CHAPTER I
INTRODUCTION

1.1 Background of the research

Smartphone is an example of technology. With a smartphone, people can access everything based on their purposes such as, internet, entertainment, education, and etc. It supports with applications which can be downloaded, as long as the smartphone user has internet access, every time and everywhere they want to. Smartphone or mobile device also has small size that easy to accompany and bring everywhere (Trifanova, Knapp, Ronchetti, & Gamper, 2004) Those reasons above that also make smartphone becomes a beneficial as technology that can be used for daily life and in mobile learning.

The applications that can be downloaded in smartphone have many categorizes and offer their own uniqueness, based on the users’ purposes. Those can be downloaded free or purchased. Karaoke application is one example of downloadable application in smartphone. As it name, karaoke application is entertainment purpose’s application that offer karaoke function for the users, which, they can sing songs that they like while reading the lyric and record it. After that, the user can choose to set the privacy, whether people can listen to the result or lock it for as they can listening to it for own selves.

More interesting thing about karaoke application is, it is not only about karaoke, but people can also use it in different way; for example, practicing their voice acting. Voice
acting in here is where the user is reading the dialogue with the atmosphere and event are already set up in the script and the readers have to build these things together when they act, to make it sense. So basically they need to act with their voice when reading the dialogue. This feature also can be found in karaoke application. From these phenomenons, the researcher finds it is interesting when an entertainment purposes application can also be applied to for people to do speaking practice and exercise in their smartphone.

The example of karaoke application that has been used for language teaching is the study from Murad, Wang. R, Turnbull & Wang. Y (2018) who introduced multi-language karaoke application called SLIONS: Singing and Listening to Improve Our Natural Speaking, that has been developed at the Sound and Music Computing Lab at the National University of Singapore (NUS) with a goal to provide teachers and students with a new tool that is engaging, promotes joyful learning, and is helpful for foreign language learning and mother tongue retention through singing.

In their research’s result, Lockyer & Patterson (2008) suggest that lecturers have responsibility to teach the technology to students who are still new to it. Before giving the assignment, teachers have to give the brief instruction and introduction to that technology. After that students can do the task independently. And there are also possibilities that it can be applied as outside classroom assignment, in order to keep students not only learning English in school. According to Ogata, Hui, & Yin, (2008), “giving the assignments outside classroom that related to learning language are helpful for students in learning expression and practicing what they got in the class.” In conclusion, learning outside
classroom can develop their learning skills with different way and also as the example of how students can use their smartphone while acquiring their language skills.

1.2 Research Questions

Based on the description on the background, the research questions of this research are:

1. What are the aspects of oral English language skills improved on using karaoke applications based on the students’ experiences?
2. How do karaoke applications help students in acquiring oral English language skills?

1.3 Objectives of the Research

The objectives of the research are:

1. To describe several aspects of oral English language skills that might be developed while the students use karaoke applications.
2. To describe Karaoke Application and its role to help the students in acquiring their oral English language skills.

1.4 Limitation of the Research

The researcher will focus to explore the contribution of karaoke applications towards oral English language skills of students who are using karaoke applications in English Education Study Program at University of Jambi. The research will be narrowed on to describe the participants’ opinion on how karaoke applications can improve their oral English skills and what kind of technics that they use based on the experiences of
participants, specifically, toward their oral language skills and the role of karaoke applications towards it will also be the limitation on this study. Probably, the result cannot be generalized for other context or participants outside this scope. However, this research hopefully can help others to understand of the role of technology and learning can bring positive impacts to students learning.

1.5 Significances of the Research

This research is expected to explore how technology can help students to improve their oral language skill, along with what aspects of oral skills that can be improved. And then, to give the contribution of karaoke applications as beneficial tools and can be applied in language teaching. The last, the researcher wishes that this research might be used as a reference for the teachers and students towards their learning and teaching strategy or for other researchers if they are conducting a research related around this topic.