

CHAPTER I

INTRODUCTION

This chapter will present an introduction containing research context, research focuses, research objectives, significances of research, scope and limitation, definition of key terms.

A. Research Context

Basically, language is need and used by human to communicate and interact with each other. Language is convey the idea, opinion and feeling. In science and education, english is an international language which takes in important role. The students will get easy in mastering all of the skill if they can memorize and communicate each other. The primary students have to know and master to skills at the end of the study namely: Reading, listening, speaking and writing. The objective is taught students to read and understands many subject, but the researcher foccus on reading. Science and technology development demans pople to increase their knowledge and experience.one way to increase our knowledge and experience is through reading. Reading is basic life. Allah SWT., said in the Alqur'an (QS.al-Alaq:1-19) that every body should be able to read to know

anything that they have skill not known in this life. So, if some one says the book is the window of the world.¹

Reading is one of language skill that should be mastered by students. By reading students can add their knowledge and get much new information from the text. Reading can improve the student's vocabulary.² It leads to more highly-developed language skills and improves the students ability to read well. Students also must be mastered by the second language learners because these component must be mastered by student of indonesia. One of the english skill which usually neglected by the second learners is reading because the second learns felt difficult to comprehend the english text and also still less a motivation. Reading is a complex [cognitive process](#) of decoding [symbols](#) in order to construct or derive meaning³. Reading is an activity to understand written text. It is complex activity that involves both perception and thought. Reading is the process of looking at a series of written symbols and getting meaning from them. The activity of reading needs eye to receive written symbols (letters, punctuation marks and spaces) and brain to convert them into words, sentences and paragraphs that communicate something to the readers.

Reading activity has the goal to understand, to comprehend the written text language. Reading educators have stressed the goal of learning to read in variations around meaning; e.g. learning to construct meaning, to get meaning from print, to comprehend⁴. It means reading is an activity to get the meaning from the written text, to get comprehension through reading. So, by paying

¹ <http://everydayadventure11.blogspot.com/2011/11/10-reasons-why-reading-isimportant-for.html>.accessed on Tuesday 10th April 2018 at 14:24 pm

² Ibid.,

³ [http://en.wikipedia.org/wiki/Reading_\(process\)](http://en.wikipedia.org/wiki/Reading_(process)) Accessed on 31 April 2015.

⁴ Keiko Koda and Annette M. Zehler, *Learning to Read Across*, 2007, page 13

attention to the reading activity which is somewhat complex. It needs new media or new strategy that can help the learners or readers to grasp the content of text easier. Media can help the students to provide learning experiences which are difficult to obtain by anotherways⁵.

Adobe flash player One of the media can be used in teaching, the teacher may use some ways in teaching material in the classroom. One of the ways is using media. Media is the collective communication outlets or tools that are used to store or deliver information or data. Using this media make the students interest and join in the lesson. Their english ability will not apparent, using the media. But there are some factor that students difficult when using this media, such as; the display text too blurry, and written in the media look the little, but the studets feel interesting to join the lesson because using this media. So, the english teacher know, in order to the student can study more effective and efficiently, so that they can get the goal wanted in teaching and learning process. Using this media make the student also happy, interest to join the lesson, enjoy in class, more concentration when learning process than before. There are many kinds of media, electronic and non-electronic media. Recently, some medias used in teaching are non-computer-based technology and computer-assisted language learning *CALL*. They are used since computer was introduced.

The researcher wants to know everywhere to reach the ability in reading from this media. It will help the condition in the class interest, enjoy, and it will guide the students active to reading in the class. For the all of reason above, the researcher interest to do this research, exactly to find the truth *The Use of Adobe Flash*

⁵<http://jamaludin270790.blogspot.com/2011/03/definisi-media-pembelajaran.html> accessed 31 april 2015

Player on Reading Activities at Tenth Grade of SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan because in the phenomenon the researcher know that use Adobe Flash Player as media on reading activities make students easier to comprehend the text, students more spirit to join reading subject, students didn't feel bored to join the class, students more active in the classroom, Students comfortable join reading subject, the students enthusiastic and motivated to join in English teaching learning process, the students give more possitive response than by using book in the class be make the students bored and less interest in learning process.

Based on the problem above, the reasercher interest to conduct research entitled *The Use of Adobe Flash Player on Reading Activies at Tenth Grade Students of SMA Terpadu Riyadul Ulum Pakong Pamekasan*. The students were interesting with this media.

B. Research Focuses

According to John W. Creswell, research problem is an educational issue, concern, or controversy that researcher investigates.⁶ It means that the researcher makes a good question that suitable with the condition in the location of study. Based on the research context of study above the researcher formulates the problem, as follows:

1. How does the teacher use adobe flash player media on English reading activities at tenth grade Students of SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan ?

⁶ John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating* (Boston: Pearson Education, 2012), page. 66

2. What are the Students' responses of adobe flash player media on English reading activities at tenth grade students of SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan?

C. Research Objective

1. To describe how the teacher use adobe flash player media on english reading activies at tenth grade students of SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan
2. To know the students responses about adobe flash player media on english reading activies at tenth grade students of SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan

D. Significant of Study

The significance is to convince other people that the research is worth doing.⁷it tells pople how the research can be applied to benefit both the participants of the study and other pople at large. The significance of this study is to explain the reason of this importance from the tittle that is using Adobe Flash Player on reading skill to children. There are two significances of the study. There are:

1. Theotrical Significance

The Result of this study is expected to be able to widen the skill of english teacher in using Adobe Flash Player in English teaching learning process especially in Reading Activities.

⁷Mohammad Adnan Latief, *Research Method on language Learning an Introduction*, (2013), Page 19

2. Practical Significance

- a. For English teachers, they will know how to teach reading activities by using Adobe Flash Player
- b. For the students, they can improve their achievement in reading activities
- c. For the researcher, the researcher will get some information from this study about the media that can be used in teaching learning process especially in reading class.

E. Scope and Limitation

Scope is focus on the thing which intended to search by the researcher whereas limitation is as potential weaknesses or problems which the study that identified by the researcher.⁸ So, it limits on place that a research takes place.

Therefore, the scope of this study is only focused on reading activities by using Adobe Flash Player. The media limitation of this study is students at tenth grade SMA Islam Terpadu Riyadul Ulum Pakong Pamekasan.

F. Definition of Keyterm

Creswell suggest us to begin our research by narrowing our topics to a few key term using one or two words or short phrases.⁹ There are some terms that are used in this study to avoid misunderstanding. The researcher considers that it helps the readers to have the following key term defined before reading these discussions further. The definition of keyterm constructed as follow:

⁸John W. Creswell, *Educational Research*, (Boston Pearson Education, 2011), page, 199

⁹Ibid, page, 82

1. Reading Activity

Reading is the activity when the reader interprets the meaning of what the writer convey of the reading text. It should be done by students to increase their knowledge and achievement. Reading is useful and needed activity in mastering English

2. Media

Media isa tool that are used in teaching learning process by the teacher or students. One of the function of this media is to make easy in teaching learning process.

3. Adobe Flash Player

Adobe Flash Player is a multimedia and software platform used for creating vector graphics, animation, games, and rich internet application that can be viewed, played, and executed in adobe flash player.

4. Student's Responses

Student's Responses is a reaction of the students about an action given by the teacher in English learning process and also the way how the students catch what they hear in English learning process.