

CHAPTER I

INTRODUCTION

1.1 Research Background

The COVID-19 global pandemic is an infectious disease that has an impact on the entire world's population. It has disrupted all aspects of human existence on the earth, including education. Many countries, including Indonesia, have decided to close schools, colleges, and institutions (Syah, 2020). The coronavirus, also known as COVID-19, initially appeared or was found in the Chinese city of Wuhan in late 2019. The coronavirus has been documented in more than 200 nations throughout the world (Yunita, 2020). The existence of the COVID-19 virus in the year 2020 has had a huge impact on practically every field, including education. Aulia (2020) further said that because of the COVID-19 virus, the learning process has shifted from face-to-face to distant learning, but that the teacher still has to fulfill his responsibilities as a teacher, which include ensuring that students have access to information and knowledge. This progress in the educational system has its implications because learning that is often done face to face in a room with current facilities should be done at a distance using communication and information technology.

Technology development is something that we cannot ignore in our life because technological progress will follow education progress. In the field of education, the function of ICT is considered crucial. As we all know, the use of technology in our daily lives has been rapidly increasing since the first industrial revolution, making the features of technology more and more dazzling (Oktaviani, et al, 2020). This makes it simple for the community to simplify their work, including in the field of education, such as delivering learning materials through the use of ICT or multimedia, online teaching and learning, and so on. The use of ICT in learning not only helps teachers deliver learning materials more easily, but also provides students with an understanding of international culture in English

classes. Professional teachers must be able to select, create, and use various types of learning media through the use of ICT (Hidayah et al, 2020). As an outcome of their understanding of ICT, teachers can act as creators, creating and utilizing appropriate, beneficial, and efficient fun learning media for students. Learning media can assist teachers in optimizing the learning process, developing concepts and ideas, and motivating students to actively participate.

Learning media plays a critical function in the learning process. Pakpahan et al. (2020) has stated that learning media is a non-personal (non-human) tool utilized by teachers who participate in the teaching and learning process to attain learning objectives. It indicates that learning media is now utilized as a tool to help teachers explain/deliver messages/materials to students; nevertheless, at some point, the teacher becomes a medium in the learning process, as the major thing that students see and hear. However, there are occasions when learning media plays a vital part in the learning process. The teacher plays a role in offering brief and easy-to-understand explanations concerning ideas that students have not grasped.

Research by Qoyimah (2020) has shown that the effectiveness of using a VN video maker applied to Indonesian language subjects for junior high school students, especially the topic of learning procedure text. The researcher, in this case, found the effectiveness of student learning when utilizing learning media using video-based VN applications in Indonesian subjects. comprehending Indonesian instructional materials. According to student comments, the researcher's video learning media via VN is beneficial in Indonesian courses, particularly the issue of procedural text. Unlike the previous research, the researcher developed a new product using VlogNow, provided further information about learning media that could be developed using VlogNow, and contributed to discover the problems that had been found by the researcher based on the explanation of the teacher at the school understudy.

Based on the preliminary observations done by a researcher on interviewing several teachers at SMA Negeri 1 Nusa Penida, there are several obstacles that teachers faced in online teaching and learning activities, such as lack of learning media that cause content delivery to be less than optimal. The learning media given is boring and monotonous.

Problems arise not only from the English teacher in grade 10 but also from tenth-grade students while they are learning. To better understand English, students must have access to a learning media. English learning media must be developed in a more attractive way for students. Lack of knowledge sources makes students disinterested in learning English subjects. Because students lack of the motivation to learn English, the limitations of developing English learning media have an impact on the value of student learning outcomes in English subjects. Students are bored because they use monotonous learning media to study. It was leading in dominant learning that is less attractive. Also, students' knowledge of the learning media is severely limited because of this obstacle. Thus, students require more engaging learning media.

In order to understand those obstacles, The researcher wants to develop English learning media by using VN (Vlog Now) Video Editor software. Unlike earlier research, this study used VN (Vlog Now) video editing software by combining slides and pictures of learning material and recorded video explanation as an intermediate for supplementary material to develop learning media upon vocabulary mastery. Vocabulary was chosen as the focus of this study because students must master it when learning a language. Vocabulary knowledge is the foundation for learning English as a second or foreign language. Students' understanding of vocabulary can be used to assess the intensity of their success in learning English. The more vocabulary students master, the easier it is for them to master the English language. There is no language if there are no words. Almost all students struggle with word pronunciation, writing and spelling words, finding the meaning of the word, and adjusting the meaning of the word according to the context. Thus, this platform is intended to assist teachers at SMA Negeri 1 Nusa Penida in easily delivering the materials by using learning-based audio-visual media. The product is in the form of Audio-visual media. Audio-visual media is a type of media that combines the senses of hearing and seeing. In audio-visual media, the senses of sight and hearing are used as mediators to deliver English

material. Only a few examples of audio-visual media include video, cinema, television, and other types of audio-visual media.

Based on the explanation above, the research is conducted at SMA Negeri 1 Nusa Penida because this school requires innovations to make online learning more beneficial and efficient. The VN video maker can be used instead of face-to-face learning, which is considered beneficial during a pandemic outbreak. The VlogNow (VN) provides facilities such as being able to display visuals and sounds, being able to insert images, creating animations, and being able to play them back when students want to explore the learning media presented. In addition, the use of this application can also be integrated with online-based learning media such as YouTube, WhatsApp, and Google Classroom. Therefore, the researchers conducted research entitled "DEVELOPING LEARNING MEDIA USING VN (VLOG NOW) FOR TENTH GRADE STUDENTS OF SMA NEGERI 1 NUSA PENIDA."

1.2 Problem Identification

Based on the observation, there is some problem that can be identified by the researcher. The problems were:

- 1.2.1** The teacher has a lack of learning media that causes content delivery to be less than optimal and the learning media given is boring and monotonous.
- 1.2.2** The students are less interested in learning English because of a lack of knowledge sources.

Students lack the motivation to learn English, and the limitations of developing English learning media that affect the value of student learning outcomes in English subjects. Furthermore, students are bored because they learn through monotonous learning media. It leads to more dominant learning that is less attractive. To better understand English, students must have access to a learning media. More engaging learning media is required for students. A platform that can help enhance students' learning potential is needed to help students easily understand the learning material.

1.3 Scope of The Study

This research was conducted in SMA Negeri 1 Nusa Penida, especially for the students at the first grade. The research is focused to determine the development of learning media using VN (Vlog Now) and the quality of VN (Vlog Now) as the learning media.

1.4 Research Questions

Based on the background above, the research question formulated as follows:

1. What are the specifications of learning media using the VN (Vlog Now) for tenth-grade students of SMA Negeri 1 Nusa Penida during the COVID-19 outbreak?
2. How is the quality of learning media using VN (Vlog Now) for tenth-grade students of SMA Negeri 1 Nusa Penida during the COVID-19 outbreak?

1.5 Purpose of The Study

Based on the statement of the problems above, the purposes of this study are as

follows:

1. To know the specifications of learning media using VN (Vlog Now) at SMA Negeri 1 Nusa Penida during the COVID-19 outbreak
2. To identify the quality of VN (Vlog Now) as the learning media to teaching English at first-grade students of SMA Negeri 1 Nusa Penida in the academic year 2021/2022.

1.6 Significances of The Study

The result of this research was expected to be significant with the other people

and the participants.

1.6.1 Theoretical Significance

The study's findings are expected to serve as a resource for creating learning media with the VN (Vlog Now) application during the online learning process.

1.6.2 Practical Significance

1. For Teacher

The findings of this study are expected to make EFL teachers would be able to design appropriate learning media by using VN (Vlog Now) for the first-grade student of senior high school.

2. For students

The research is expected to make students easily learn during the covid-19 outbreak.

3. For Readers

The results of this study are expected to be able to provide CBBB BBB Readers regarding the development of learning media by using VN (Vlog Now) and as a reference and illustration for readers regarding how to develop learning media using VN (Vlog Now) Video editor.

4. For Education field

The findings could be used as material to help explore the development of Learning media in the field of education during the covid-19 outbreak.

5. For other researchers

This research is expected to be a reference for further research related to education, especially in research on developing learning media by using VN (Vlog Now). This is also to help the future researcher would

be able to make use as a reference in designing a similar study with deeper analysis.

1.7 Product Specification

The learning media was designed based on observations, questionnaires, analysis of the syllabus and textbook, the learning media is developed and consists of 3 units, which consist of (1) descriptive text (2) announcement text (3) recount text. This research product is a learning media created with VN (Vlog Now), which creates a video to assist tenth-grade senior high school students in learning English and expanding their vocabulary while performing online learning. The created learning video includes an explanation and vocabulary of the learning content, making it easier for students to comprehend the topic and expand their vocabulary. Students may watch the produced video to learn English and expand their vocabulary since it includes vocabulary translations that make it easier for students to comprehend. The learning material may include some images to attract the student's attention while they are studying. The product's subjects are based on the English subject syllabus for tenth-grade senior high school.

