CHAPTER I
INTRODUCTION

1.1 Background of the Study

Education is very important for people. Education can broaden their knowledge and make their behavior and personality to be good. The improvement of quality of education can be successful if the learning process runs well and students can achieve the learning objectives. There are some factors which influence the learning process. They are teacher, student, material, teaching method and learning media used. These factors are related each other in order to make the learning process becomes successful. Teacher needs learning tool in teaching learning process such as learning media in order to make students interested in learning and easier to deliver the material.

Teacher can use technology in teaching learning process. In this era of rising technology, it is very influential to the human’s life. It can give many advantages for human to be easier to do activities. Teacher can use various technologies as media for teaching students. One of the media which can be used is multimedia. Smaldino et al, (2012) stated that multimedia can make students become active learning. One of the multimedia which can be used is Flash-based multimedia. This multimedia contains text, animation, images, audio, and others. These components can make students interested in learning. Mayer (2009) stated about multimedia principle, “Students learn better from words and pictures than
from words alone.” In other words, students prefer learning anything which contains text, visual, audio, or combination of them rather than only text.

The researcher did an observation (3 February – 3 March 2019) at SDN 47 Kota Jambi. The researcher found some problems in learning process especially English learning at Class 5. In this school, English learning is only taught two hours in a week that is not enough for students to learn. Besides, the use of media in teaching English in this school is still limited as teacher only uses textbook, worksheet and pictured as media for teaching and never use multimedia. As a result, the students felt bored and they can not learn English perfectly. This school has facility such as computer laboratory. However, the teacher can not maximize this facility. It can be used as a facility to deliver material using multimedia.

Based on the problems above, the researcher is interested in conducting a research entitled “Designing Flash-Based Multimedia of Vocabulary Learning of Fifth Graders of SDN 47 Kota Jambi.”

1.2 Formulation of the Study

The research question was formulated as follows:

“How to design Flash-Based Multimedia of Vocabulary Learning of Fifth Graders of SDN 47 Kota Jambi”?
1.3 Objective of the Study

The purpose of this study was to design Flash-Based Multimedia of Vocabulary Learning of Fifth Graders of SDN 47 Kota Jambi.

1.4 Significance of the Study

It is expected that the multimedia can give benefits for teachers, students and the school. The multimedia can be a media for teachers who teach English vocabulary in teaching learning process and they may find this research useful to make lesson more fun and interesting. For students, the multimedia can make them motivated in learning and help them to understand the material easily. For the school, the multimedia can be used for increasing the quality of students in learning English.

1.5 Specification of the Expected Product

1) The display of this media is in the form of text, images, animation, and audio.
2) The Flash Animation software used is Adobe Flash CS 6.
3) The materials are adopted from the student’s textbook and worksheet. They are vocabulary of daily activity, describing people, how to do things and public places.
4) On the media, there is an exercise to measure students’ ability and games to make students motivated in learning.
5) The multimedia will be put on CD (Compact Disc).
1.6 Assumption and Limitation of the Study

Assumption

It is supposed to make students motivated in learning, understand the material easily and to increase the students’ vocabulary and the multimedia could be guidance for teachers and students as a learning source.

Limitation

This study focuses on the designing an interactive multimedia for learning vocabulary by using Adobe Flash CS 6. The subjects are fifth grade students of SDN 47 Kota Jambi. The materials are adopted from the student’s textbook and internet. They are vocabulary of daily activity, describing people, how to do things and public places

1.7 Operational Definition

1) Research and Development, is developing knowledge from the data becomes certain product. (Richey & Klein, 2005)

2) Multimedia, is media which contains two or media formats such as texts, graphics, animation and video which allow the user to operate it.

3) Vocabulary, the body of words used in a particular language. (Oxford Dictionary)

4) Adobe Flash software, animated software that is created with Adobe Flash platform and often distributed in the SWF file format which contains the display of text, images, animation, audio, etc. [Online]