CHAPTER I
INTRODUCTION

1.1 Research Background

English is a foreign language and a global or international language in Indonesia. Vocabulary is essential to learn because people use language to communicate among humans for getting information. It is necessary to learn English because English has become a crucial component of their future career. That is why general English subject is given to all students from elementary school until in all departments in University. To master English, people must know and understand the four skills of English. Four skills in the English language are speaking, listening, reading, and writing. Sanjaya (2017) similarly stated that to master the four basic skills of language need the mastery of vocabulary, which means that practicing vocabulary needs too much time to fulfill the requirements of the knowledge of spoken English. The four primary English language and speech skills are one of the language elements in learning a foreign language in Indonesia (Erina, 2017). However, there are still many people did not interest in learning English. The reason is that English, in general, is not as easy as it seems.

There are many obstacles such as knowing the vocabulary, and grammar, less confidence in speaking, unwillingness to learn, etc. It makes students feel not happy to learn English. This research was more focus on the English in writing and reading skills based on the test used. According to Rao & Durga, (2018), state that writing is something to convey someone's, thoughts, facts, and opinions and use clear language. These writing skills as essential factors of the language give many advantages such as could express someone' personality, developing thinking skills and many more. According to Klimova, (2012) written English has important things in the education system. Those makes writing is needed in the learning English language. Reading skills also has important things in learning English. According to Comprehension, (2010), reading can be defined as a reading activity based on someone purposes. This reading activity can be in form of reading comic, novel, story book, educational book, magazine, newspaper and so on. Interest plays a

significant role in the teaching learning process, the reason because if people did not find it interesting to learn something, something they do would not work well. But if someone is interested in something, it can be expected well. In interest something, people will be more active in gaining and involved in what they are curious about. Ainia (2020) stated that interest is a preference to pay attention and remember something. If students are interested in something they love, they will pay attention to it, enjoy it, and get satisfaction from that.

Since the coronavirus disease, called "COVID 19", spread in Indonesia on March 24, 2020, it has affected all segments of human life, one of which is the education system. This virus changes the conditions drastically and changes the normal situation to be abnormal or new. One of them is Indonesia's education system, which uses online-based learning as a new media (Syah, 2020). In this case, the government emphasized the limitation of direct interaction in education. Almost all of the schools in Indonesia have to do the learning activity from home. In 2021, the government required all people to carry out vaccination to suppress the spread of the Covid-19 virus. Since then, several schools have started to carry out learning activities based on the needs of students, namely online and offline activities or now called adaptive systems.

In this 21st century, the term of innovative technology is a significant issue or a piece of many fields, including education (Ghavifekr & Rosdy, 2015). Ghavifekr & Rosdy (2015) stated that technology had turned into the transfer highway of knowledge in many field. It has gone through development and changed these societies, changing individuals' thought process, work, and live. As a component of the educational system, technology should plan understudies to live in an information on society that requirements to think about the Combination of Data, Integration of Information, Communication, and Technology in the education curriculum (Ghavifekr & Rosdy, 2015). This technology in education refers to the use of computer-based communication and information. This is used in the daily classroom instructional process. The technology-based teaching and learning process is the ICT or Information, Communications and Technology integration in

education generally. This technology support in education aims to improve and increase the quality, accessibility, and cost-efficiency benefits of networking the learning communities to deliver instruction to teachers and students (Ghavifekr & Rosdy, 2015).

The teachers in the classroom are seen as the key players in using technology in daily classroom activities to prepare students for the current digital era or this new era. Since the pandemic has spread in Indonesia and has had a significant impact on the world of education, like it or not, the teachers have to adapt to the use of technology as a helping media in the learning process of distance education. Distance education can be defined as the education system that can be held everywhere through the technological connection without any time and place limitations like usual classroom activities in school. Therefore, the teachers who previously did not understand technology must be able to learn to adapt the use of technology in carrying out the learning activities. This technology can be used in various ways, where it helps both between teachers and students to learn about many respective subjects. The need for technology in education nowadays is crucial because, with the help of technology, teaching and learning activities happen in the school environment. Still, it can also occur even if teachers and students are physically distant from each place. A technology-based teaching and learning activities offer various exciting ways, including educational videos, brainstorming, music, World Wide Web (www), stimulation, data storage, mind-mapping, guided discovery, etc. That will make the learning process more fulfilling and meaning full. Besides that, the teachers will find many ways to learn how to use more media in the learning process, so the students will not be bored even though the learning process is just from home or distance education.

Today, it is essential to prepare the material for the learning process by integrating them into the digital age and every stage of life. Besides integrating the material into the digital system, the material is also prepared by considering the characteristics or the need of the students themselves because it can contribute positively to the development of students' academic achievement, motivation, and

thinking skills. The characteristics of the materials are being close to the student's daily life, using the up to date or updated techniques, and providing learning with fun. In comparison, the difficulty of keeping students' attention and interest and keeping the students' motivation and welfare in the course or classroom increased in the distance education process. This situation has been experienced for a long time due to the pandemic.

However, in line with the situation of technology-based learning happening during this pandemic, the use of Media needs to be adapted so that the students can follow, learn and use the technology by the technological developments that exist in this modern era. Therefore, even though the school's activities use an adaptive system but still in the English class, many students were found difficulties increasing their enthusiasm for learning which makes them feel does not interest in learning English. And with this pandemic situation, the distance of education, which is a new education for the 21st century, has become a part of the lives of students who have been receiving education worldwide.

Media is very needed in the process of teaching and learning. According to Erina (2017), Media is a tool, and material, that delivers the message of education and is used by teachers to facilitate the instruction of knowledge, skills, and attitude to engage students in learning the whole activities. Many kinds of media can be used in a teaching-learning process. Gerlach and Elly (1980, p.297) cited in Erina (2017) classify media in six general categories: picture, smaller and larger object, audio, disc, motion picture, and soundtrack. But all the categories above cannot be applied in the classroom. And one system of education that meets the qualifications of the age in the digital environment is education based on comics. Comics for educational purposes became a trend that expanded worldwide this year. According to Oxford Dictionary, comics are defined as art in the form of a series of static images in a fixed sequence and usually tell a story. Sanjaya (2017) also stated that a Comic is a kind of art where images created with text or other information are put together to express an idea. Comics can serve as an intermediate step to complex disciplines and concepts in the educational system. Some research stated that

comics could lead the students toward the occupation of the learning process (Erina, 2017).

The results of previous studies revealed that the use of online comics, which were conducted by using the Test to measure students' English competence, was accepted and positively received English as a foreign language (Ahsanah & Utomo, 2020). The classroom activities based on Comic were practical as students improved their learning vocabulary. The use of online comics as a medium could be a good alternative offered by technology to enhance the quality of learning (Vebrianto et al., 2021). The use of webtoon comics effectively developed students' writing skills because the students' responses said that they agreed that Webtoon is helpful to use in learning English (Ratnasari et al., 2018). A study conducted by Ariel (2020) found that Comic, specifically webtoon comics, was appropriate for students as a supporting media in Learning English grammar. Another study conducted by Serdar (2019) also found a significant improvement in reading comprehension achievement among the students who were taught by using English webtoon comics and who were not. Erina (2017) also supports that teaching vocabulary using English Comic has a high effect, effectively improving vocabulary mastery. Thus, from the study mentioned above, it can be said that implementing online Comic could be a good and effective media used in teaching English to improve all the competencies that students have, for example, in vocabulary, writing, reading, and the other competences.

The present research was conducted in one of the public schools in Tabanan, Bali, SMAN 1 Baturiti. Based on the preliminary observation, the researcher found that after learning online, the teacher less uses other media as a variation in teaching English besides using WhatsApp, Google classroom, and handbooks as their guidance. And for adjusting tasks and topics related to the students' interests, some variation in media in learning English is very needed. Based on the study conducted above, online Comic could be a good media to support students' competencies in their learning English process. Because learning English must be supported by suitable popular Media in its implementation. In this case, the researcher suggested

online English comics as a medium in teaching because Comics are freely accessed from some application or social media, which can always be seen and read by everyone through their smartphone everywhere, every day and every time. Therefore, it will be better for the teacher to combine the process approach with the excellent teaching media to catch students' interest and competencies in the study process.

Based on the explanation above, the researcher conducted the research on the senior high school students in Baturiti for grade eleventh. The present study has investigated how the process of implementing the new media in English classes for senior high school students and whether these Media make their interest in learning English and achievement in the learning English process during online-based or offline-based activities. Beside that, the study is conducted to know whether the significant difference found from the result of students before and after implemented or treated by using online comics as their media in learning English.

1.2 Problem Identification

From the background above, the problem identification of the research can be stated as follows:

1. Students need excellent and effective media to motivate the learning process in all conditions and situations. The teacher needs to provide the students with activities to practice their English skills of language in fun ways, such as online comics that create many kinds of pictures and images.

2. Students need to learn to use many kinds of technology through online learning to make them feel the learning process is not difficult and tedious. Therefore, they need something else to create their creativity and interest in learning using the adaptive system in school, such as online comics.

1.3 Research Question

1. How is the process of teaching and learning using online Comic implemented in teaching English for students at *SMA Negeri 1 Baturiti?*

2. Is there any significant difference in their English scores before and after

online Comic was implemented in teaching English toward the grade 11 students of *SMA N 1 Baturiti?*

1.4 Research Objectives

1. This research objective is to implement online English Comic for EFL students to teach their English language during this adaptive system at SMA Negeri 1 Baturiti.

2. Specific research objectives are:

   a. To implement an online English comic as a new media in learning teaching English.

   b. To know students' English achievement after implementing online Comic as the media.

1.5 Research Significance

This research is supposed to benefit the readers through theoretical and practical significance. The theoretical and practical importance are as follows:

1. Theoretical significance

   The consequence of this study is supposed to make something new or another way through media, for example, online comics to create a fun learning in teaching and learning English, therefore the students will be motivated and feel interested to follow the learning process and pay attention to the material.

2. Practical significance for:

   a. The Teacher

      The teacher utilized a new media to teach English: online comic strips. Other than that, the teacher can make this Media an exciting medium for the students learning to understand the material in teaching and learning English.

   b. The Students

      The students become easier to understand the text that they are learning about. It works improves the students' achievement in learning English. The students also be more interested in learning the English language.

   c. Other Researcher

The result of this study can be utilized as a reference or a source for new research in the similar field. It is hoped to give more information, data and contribute knowledge about online Comic as a medium to teaching and learning English in general.

1.6 Research Scope

The present research focuses on being implemented or teaching English using online Comics at SMA Negeri 1 Baturiti to eleventh-grade students in science primary class.

1.7 Assumption and Limitation

1. The teacher is assumed to be independent in preparing and implementing the lesson plans through Online English Comic.

2. Students are assumed to be independent and realistic in telling their difficulties in English through Online English Comic.

3. The present research findings are not generalizable or applicable across different populations and setting.