

## **CHAPTER I**

### **INTRODUCTION**

This chapter described the reasons for conducting the research and it deals with several points : introduction that concerns with background of the research, research problems, objectives of the research, significance of the scope and limitation, and definition of key terms as would be elaborated in the following sections.

#### **A. Background of the Research**

Internet Technology for Teaching (IT for Teaching) is a main subject in Universitas Nusantara PGRI Kediri (UN PGRI) especially in third year students in English Department. It is about how to teach English by making use of Edmodo. The goal of IT for teaching is making teacher easier to teach and more creative in showing lesson. Even though the teacher does come the class but it does not disturb teaching learning process.

Teaching is instruction of imparting of knowledge, developing of skills and attitudes, and meeting of special needs in various ways ranging from structured to individualized activities, including instructional support activities which aid and enrich the teaching-learning process. Teacher must understand about how to teach the learners. According to Brown” teaching is showing or helping to learn how to do something giving instructions, guiding in the study of

something, providing with knowledge, causing to know or understand.”<sup>1</sup> So the teacher should help and guide the learners to reach the aim of teaching learning process.

While the term “e-learning” has been thrown around quite a lot in recent years, many are still unaware of what it actually means and how it can help them achieve success in both their professional and personal lives. This short e-book aims to provide an introductory level overview of the e-learning field for those people. E-learning is Electronic media to help the teaching learning process easily.

Naidu states:

*“E-learning is commonly referred to the intentional use of networked information and communications technology in teaching and learning. A number of other terms are also used to describe this mode of teaching and learning. They include online learning, virtual learning, distributed learning, network and web-based learning. Fundamentally, they all refer to educational processes that utilize information and communications technology to mediate asynchronous as well as synchronous learning and teaching activities.”*<sup>2</sup>

E-learning and internet cannot be separated. popular social media and convenience for the learning process is Edmodo. Edmodo is very helpful in the learning process. Edmodo provides a safe and easy way to build a virtual class by class divisions like in school. Edmodo owned display design similar to the design of Facebook. With Edmodo, teachers/professors can post grades, assignments, and quizzes for students/students with ease.

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<sup>1</sup> H. Douglas Brown, *Principles of Language Learning and Teaching* (USA : Pearson Education, 2007) , Pg : 8

<sup>2</sup>Som Naidu, *Commonwealth Educational Media Center for Asia* (New Delhi : Sanjaya Mishra, 2003), Pg : 1

Edmodo was founded in Chicago, Illinois, when two school district employees set out to bridge the gap between how students live their lives and how they learn in school. It was created to bring education into 21<sup>st</sup> century environment. Edmodo is an educational site that takes the ideas of a social network and refines them and to make it appropriate for a classroom. Using Edmodo, students and teachers can reach out to one another and connect by sharing ideas, problems, and helpful tips. It is an educational website that takes the ideas of a social network and refines them and makes it Appropriate for a classroom.

A teacher can assign and grade work on Edmodo, students can get help from the entire class on Edmodo. Edmodo is very safe from spam and inappropriate content, because the teacher can see everything that is posted on Edmodo. And parents can join Edmodo in order to check their progress in study. By Edmodo a teacher is able to explain some application easily. Those are: Adobe Audition, Camtasia, Auto Play, wonder share, Prezi, and E-mind map. There the teachers can teach by blended teaching.

Blended learning can be defined as the combination of multiple approaches to pedagogy or teaching, self-paced, collaborative, tutor-supported learning, or traditional classroom teaching. Blended learning often refers specifically to the provision or use of resources which combine e-learning with other educational resources. Blended teaching is a good technique. Because blended teaching is the combination between traditional teaching (direct teaching) and modern teaching (cyber teaching). Sabila, Rankine, & Cortez says that

blended teaching a strategic and systematic approach to combining times and modes of learning by face-to-face and online interactions for each discipline, using appropriate ICTs (Information and Communication Technology).<sup>3</sup> So by Edmodo a teacher is able to teach even at another places. And the students are able to change the layout of Edmodo. Not only the layout but also photo profile and another contents inside it.

Based on the researcher experience in IT for Teaching class used Edmodo. Edmodo showed her how to explain Prezi, Adobe Audition, Camtasia, Autoplay, and some application. It showed the step how to use the applications details. Not only by the complete instruction text but also it used some videos to explain. Because Edmodo, he can explain by some applications simply and correctly.

Here the researcher found some results of some studies. Balasubramanian, Jaykumar, & Fukey proved that Edmodo as a learning platform that Edmodo can foster the combined knowledge creation of a group better than individuals diaries and discussion.<sup>4</sup> Candrasari proved that Edmodo can increase the student's interest at learning English in writing skill.<sup>5</sup>

The web-based model using Edmodo supports teaching and learning process. This media offers an authentic material that can be accessed anytime and anywhere. This model also gives the external links to get the other resources in the

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<sup>3</sup>Sabila, Rankine, & Cortez. *Fundamentals of Blended Learning* (Australia : University of Western Sydney, 2013), Pg : 1

<sup>4</sup>Balasubramanian, Jaykumar, & Fukey, *A study on "Student preference towards the use of Edmodo as a learning platform to create responsible learning environment"* (Social and Behavioral Sciences 416 – 422, 2014 )

<sup>5</sup>Mulya Candrasari, *The Use Of Edmodo Website To Improve Students Writing Skill (Classroom Action Research of the tenth grade students of SMKN 1 Wonosegoro in academic 2015/2016)*, (SALATIGA : 2015)

World Wide Web. The external links given relates with a discussion topic or material, and it is to gain the students' knowledge and skill in teaching and learning. Because this media is a web-based model, the students feel enjoy when they are browse and take a look into the material provided. Edmodo offers a lot of lot of features and contents and this LMS (Learning Management System) is the suitable web-based media for teaching and learning. In short, Edmodo provides learning material resources not only from the teacher, but also from the other World Wide Web.

Based on the problem, the researcher wants to describe the step of teaching by using Edmodo, and how the students response after following IT for Teaching class. The researcher is intended to conduct a result of tittle *THE IMPLEMENTATION OF EDMODO TO THE THIRD YEAR STUDENTS IN ENGLISH LANGUAGE TEACHING AT UNIVERSITAS NUSANTARA PGRI KEDIRI*.

## **B. Statement of the Research Problem**

Based on the background of the study above, the researcher formulates the research problems as follows:

1. How is the implementation of Edmodo in IT for Teachinglearning process in IT for Study at Universitas Nusantara PGRI Kediri ?
2. What are the problem faced by students in implementation Edmodo in teaching learning process in IT for Study at Universitas Nusantara PGRI Kediri ?

3. What are the students' perceptions toward Edmodo in IT for Teaching learning process in IT for Study at Universitas Nusantara PGRI Kediri ?

### **C. Objectives of the Study**

Based on the formulation of the problems above, objectives of the research is as follows:

1. To the implementation of Edmodo in IT for teaching learning process at Universitas Nusantara PGRI Kediri.
2. To know the problem faced by Edmodo in IT for teaching learning at Universitas Nusantara PGRI Kediri.
3. To know the students' perceptions toward Edmodo in IT for Teaching learning process in IT for Study in Universitas Nusantara PGRI Kediri

### **D. Significance of the Study**

From the explanations the significance of the research the researcher hope:

1. For the Writer  
This research can give more knowledge for her in implementing Edmodo in classroom activities.
2. For English teacher  
This research is aimed to help teacher especially IT for Teaching teacher can increase the quality, give the motivation for the student, and can develop the E-Learning better. Thus, the teacher can make understandable by the learners.
3. For the Readers

It can give information about Implementing Edmodo and also can be reference for further research.

### **E. Scope of the Study**

In this research, the researcher focus on the implementation of teaching learning process in Autoplay application by using Edmodo in IT for students. The problems of the research will be in method of teaching, the subject that can be implemented, and the way of assenting by Edmodo. The lecturer has much of information of using Edmodo as learning media, the lecturer want to show that teaching and learning process will be fun by using Edmodo. Thus, the writer will use Edmodo to teach Autoplay application to develop students creativities, the researcher will observe in third years which have 92 students in Universitas Nusantara PGRI Kediri at 2016/2017. In brief, the writer will use Edmodo because Edmodo is effective teaching media to develop students greater communication. Thus, Edmodo is good teaching media to develop students creativities.

### **F. Definition of Key Terms**

There are some key terms that are frequently used in this study. It is expected to avoid misunderstanding about this variable of this thesis. They are defined as follows:

### 1. E-learning

E-learning is from 2 words. “e” is stand for “electronic” and “learning”. So E-learning is a process how to utilize the electronic media, especially internet in Edmodo.

### 2. Edmodo

Edmodo is a web site as same as Facebook. Edmodo is an educational technology company offering communication, collaboration, and coaching tools and teachers. The Edmodo network enables teachers to share content, distribute quizzes, assignments, and manage communication with students, colleagues, and parents. So Edmodo is suggested by the students, teachers, and parents to communicate as like Facebook in cyber world. And the education will easier because the teaching learning process can be done in every places.

### 3. Blended Teaching

Blended learning is an education program (formal or informal) that combines online digital media with traditional classroom methods requiring the physical presence of both teacher and student, with some element of student control over time, place, path, or pace. So that’s way Blended teaching is the teaching style that can be done by traditional (face to face) or modern style (Internet media).



