

CHAPTER I

INTRODUCTION

This chapter discusses about the introduction of the research study which covers background of the study, identification of the Study, limitation of the Study, statements of the Problem, purpose of the Study, significant of the study and definition of key term.

1.1 Research Background

The coronavirus pandemic or known as Covid-19 has a huge impact on the world of education at every level of the learner. Because of the pandemic that occurs, the learning process gets various obstacles and challenges, starting from student activities that are not allowed to carry out face-to-face learning. Therefore, our government takes action to carry out online-based learning activities as a temporary alternative in teaching and learning activities. In various aspects, it is quite difficult to adjust from face-to-face learning to online-based learning because it takes a process of adjustment to the new learning process with new online methods as well (Gillett-Swan, 2017). However, when using the E-learning platform during learning process while pandemic there are also several elements that need to be considered constraints in the student learning process, such as decreased interest in learning in students, lack of interaction such as feedback from teachers to students due to limited time in meetings, or feelings of isolation due to lack of support from classmates (Coman et al., 2020).

(Gillett-Swan, 2017), advises that there are several important aspects that a student must have before they are ready to take part in the online learning process. First, independent learning

is defined as a process where students carry out the learning process individually/independently by knowing their own learning needs and meeting their own learning needs individually without any help from others, provided that students must have direction from their learning goals. Second, learning motivation is defined as a decoy/trigger from students' curiosity to start them in the learning process. Third, mastery of technology, mastery of technology which refers to the needs of students to know how and the use of technology that is needed by them in the learning process that take place according to their needs to achieve learning goals. Fourth, online communication efficacy which means referring to students' ability to communicate through online platforms in the learning process,

In the online learning process, not only learners face challenges and obstacles in the learning process and receive knowledge, but teachers or lecturers also have the same challenges and obstacles in the online learning process and also in the teaching process. Teachers also need to adjust to the situation so that the learning process can run smoothly starting from preparing online learning materials so that they can be accepted by students, packaging material that is easy to understand and assignments that can motivate students to learn more. Therefore, we need to create an active environment where teachers and students have their respective roles to be involved in learning. In the online learning process, we can use a learning method called mind mapping, Mind mapping is a learning technique that uses a non-linear approach to learning that forces students to think and explore concepts using partial visual relationships that flow from central themes to peripheral branches that can be mutually related (As'ari, 2016). How mind mapping works in the learning process is a combination of writing and images that combines the functions of the brain together and is related to each other, so that the right and left brain work optimally (Sari & Sakdiah, 2016).

Mind mapping is a learning method using visual images by taking notes and developing a learning style that is described/visualized using words, lines, colors, and symbols to maximize brain power in remembering all information. The mind mapping technique invites students to explore their potential to become learners and create their motivation to present and visualize every idea that is in a learning material and is illustrated using shorter and regular words. Mind mapping is a medium that can be used to allow students to collect more detailed knowledge without knowing the hierarchical structure. (Sari & Sakdiah, 2016). In addition to summarizing complex material to be more organized and tidier, mind maps can be enhanced and enriched with colors, images, codes and dimensions to add interest, beauty, and individuality which indirectly helps students to recall material more easily and more simply (As'ari, 2016).

The use of mind mapping in the learning process in the 21st century today is very easy to access, mind mapping can not only be made on paper and made with empty hands but there are several supporting applications that can help us make mind mapping easily, one of which is a manufacturing support application mind mapping is "MindMeister". MindMeister is an online mind mapping application that allows users to visualize, describe, design and color their material to make it appear neater and easier for the brain to understand. This mind mapping technique can be used in teaching English as an important subject, regarding the difficulties faced by many EFL students at various stages of the teaching and learning process.

1.2 Problem Identification of the study

This research was carried out on the basis of the background that is currently happening in the world of education which is currently affected by the Covid-19 Pandemic causing obstruction of the ineffective learning process. Teachers, especially teachers, have many obstacles in adjusting to the appropriate teaching process during a pandemic like now because learning is not face-to-

face but online learning using the internet network. There are not many methods that are suitable with the process of learning English in the online learning process, especially when teaching young learners which causes less effectiveness in the learning process. This research was conducted to try to apply a new "Mind Map" based teaching method where this method uses a visualization that is quite interesting, especially young learners. By using a web application called "MindMeister" the application of this method be more expanded because of easy access and unattainable use. complicated. From the explanation above, it can be concluded that the researcher believes that with the application of a new learning method that uses a "Mind Map" based method to help the online learning process, the researcher believes that this method is quite suitable for the problems that exist at this time.

1.3 Limitation of The Study

Due to time and resource constraints in this study, in the ongoing research the author focuses on analyzing the use of the Mindmeister application and learning methods using Mind Mapping technique as an online learning medium, especially "Vocabulary" learning for 6th grade students at SDN 3 Banjar Jawa Singaraja. The writer also wanted to know the response of students toward implementing Mind Mapping technique using Mindmeister in the classroom.

1.4 Research Question

Based on the background that has been described by the author, the authors propose some formulation of the problem of the purpose of this study:

- a) How does the implementation of online MindMeister give effects on the student in learning English at SD 3 Banjar Jawa Singaraja?
- b) What are the student's response about the use of online MindMeister as a learning media in learning english?

1.5 Objective of The Study

The purpose of this study is to introduce the online MindMeister through online learning to improve students' vocabulary skill for 6th grade students at SDN 3 Banjar Jawa Singaraja and to analyse the student's point of view towards Mind map-based learning in teaching vocabulary at SDN 3 Banjar Jawa Singaraja.

1.6 Significance of The Study

The result of this study aims at providing theoretical and practical importance to the teaching English and learning process especially young learners in English. By conducting this study, the writer expects this study could give meaningful contributions to both theoretically and practically.

1. Theoretically

Theoretically, this research is expected to support theories related to the development of learning media, especially the application of Mind Mapping using the MindMeister

application as a medium in learning to read. In addition, this research also aims to provide scientific insights and knowledge that might be used in the future.

2. Practically

Practically speaking, the research that carried out is expect to make a valuable contribution to young students, English teachers, and other researchers:

a. For Young learners

This study is expected to help young learners to support their learning process and make them more creative in using web applications that help them in the process of learning English, especially vocabulary using the mind mapping method.

b. For English Teacher

This study is expected to help English teachers in creating learning media to be more creative and more organized by using media that are already available in the web application. In addition, this study is expected to help teachers enrich the knowledge of using IT media that can help teachers in the online learning process.

c. For Other Researcher

This study is expected to be a reference in research that can be carried out by other researchers in the same research field and it is hoped that this study can become empirical evidence that can be used to strengthen a study that will be carried out.

1.7 Definition of Key Terms

1. Online Learning

a) Conceptual Definition

According to (Kim, 2021). learning process on real-time connection between students and instructors through a platform.

b) Operational Definition

Online learning is an environment made through utilize of a learning administration framework that allows understudies and instructor to associate either real-time, with educator and understudies' assembly at the same time or no concurrently with interaction between educator and understudies happening irregularly.

2. Mindmeister

a) Conceptual Definition

According to Mindmeister.com, MindMeister is an online mind mapping application that allows its users to visualize, share and present their thoughts via the cloud.

b) Operational Definition

Mindmeister is an operational component of an online program that allows users to create mind map tables, design mind maps and visualize them as a medium for delivering material.

3. Vocabulary

a) Conceptual Definition

According to (S. K. Kaypova, 2021), Vocabulary is knowledge of words, including explanations of word meanings. A word is described as a sound or a combination of sounds.

b) Operational Definition

Students can acquire vocabulary through extensive oral-language experiences at home and at school, such as listening to books read to them, hearing voices, and reading widely on their own.

