

# CHAPTER I

## INTRODUCTION

### 1.1 Background

Teachers' condition who lack in using technology is the factor that become obstacle for the learning process in Indonesia (Aji, 2020). Lack of ability to use technology affects student learning situations caused technology is needed in the offline and online learning process. It was found that 59,1% of students were more enjoy using technology than a book in their class (Oktaviani & Mandasari, 2020). It means not only textbooks but students need other variants of learning media in the learning process. However, according to Sutisna, Vonti, & Tresnady (2020), the implementation of technology as learning media in the learning process is an interesting idea and important for young learners nowadays.

PowToon as digital technology was profitable as learning media to help students to learn the material. Students agreed that Powtoon as learning media could help them to understand the material easier because PowToon can show the interesting material (Sutisna et al., 2020). PowToon is considered a beneficial learning media, because it had a positive effect on the students' learning process. It can be said that PowToon is learning media that could attract students' attention. Thus, they can easily understand the material presented.

Powtoon is an animation video that is appropriate to use in elementary school. According to Fitriyani (2019), most young learners are enjoyed study by using audio-visual media. It means that they prefer to study by using video animation while PowToon is a video animation that has a similar function as the other presentation

media. Interestingly, Powtoon has many features of picture animation and you can put sounds there (Sutisna et al., 2020).

There were several studies that were close to the topic of research. The research that was conducted by Suprianti, Mahayanti, and Suarjaya (2020) developed the Powtoon animation-based video to teach third grade of elementary school. The next research is from Sakti and Napsawati (2021) about the development of learning media using Powtoon for Junior High School. Moreover, it was found in the studies which conducted the implementation PowToon in the learning process. Yuliantini (2021) had researched “The Use of Powtoon as Media to Enhance EFL students’ English Skill”. The other one was conducted by Megawati and Utami (2020) had researched “English Learning with Powtoon Animation Video”. Based on the previous studies, the next research is needed to find out the effect of PowToon as learning media. Therefore, this research was conducted to test the effect of PowToon as learning media to facilitate autonomous learners.

Due to the pandemic situation, the learning process changed to distance learning, which needed a network to support autonomous learning (Hidayati & Husna, 2020). This situation forced students to be autonomous learners or independent learners. The principles that facilitated the autonomous learners are providing choices and opportunities to decide, being a supporter for students, motivating students to do the reflection, motivating students to be active in learning activities, and offering choices and learning resources (Suprianti, Santosa, Putra, & Jayanta, 2021). Furthermore, Setiyani, Santi, and Ferdianto (2020) found the majority of students give positive comments on their activity after using Powtoon as learning media. Powtoon is

the application in which students need a network to access the video which already been shared by the teacher (Sutisna et al., 2020). Therefore students can access the Powtoon video independently, wherever and whenever they are.

Based on the explanation above, this research was focused on implementing the Powtoon as learning media for second-grade students in primary school at Lab Undiksha in Buleleng regency. This research investigated the significant effect of Powtoon as learning media on students' achievement. In addition, this study also found the response of the students to the implementation of Powtoon during the learning process.

### **1.2 Problem Identification**

The majority of learners do not have the interest to learn a new language caused the lack of learning media is one of the factors. Meanwhile, autonomous learners need learning media more than usual. They need learning media that suits them and help them to learn independently. Powtoon as learning media became a more important cause of this current situation that children are required to be autonomous learners. The students are required to be more active in obtaining information by themselves. Powtoon with an attractive appearance and students can access the video anywhere and anytime. Thus, these are the reasons for the research needs to do; first, students need interesting learning media that can help them to learn a new language. Second, students need interesting learning experiences to facilitate them to learn independently

### **1.3 Problem Limitation**

The limitation of this research is the implementation of Powtoon in the 2nd grade of elementary school at SD Lab Undiksha. This research was conducted to

identify the significant difference between students' achievement in using PowToon and the other media (PowerPoint) in learning English. Besides that, the student's response to the Powtoon implementation was also examined in the present research. The limitation was focused to find out the effectiveness through the test and observation. The study used mix method design by Creswell (2014).

#### **1.4 Research Questions:**

Based on the research background above, the research question of this research is formulated as follows,

- 1.4.1 Is there any significant difference between the second-grade students' English achievement of using PowToon animation based-video as a learning media and other media in learning English?
- 1.4.2 What is the second-grade students' response as autonomous learners toward the usage of PowToon?

#### **1.5 Research Objectives**

Regarding to the research questions previously, the research objectives of this research are mentioned as follows,

- 1.5.1 To investigate whether there is any significant difference between the second-grade students' English achievement of using PowToon animation based-video as a learning media and other media in learning English.
- 1.5.2 To investigate the second-grade students' response as autonomous learners toward the usage of PowToon.

## 1.6 Research Significance

Accordance to the research background, research problems, and research objectives, there were two research significances namely theoretical significance and practical significance in the implementation of PowToon.

### 1.6.1 Theoretical Significane

This Research is purposed to support the theory of the implementation PowToon in learning English as the autonomous learners. Futhermore, the result of the research can be used as the resource to the next research.

### 1.6.2 Practical Significance

The research in practical is supposed to give a significant difference to the teachers, students, and the next researcher.

#### a. Research Significance for teacher

The research is expected for the teacher to recognize and utilize various technologies such as Powtoon video to implement in English class. Implementation Powtoon video is helped the teacher to have learning media that can facilitate the autonomous learner in a pandemic situation.

#### b. Research Significance for Students

Implementation Powtoon video is expected to make students have a big motivation in English class. It is helped the students to increase their achievement and train their skills in every material given by the teacher.

#### c. Research Significance for the Next Research

The result of this research (final scores' test, students' responses, etc) is expected to help the next researcher to revise how the implementation of Powtoon video therefore Powtoon video can be better used.

