

CHAPTER I

INTRODUCTION

This chapter consist of research context, research focuses, research objectives, significance of study, scope and limitation of the research and definition of key terms.

A. Research Context

Learning English is very important for everyone, including children. There are 4 skills in understanding English, namely reading, writing, listening, and speaking. This is supported by learning elements of language. One element of language is vocabulary. Vocabulary is a core component of language proficiency and provides much of the basis for how well the learners can speak, listen, read and write.¹

Learning English was not limited to a set schedule for a school day. But English study can also be done in the early afternoon hours on extracurricular activities. Extracurricular activities, according to the large English dictionary, are an activity outside the 10th program, written in the curriculum such as leadership exercises and coaching students. These extracurricular activities are carried out outside mandatory school hours.²

When a child learns, of course they will need an interesting media so that the learning process will make their students comfortable and feel happy

¹ Jack C Richards and Willy A Renandya, *Methodology In Language Teaching : An Anthology of Current Practice* (New York: Cambridge University Press, 2002), 255.

² Galuh Nastiti Kirana, 'Pelaksanaan Program Ekstrakurikuler English For Tourism (EFT) Di SMAN 1 MUNTILAN KABUPATEN MAGELANG' (Yogyakarta, Universitas Negeri Yogyakarta, 2017), 8.

in learning process. Learning media is needed by teachers to support the material that will be delivered to their student. One of the innovative learning media is Macromedia flash. Macromedia flash professional 8 (hereinafter only called flash) is a software that can be used to add a dynamic aspect of the web or create interactively animated films.³

In improving, students learning the teachers always must be provides learning Media that match the material that will be more explained about this material so, the student more easier to understand what the teacher explained. Here the teacher used the macromedia flash as a media to find out how much the students to remembers the vocabulary.

In the previous study by Julian Agung Saputra “Using Macromedia flash to help English teacher to build media toward teaching reading”. It analysis to know discussing the teaching. The researcher sees that students are inside reading ability is still lacking and the researcher makes this paper aim: 1) produce a reading based learning media 2) helps English teachers in developing reading teaching materials so that the teaching materials become more interesting. The approach used by the researcher is a qualitative approach.

This chapter consits of research context, research focuses, Research objectives, significance of study, scope and limitation of the research, and definition of key terms.

³ Nurdin Ardiansyah, *Macromedia Flash Professional 8 : Sebuah Tutorial Flash Untuk Pemula* (Sekadau, 2013), 5.

While, this study want to do on how the teacher uses macromedia flash as a media to students vocabulary of Elementary School Pademawu Barat IV Pamekasan. The researcher is very interested in the macromedia flash because it can facilitate students in understanding the material delivered by the teacher and with the presence of macromedia flash students can digest the material delivered by the teacher and is far different from the media previously used by the teacher which makes students very difficult to understand and digest teacher's explanation because it is the students who are required to always think and also the lack of media that helps students to more quickly understand the learning material. With this, educational institutions, especially in SDN Pademawu Barat IV Pamekasan thought to create a media.

B. Research Focus

According to John W. Creswell, a research problem is the educational issues, controversies, or concern that guide the need for conducting a study.⁴ While according to Ary, the research problem is the step to begin research, a researcher must first decide on the general problem area, in fact, that beginners must select a problem very early.⁵

From the definition above, it is important. Part of research without in the researcher can't determine what will be observed and the source of data related to the research problem, the researcher gives three question as follow:

⁴ John W Creswell, *Educational Research Planning, Conducting and Evaluating Quantitative and Qualitative Research* (Boston: Person Education, 2012), 44.

⁵ Donald Ary et al., *Introduction to Research in Education*, 8th ed. (Canada: Wadsworth Cengage Learning, 2010), 44.

1. How does the teacher used macromedia flash as a media in learning vocabulary at third grade of SDN Pademawu Barat IV Pamekasan?
2. What are the advantages and disadvantages of macromedia flash as a media in learning vocabulary at third grade of SDN Pademawu Barat IV Pamekasan?

C. Research Objectives

The research objective is a statement of content for the study that declares specific goals that the investigator plans to achieve in a study. It means that the research objective is declaring the aims based on the research problems that are made by the resaercher. The aim of this to answer the research problems which becomes the main problem of this study, they are:

1. To describe how does the teacher use macromedia flash as a media in learning vocabulary at third grade of SDN Pademawu Barat IV Pamekasan.
2. To know the advantages and disadvantages of macromedia flash as a media in learning vocabulary at third grade of SDN Pademawu Barat IV Pamekasan.

D. Significance of Study

The significance of the study is a probability level that reflects the maximum risk you are willing to take that any observed differences are due to chance.⁶ This is the next important thing after research objectives that can be researched, and the research focuses can be answered

⁶ John W Creswell, *Education Research : Planning, Conduction and Evaluating, Quantitative Research*, Fourth (Boston: Person Education, 2012), 629.

accurately. Commonly, there are two kinds of the significance of the research, those are: a) Theoritically, and b) Practically.⁷

1. Theoritically

The resaerch hopes that this resaerch can enrich our knowledge and useful for the teaching process especially vocabulary and English teacher can make studnets interesting and memorize it easily.

2. Practically

a. For the Researcher

As a guide as well as enchancing knowledge about media of a good English learning in vocabulary to students of elementary school.

b. For the Students

1. This research can give how to using macromedia flash to the students.
2. This research tries to increase students' vocabulary in learning English.
3. It can make the students interested in studying English, especially in vocabulary.

c. For the Teacher

1. It can increase students' vocabulary in the process of teaching-learning English using the application of macromedia flash as a media.

⁷ Sugiyono, *Metodologi Penelitian Kuantitatif Kualitatif Dan R&D* (Bandung: Alfabeta, 2012), 283.

2. The teacher gives some material in English using macromedia flash.
3. The reseacher hopes the teacher find a good media in teaching English especially in vocabulary in order to make the students teaching and learning process fun and interest.
4. It can be a good way to the teacher how to teach English well.

d. For the Institution

1. For the school

The media is used as a means to create students to meet the learning targets implemented by the institution

2. For the IAIN

Students are expected to be able to develop the use of macromedia flash as a media to help make learning well implemented.

E. Scope and Limitation

Based on the other resource, scope and limitation can be defined as the area of the independent and dependent variable which is investigated, population, and location.⁸ According to Oxford Dictionary scope is a range of thing that a subject organization.⁹ The scope refers to what the researcher wants to convey or explain in this study, and the problem of researcher wants to discuss. In this study, the scope is focused on the use of macromedia flash as a media to student's vocabulary.

⁸ *Pedoman Penulis Karya Ilmiah (Artikel, Makalah & Skripsi)* (Pamekasan: Stain Pamekasan Press, 2012), 12.

⁹ *Oxford Learners Pocket Dictionary*, Fourth (New York: Oxford University Press, 2003), 383.

A limitation means that researcher are only about the object of research, the research limit the problem. This is done so that the discussion is not too to the aspect that is far from relevance so that the researcher can be more focused to be done. The limitation of this study is only on problem based learning media.

The scope of this study will be focused on macromedia flash as a media to students' vocabulary. Also, the limitation of the study is the program of English teacher done in extracurricular program at third grade of SDN Pademawu Barat IV Pamekasan.

F. Definition of Key Terms

Creswell suggest us to begin our research by narrowing our topic to a few key terms using one or two or short phrase.¹⁰ Therefore, to avoid misunderstanding in terms used in the study, the researcher considers that it helps the readers to have the following key terms defined before reading these discussion further. The researcher would like to explain the terms used in this research. The definition of key terms as below :

1. Media is a tool for channeling learning information or channeling messages.
2. Extracurricular Program is activities carried out outside of school hours in order to gain additional knowledge, skills and insights and also to help build learners' character according to each individual's interests and talents.

¹⁰ W Creswell, *Education Research : Planning, Conduction and Evaluating, Quantitative Research*, 199.

3. Macromedia flash or adobe flash is one of the computer software that is a superior product of adobe systems or a program specifically designed by adobe and a professional application standard authoring tool program.
4. Vocabulary is a core component of language proficiency and provides much of the basis for how well learners speak, listen, read, and write.