

CHAPTER I

INTRODUCTION

1.1 Background of the Research

In the modern era, technology has embedded itself deeply into our daily lives and has a significant impact on many different parts of our activity. Technology significantly improves and streamlines our work, which encourages creativity. There are many different types of technological medium, including whiteboards, pictures, audio, movies, books, articles, and more. These include computer software programs created to carry out particular tasks either directly for end users or, in some situations, for other programs (Gillis, 2021). As a result, various applications-particularly in the area of education-have been developed, including Kahoot, Edmodo, Schoology, Google Classroom, Flipgrid, Padlet, and many others. Among these, Edpuzzle provides an important way to improve the teaching and learning environment, which is advantageous to both teachers and students.

Edpuzzle is an interactive video application created for teaching and learning, according to Auer and Tsiatsos (2018). It gives teachers the ability to design classes using content from video-based sites like YouTube, Khan Academy, National Geographic, and others. Additionally, teachers can use their own movies within the program and improve them with voice commentary, questions, notes, and other citations. Students are enthralled by Edpuzzle's interactive features, which promote fun teaching and learning. Students are also actively involved because the Edpuzzle website allows them to provide teachers feedback.

There are numerous different text materials to study when learning English, including Descriptive, Explanatory, Recount, Narrative, Report, News Item, Procedural, Review, Hortatory, Analytical, Spoof, And Narrative Text. Related to the curriculum, the text materials that was be chosen by the researcher for this research are Descriptive Text and Recount Text. Descriptive Text and Recount Text are important to learn in 8th grade Junior High School, because they are covered in the curriculum, and the students struggle to understand this text

materials and the students need the new materials to break up the monotonous environment of teaching and learning.

According to the researcher's preliminary observation, the eighth-grade Junior High School Adhyaksa 1 Jambi, Kurikulum Merdeka has been implemented there. English instruction in Junior High School is aligns with the curriculum and attempts to improve students' language abilities. Based on researcher observation's result, it has been uncommon to observe the utilization of medium for learning and teaching, lacking material presentation and interactivity, they remain underutilized, often presenting materials in a basic. Teachers predominantly rely on traditional tools like whiteboards and markers, the teacher claims that he searches through articles on the internet for English learning material before presenting it to the class on the whiteboard and having the students practice utilizing worksheets. Hence, there exists a necessity for innovative and diversified learning mediums to ensure effective and efficient achievement of learning objectives. According to the students, they require engaging learning to prevent boredom, such as a fresh reference that can aid them in the learning process, based on that, the researcher believes Edpuzzle can help solve these issues.

According to Rahayu and Bhaskoro (2022), entitled *Interactive Medium Edpuzzle and its Implementation in Teaching Vocabulary in the New Normal Era*, emphasized that using interactive medium like Edpuzzle to teach vocabulary led to higher levels of student engagement. Students felt a greater sense of interest, enthusiasm, and happiness as the classroom environment improved. Additionally, they discovered that Edpuzzle made it simpler for students to memorize English language while they were learning. Then, Amaliah (2020) also did research on the *Implementation of Edpuzzle to Improve Students' Analytical Thinking Skills in Narrative Text*, and the results showed that Edpuzzle improved students' analytical thinking abilities, particularly when used in the setting of narrative texts. The final study was carried out by Egilistiani and Prayuna (2021) entitled *Students' Responses through the Use of Edpuzzle as an Application in Achieving Listening Comprehension*. Their research showed that when using Edpuzzle, students showed enthusiasm in learning the English language, particularly in the area of hearing. It

increased their awareness and made learning and teaching English a really joyful experience for them.

In this research, the researcher developed the English text materials, i.e., Descriptive Text and Recount Text. This research is essential because the development by the researcher is one of the efforts to solve existing learning problems in 8th grade in Junior High School. It can be accessed from anywhere and at any time as long as there is an internet connection, this advancement was able to provide students with engaging learning circumstances, assist teachers in delivering the material, and make students love it. Based on the background of the problems stated early, the researcher is interested in performing research and development on "The Development of English Text Materials by Using Edpuzzle".

1.2 Limitation of the Research

This research is limited to develop materials for learning Descriptive Text and Recount Text by using Edpuzzle for Junior High School. The text materials are prepared for the 8th grade students because the researcher thinks that students need a unique way to learn about the text materials of text.

1.3 Specification of the Product

Edpuzzle is an interactive learning platform primarily designed for educators to create and share customized video lessons for their students. Edpuzzle consists of two kinds, a website for teachers and an application for students. The material consists of two text materials, namely Descriptive Text and Recount Text, that relate to the local content of Jambi Province. The learning material is made by interactive videos. The learning tasks in this application are arranged in the form of multiple choice.

Here are some key features and specifications of Edpuzzle:

1. Video Customization: Teachers can select videos from various sources (YouTube, Khan Academy, National Geographic, etc.) and customize them by adding voiceovers, audio notes, quizzes, and open-ended questions.
2. Question Types: Edpuzzle supports different question types, including multiple-choice questions, open-ended questions, and reflective pause questions, enabling teachers to assess students' understanding at various points within the video.

3. Analytics: Teacher can track students progress and engagement through detailed analytics, including viewing which students watched the videos, how many times they watched specific parts, and their responses to embedded questions.
4. Integration: Edpuzzle integrates with learning management systems (LMS) such as Google Classroom, Canvas, Schoology, and others, allowing for seamless sharing and assignment of video lessons within existing educational platforms.
5. Student Feedback: Students receive instant feedback on their responses to questions embedded within the video, facilitating self-assessment and providing opportunities for immediate clarification.
6. Accessibility: Edpuzzle strives to be accessible to diverse learners by providing closed captioning options, language support, and compatibility with screen readers and other assistive technologies.
7. Privacy and Security: Edpuzzle prioritizes the privacy and security of user data, complying with regulations such as the Family Educational Rights and Privacy Act (FERPA) and the Children's Online Privacy Protection Act (COPPA).
8. Collaboration: Teachers can collaborate with colleagues by sharing video lessons and collaborating on content creation within the platform.
9. Mobile Compatibility: Edpuzzle offers mobile apps for iOS and Android devices, allowing teachers and students to access video lessons and complete assignments on the go.
10. Feedback and Support: The platform provides resources such as tutorials, help articles, and customer support to assist educators in effectively utilizing its features for teaching and learning.

1.4 The Research Question

Based on the background of the problem and identification of the problem explained above, the researcher formulated the research question below:

“How are Descriptive Text and Recount Text Materials Developed by Using Edpuzzle?”

1.5 Objective of the Research

Based on the formulation of the question that provided above, the objective of the research is:

‘To describe the process of developing Descriptive Text and Recount Text Materials by using Edpuzzle.’

1.6 Significances of the Research

Hopefully, this research can give a new learning atmosphere for the eight-grade students. So, the students get interested in learning text materials. The learning material developed by the researcher is expected to be useful for learning English text material. Then, it is hoped this research becomes a piece of new information and a new reference for teachers to give the new medium for the learning process. And it is also hoped This research can be a consideration and reference for other researchers that have the same interest and want to develop similar product with different objects.

1.7 Definition of the Key Terms

1. Edpuzzle

Edpuzzle can be utilized to create interactive video lessons and materials from a variety of educational video sources, such as YouTube, Khan Academy, and Crash Course. In this research, the researcher was use Edpuzzle as a medium for develop material for English text material.

2. Descriptive Text

Descriptive Text is a text that describes a person, animal, thing, or place with a clear explanation to provide readers with information as well as comprehension about the objects described. In this research, Descriptive Text refers to describe a tourism place about local content in the Jambi Province.

3. Recount Text

A Recount Text is a text that reconstructs events, experiences, and achievements from the past in a logical sequence that followed by its structure. For this research, Recount Text refers to retell the writer’s experience of the events available in Jambi Province.