences and knowledge about her study and it is useful for the future research.

E. Specification of Product

This research would develop Adobe Flash-based interactive learning multimedia with the specification as follow:

1. This Adobe Flash version is Adobe Flash CS3 Professional.
2. This Adobe Flash-based interactive learning multimedia loads narrative texts material.
3. This Adobe Flash-based interactive learning multimedia is designed for VIII grade students of Junior High School. The aim is to make them understand in narrative texts.
4. This Adobe Flash-based interactive learning multimedia is developed based on basic competences.
5. This Adobe Flash-based interactive learning multimedia contained text, animation, sound, and video elements.
6. Adobe Flash-based interactive learning multimedia is designed by six main menus. Namely:

- a. Competence, this menu contained standard competences and basic competences. They will know competences of narrative text related with interactive learning multimedia.
- b. Material, this menu contained narrative text material, including in theory, generic structures, language features, simple past tense, and examples.
- c. Exercise, this menu contained some exercises including listening skill, reading skill, and grammatical. They will get score after they do their test automatically. Then the teacher just takes their score into score draft. It will be helpful for the teacher.
- d. Profile, this menu contained author's profile. They can contact the author when they get difficulties of this interactive learning multimedia or material.
- e. References, this menu contained references is used in this multimedia.
- f. Help, this menu is used by users when they have problems or want to find out how to do something. It contains of information of buttons in this product.

F. Assumption of Development

This product can be called as an interactive learning multimedia. Interactive means there is interaction between

teacher and students, student and other students, and students with the media in the classroom. Interactive learning multimedia allows the user to interact with the computer. A key feature in interactivity is that “it empowers the end-users of the application by letting them control the content and flow of information”.⁶

Interactive learning multimedia is a new innovative ways to deliver instructional materials to the learners. The teacher becomes the director of the knowledge-access process and will make a difference in the integration of the media into this process. By allowing students to explore and learn at different paces, every student has the opportunity to learn at his or her full potential.

By using Research and Development methodology based on Brog and Gall models and waterfall software model, the step-by-step development of Adobe Flash can be implemented according to expected target in the narrative material being taught. However, the Adobe Flash was developed by a variety of functions, it had some limitations. Adobe flash-based interactive learning multimedia can be run on PC (Personal Computer) which had minimum specification as follow:

⁶ Ken Neo T. K. & Mai Neo, “Interactive Multimedia Education: Using Authorware as an Instructional Tool to Enhance Teaching and Learning in the Malaysian Classroom”, *Journal Interactive Educational Multimedia*, number 5 (October 2002), (Malaysia: Multimedia University Cyberjaya, 2002), 81.

1. RAM 256 MB
2. VGA 64 bit
3. Hard disk 250 MB (Free Space)
4. Processor Pentium 4