CHAPTER I

INTRODUCTION

1.1 Background of the Study

The development of technology and information has a positive impact on Education. The improvement of quality of education can be successful if the learning process runs well, there are some factors which influence the improvement of quality of education. They are teachers, students, material, teaching method and learning media. These factors are related each other in order to make the learning process becomes successful. Especially for Industry 4.0 era, teachers and students need to be aware of technology as Alex Gray (2016) states "Change won't wait for us: business leaders, educators, and governments all need to be proactive in up-skilling and retraining people so everyone can benefit from the Fourth Industrial Revolution".

So, teachers have the obligation to create the models and contexts to allow it to happen. Industry 4.0 will require the world to produce a new kind of worker and the reasons why learning media are needed in the learning process because, Teacher needs learning media in teaching process in order to make students interested in learning. With learning media, it helps the teacher to deliver the material easily. In industry 4.0 era we need to adapt to skill sets and to take advantage of Industry 4.0 technology. For that reason, English teachers can use the development of technology and information to help students in learning. Teacher can use various technologies as media for teaching students.

One of the media which can be used is multimedia. According to Smaldino et al, (2012) multimedia can make students become active in learning. The multimedia which can be used in learning process is Flash-based multimedia. This multimedia contains text, animation, images, audio, and others. These components can make students interested in learning. Especially during the current pandemic, teachers are required to find effective ways to teach classes. Because the 2019 coronavirus disease (Covid-19) outbreak that hit 215 countries in the world, presents its own challenges for educational institutions. To fight Covid-19, the Government prohibits crowding dan implementing social distancing.

Through the Ministry of Education and Culture, the Government has prohibited tertiary institutions from holding face-to-face (conventional) lectures and ordering lectures or online learning (Kemendikbud Dikti Circular Number 1 of 2020). The government ordered Indonesian people during this pandemic to conduct online classes. Because of this problem, according to Davies (1996:8) in Wiranata (2015), the teachers should try to vary teaching to improve students' ability to learning. Especially during this pandemic, it can also help reduce the teacher's burden of teaching online as well. With this current condition, teachers can use the development of technology for teaching in online classes as a facility to deliver material by using multimedia.

The researcher did an observation (31 May – 10 Juni 2021) at SMA N 11 Muaro Jambi. The researcher did the interview with English teacher and found some problems in English learning process for tenth grader, especially in vocabulary mastery. Richard and Renandya (2002: 255) stated that vocabulary is a core component of language proficiency and provides much of the basis for how

well learners speak, listen, read, and write. It means, the students must master vocabulary to improve the English skills. Vocabulary is essential for students to learn. In reading, for instance, the students will get difficulties in comprehending a text if they don't know the meaning of words in the text. If students have a large stock of vocabulary, they can choose the most effective word for their works.

In this school, English learning is only taught two hours in a week that is not enough for students to learn about vocabulary in English lesson during online class. In relation to the current pandemic, the teacher need to use the technology for learning purposes. Besides, the use of technology as media in learning still limited in this school. Because of the limited media during online classes and also the limited amount of time the students cannot learn perfectly. For online classes, the teacher only uses textbook, worksheet and simple website as media for teaching. This school has facility such as computer laboratory. However, because of the current condition, the teacher and students cannot maximize this facility for learning process.

Based on the opinion above, the researcher interested to design a Flash-based vocabulary application as learning media in online English class for tenth grader. The researcher did the interview with English teacher about student needs from teacher point of view. Especially, the vocabulary mastery in online English class. The results of the interview with the teacher then used to design a vocabulary application for Tenth graders, which is a learning media to help them to learn vocabulary in online English class. With this background, the researcher is interested in conducting a research entitled "Designing Vocabulary Application for Senior High School Student."

1.2   Research Questions

Based on the background mentioned above, this research is formulated into:

1. How to design a vocabulary application based on flash-based multimedia for online English lessons of 10th grade students of senior high school?

1.3   Research Purpose

The main purpose of the research is to describe how to design a vocabulary application based on flash-based multimedia for online English lessons of 10th grade students of senior high school. The designed application is expected to become one of the resources for students to learn English vocabulary independently at home and also to provide the teacher an alternate technique in teaching online English lessons.

1.4   Significance of the Research

The result of the product is expected to be useful for Tenth grade students, teachers and the school. For students, the application can make them motivated in learning about English vocabulary in online English lesson and help them to understand the material easily. For the teacher, the application can be a media to facilitate in providing English vocabulary material for students to learn in online English lesson and can help the teacher to make lesson more interesting and fun. For the school, this application also expected to be one of the alternative media that can help students in independent learning and also it can be used for increasing the quality of students in learning English vocabulary.

1.5   Limitation of the Research

The limitation of this research is explained in these following points:

1. This research focuses on the designing a vocabulary learning media in form of application for the 10th grade students of Senior High School by using Adobe Flash Professional CS6.

2. The subjects are 10th grade students of SMA N 11 Muaro Jambi.

3. The materials are adopted from the student's textbook, teacher point of view and the internet. And also, it covers only basic vocabulary.

4. This research used ADDIE model developed by Lee and Owens (2004), but the research only up to designing phase. The product will not be implemented in the classroom to evaluate the result due to limitated of the time and any other factors.

1.6 The Expected Product Specification

1. The product is a vocabulary learning media in form of application as media for 10th grade students of Senior High School and focusing on English vocabulary.

2. The product is designed as good as possible to be used by the 10th grade students of Senior High School.

3. The Flash Animation software used is Adobe Flash Professional CS6.

4. The display of this product is in the form of text, images, animation and video.

5. The materials are adopted from the student's textbook and teacher suggestion. They are vocabulary builder, picture dictionary, important list and video.

6. The product contain explanation, picture, video to measure students' ability and games to make students motivated in learning.

7. The product will be put on CD (Compact Disc) or online (via link).

1.7   Definition of Key Term

1) **Research and Development** is developing knowledge from the data that becomes certain products. (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** is a core component of speaking, listening, reading and writing (Richad & Renandya, 2002).

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, video, etc. [Online]