CHAPTER I
INTRODUCTION

1.1   Background of The Study

Ki Hadjar Dewantara revealed that education is an important part for humans which plays an important role in shaping human nature and personality so that they become intellectually and spiritually whole. Since the intensive use of E-Learning as a means of learning during the Covid-19 pandemic, up to now E-learning has become one of the solutions for providing education in Indonesia so that learning can be used appropriately to achieve the right learning goals.(Nafrin & Hudaidah, 2021). In this post-crisis era, true innovation must be created to eliminate old habits. Teachers must be able to change their respective strategies from creative to flexible (Arum et al., 2022). Teachers must be ready to adapt to the use of digital technology which has an impact on educational development (Arum et al., 2022).

To improve digital technology capabilities, many challenges must be overcome. Teachers and students must have digital technology and the internet at school, interactive teaching materials using laptops/computers, teachers must have the skills and abilities of digital tools, have sufficient budget to manage, develop and maintain these tools (Akbar & Noviani, 2019). Educational technology consists of four major components, namely: (1) use of technology systems; (2) the use of various learning materials; (3) they aim to improve human education; and (4) assessment of individual learning activities (Mukminan, 2012). Thus, it is necessary to utilize technological systems followed by the use of various learning materials

in assessing each individual activity to improve human education. Teachers must be able to design innovative and creative learning that can be utilized with technology systems. Innovative learning always teaches students to think critically to produce new and better ideas. This aims to improve human education, both individuals and groups (Muhali, 2019).

Teachers must have the intention and attitude to change to be more creative in their teaching. The essence of the concept of innovation is the context in which teachers use new technologies that are relevant to students (Muhali, 2019). In terms of the learning activity, the teacher should adapt the experience to improve the situation and learn more about the characteristics of the participants. If teaching without paying attention to the condition of students will not lead to the achievement of the desired learning objectives. For example, when the teacher identifies gaps in the teaching process, such as planning teaching practices, selecting the best methodology, selecting teaching materials, as well as the communication and evaluation methods used (Hasriadi, 2022). Teachers must develop positive innovations during the learning process so that the learning process has a positive impact after the learning process is complete. It is the teacher's duty and responsibility to provide educational services at a high level to achieve the desired learning goals.

In the context of English Languange Education, the speaking ability is one of the four language skills. Speaking is a great way for students to pass ideas, work with others and share teaching and learning work (Parmawati & Inayah, 2019). In modern curriculum about communication, the ability to speak is an important factor in paying attention to serious attention. When students learn to move their thoughts

and feelings well, understand the vision of others and work with the group. In addition, speaking also helps students hone their critical and analytical thinking skills because they have to compose and present arguments or presentations logically and persuasively (Yassin, 2021).

In the field of English Language Education, there is already an English learning platform that is even based on artificial intelligence. Artificial intelligence seeks to use computers to complete tasks by imitating human behaviours such as reasoning, analysis and decision making. The definition of artificial intelligence according to Kusumadewi (2003) is that artificial intelligence is part of computing that allows machines (computers) to do the same things as humans. It is hoped that the integration of artificial intelligence in education will open up new opportunities to improve the quality of teaching and learning (Hwang et al., 2020). One study from Indriani and Wirza (2020) found that schools are supporting teachers by drastically bridging the use of technology in teaching. However, in practice it only depends on the internal factors of each individual that influence it. So digital skills training remains important in increasing teachers' awareness and understanding of the measurable benefits of technology that can be applied in the classroom.

There are many application technologies that can be utilized by teachers in the English Language Education process. An example of a technology application used is Google Classroom. In 2014, Google introduced a special platform called Google Classroom which functions as a tool for carrying out learning. With Google Classroom (GC), teachers can quickly create and refine lessons, provide effective direct feedback to students, and communicate with students without space or time constraints. Based on research findings from El Fauziah (2019), Google Classroom

is beneficial for teachers because they are passionate about teaching and are interested in using Google Classroom. Teachers are aware of apps that can be used during teaching and are much easier to manage classrooms, saving significant time and setting an example for the environment by reducing students' paper use. Another application that makes learning English easy is Grammarly. Grammarly is a full-featured spelling and grammar checker that works with almost anything people type on the internet. The software is activated by entering a text from any field. Grammarly's automated platform can provide high-quality grammar suggestions for spelling and grammatical errors. Truth. However, this feature is useful for users, especially for students who do not have sufficient grammar knowledge (Arisandi & Sudarajat, 2023). On the other hand, Handini (2022) has achieved good results. The findings of learning outcomes with Duolingo are better for improving English compared to regular learning. Students using Duolingo as a learning tool can confidently answer any questions and explore opportunities effectively. Therefore, it is very suitable for those who need to improve their English skills, because it can make students more active and confident in speaking and listening when they express their thoughts, and can also improve student performance.

Of the many applications that can be used in the field of English Language Education, the Cake application is one that only focuses on improving speaking skills, so researchers hypothesize that this application will be suitable for dealing with the problems described previously. Most similar applications only focus on pronouns and grammar, but in this problem the researcher will try using the Cake application which focuses on speaking skills. Cake is an application developed and

published by Cake Corporation, free and paid to unlock certain features based on the latest version of the application. Cake app features include studying with video clips from movies, celebrities, vloggers and TV videos. There is also an artificial intelligence function which directly evaluates the user's correct pronunciation, selectable topics and activities, reviews what has been learned, the user's favourite daily expressions, various quizzes, etc. Because this is mobile phone application, Cake allow it to increase students' interest in learning because Cake applications can be used anywhere and are very easy to use. Where children now tend to rely on smartphones in their daily lives and Cake applications can be accessed with smartphones and can immediately learn to speak using this application.

In addition, in terms of assessing the quality of the learning technology used is also no less important, a suitable assessment is needed between the assessment of technology and the learning conditions created. According to Miller (2013) The purpose of the assessment here is for teachers to get an indication of the quality of student learning that is systematic, maintaining the professionalism of education, and student learning motivation. One form of assessment that has been widely used is the Triple-E Framework by Professor Liz Kolb at the University of Michigan School of Education. Triple-E Framework was created to address the desire of K-12 educators to bridge research on educational technology and classroom teaching practices. The Triple E Framework is designed to assess how effectively technology contributes to the attainment of student learning objectives in a course and design the best learning experiences so that the tool has a positive impact on student achievement and outcomes. Stands based on three main components namely Engagement, Improvement, and Expansion of learning objectives.

Based on preliminary observations at SMK N 1 Sawan, it was established that English learning is still ineffective and not getting satisfactory results. This is clearly seen where during the learning process there are still many students who are not focused on learning and almost some students here are very minimal to speak English well. The teacher has also made an innovation on how to teach, namely utilizing existing facilities such as projector screens, student smartphones, and applying one of the media to answer the questions namely Quizizz. Although the results of students' answers are quite good when answering through the media, but when dealing with speaking, students are still not smooth. Although it has been given a few moments to produce a speaking dialogue and practice it in front of the class of students still stammering even with their short dialogue. On the basis of this, the observation of researchers lacking students' speaking is because the application of the Quizizz application focuses on answering written questions and lack of speaking training in the application. The researchers gave opinions to the teacher to overcome this problem, namely by using applications that can focus on honing students' speaking skills.

1.2 Problem Identification

In consideration from the preliminary observation, it was identified that the learning activity involved digital technology-based learning, but the results obtained were not optimal, especially in terms of speaking. Students still seem to get bored quickly when studying. Even though the learning outcomes obtained look good in terms of written tests, in terms of speaking practice students are still lacking. Likewise, teachers rarely use digital technology. There are many causes, including time-consuming preparation of equipment, limited internet signal and internet

quota, as well as a lack of references in designing learning strategies that are combined with digital technology. On this basis, researchers want to overcome this situation by conducting research using an application that focuses on speaking skills as previously explained, namely the Cake application from Cake Corporation.

1.3 Research Limitation

From the problems that have been described before, determined in this study the limitation of the problem is to discuss improving students' pronounciation skills using AI based app Cake, the lesson evaluation using AI based app Cake to improve speaking skills of students viewed from Triple E Framework in Hospitality 1 class X SMK Negeri 1 Sawan, and how do Hospitality 1 class X of SMK Negeri 1 Sawan students extend the use of CAKE application outside of school.

1.4 Research Question

1.4.1 Can Cake improve students' pronounciation skills in Hospitality 1 class X of SMK Negeri 1 Sawan?

1.4.2 How is the Cake implementation to improve pronounciation skill is evaluated through The Triple E Framework in Hospitality 1 class X of SMK Negeri 1 Sawan ?

1.4.3 How do Hospitality 1 class X of SMK Negeri 1 Sawan students extend the use of CAKE application outside of school?

1.5 Research Objective

1.5.1 To find out if can Cake improve students' pronounciation skills in Hospitality 1 class X of SMK Negeri 1 Sawan.

1.5.2 To find out the lesson evaluation using Cake application to improve pronounciation skills of students viewed from The Triple E Framework in Hospitality 1 class X of SMK Negeri 1 Sawan.

1.5.3 To find out how Hospitality 1 class X of SMK Negeri 1 Sawan students extend the use of CAKE application outside of school.

1.6 Research Novelty

Various studies that have been carried out, especially in the field of implementing AI applications, focusing on several applications have shown good results. Like research from Handani, which examined duolinggo by exploring student confidence and student activity which was analyzed using experimental design. Sudrajat's research on grammar applications explores the application's use of grammar knowledge. Research on the Google Classroom application has also been carried out by Fauziah by exploring its use by teachers in the classroom and its impact. All of the research above was carried out in the form of experimental research, namely by looking for causal relationships from an action and journal reviews, namely by comparing one journal with another to get new conclusions.

This research uses the CAR method which has the advantage of being able to improve and enhance the quality of learning and help empower teachers in solving learning problems in certain schools. CAR was chosen because as a teacher you need to develop and innovate learning so that the learning you do always seems new to students. With innovation, teacher professionalism can be increased through research conducted. Also it is already the teacher's duty to improve learning in the classroom.

Direct observations were also carried out in the field in this research. Observations were carried out using a framework that is very capable, especially in the field of applying digital technology to learning. The framework is the Triple-E Framework by Professor Liz Kolb at the University of Michigan School of Education (Kolb, 2011). The Triple-E Framework was created to address the desire of K-12 educators to bridge research on educational technology and classroom teaching practices. The The Triple E Framework is designed to assess how effectively technology contributes to the attainment of student learning objectives in a course and design the best learning experiences so that the tool has a positive impact on student achievement and outcomes (Kolb, 2011).

1.7 Research Significance

The purpose of this research is that the researcher hopes that this research can provide positive benefits both theoretically and practically, especially in the world of English language learning. The significance of this research both theoretically and practically is as follows:

1.7.1 Theoretical Significance

Of the many features previously mentioned, no doubt the Cake application sounds suitable when applied to teaching English, especially in physical classes. From a study by (Chotimah & Pratiwi, 2022), questions were formulated regarding the use of the Cake application. One of the benefits of this program for students is discovering new ways to pronounce words and speak better. On the one hand (Suryani et al., 2021), research shows how students perceive this application when

used as a learning tool. Students say the app is fun, easy to use, and the answering assignments make them confident in learning English. Similar results were found (Nuraeni & Yanthi, 2020). Most importantly, this app encourages students to study hard and enjoy their studies. Students are motivated to learn to speak, and the app provides instant feedback so they're not afraid to make mistakes while speaking.

By conducting this research, it is hoped that researchers can serve as a rationale for teachers to apply an innovative use of digital-based learning media, especially in utilizing AI-based applications, one of which is the Cake application. Which in previous research has found a function (Chotimah & Pratiwi, 2022)how students perceive Cake learning media (Suryani et al., 2021) and (Nuraeni & Yanthi, 2020). Furthermore, this research will explore what are the supporting factors for Cake in improving students' pronounciation skills when used in physical classes and exploring whether Cake can improve students' pronounciation skills when used in teaching.

1.7.2 Practical Significance

Practically, researchers hope that this research can provide positive benefits to students, teachers and other researchers.

a. For students

It is hoped that this research can help students in the English learning process, especially in English pronunciation skills. By applying the Cake application in learning, it is hoped that students can build their skills to improve their speaking skills, especially pronunciation.

b. For Teacher

It is hoped that this research can help teachers in teaching English when choosing learning media that are more effective for students and how to integrate relevant applications into the teaching techniques and modules that are prepared.

c. For other researcher

It is hoped that this research can become a reference for research that will be carried out by other researchers in the future within the scope of English language teaching. This research also aims to provide empirical evidence that can be useful to strengthen research that will be carried out by other researchers in the future.

1.8 Definition of Key Terms

1.8.1 Speaking

a. Conceptual definition

Speaking is one of the important abilities that students should develop. According to Ladouse in Nunan (1991) Speaking is an activity to explain someone in a certain situation or an activity to report something. Meanwhile, according to Tarigan (1990) "Speaking is a way to communicate that affects our daily lives". It can be concluded that speaking is an interactive process of building meaning in human lives.

b. Operational Definition

In this study, speaking is defined as the ability of students who are owned by in Hospitality of X grade students SMK Negeri 1 Sawan in using English as indicated through the scores on speaking and pronunciation in English test given to them after they learn to use Cake application that are integrated with technology.

1.8.2 Cake application

a. Conceptual definition

Cake application is one of the forms of technology that is used in the education sector, to learn how to speak English in a classroom setting (Octavianita et al., 2022). The Cake application is an application based on artificial intelligence (AI) that is used to help users learn to speak foreign languages, especially English. The app provides a variety of interactive features, such as voice recognition, speaking practice, speaking ability assessment, and adaptive learning

b. Operational definition

Cake application is operationally defined as an application-based learning medium equipped with videos and conversation simulations.