

CHAPTER I

INTRODUCTION

This chapter consists of background of the study, problem of the study, objective of the study, hypothesis of the study, scope and limitation of the study, significance of the study and definition of the key terms.

A. The Background of the Study

In today's generation, technology increasingly sophisticated and changing the way of human life. Technology has made people's lives more proficient and at ease. There is hardly anyone who has not been changed by the advances in the technology and computers of today's society. In today's civilization, transportation, communication, and education have been greatly developed from new technological advancements. Many people have lesser stress on their lives because there are new useful hi-tech inventions created each day to help them do things quicker and easier. Some of these helpful technologies are cell phones, computers, and the internet.

In recent years, research on the potential role of technology in the educational context has also been widely discussed. According to Voogt and Gerald (New findings of Communication and Information Technology (ICT) show that technology is about content and learning processes, but the importance of technology continues to be recognized as a tool to acquire various types of

competencies and motivational innovation. It can also support students' creativity and performance in develop new skills (Voogt et al. 2018).In addition, based on guidelines developed by the U.S. Department of Education, this should lead to new ways of teaching and learning languages, particularly to support language learners to access valuable learning resources through technology (US Department of Education 2018). With the development of technology currently growing rapidly is communication technology, one of which is a smartphone or what is commonly called a gadget. According to Green Ferry Mandias (2017), a gadget is a device that allows for communication also in it there are functions PDA (Personal Digital Assistant) and capable like a computer. While Osland Effendi (2013) suggests that the gadget itself can be a computer or laptop, tablet, PC, and also a cellular phone or smartphone. So a gadget is a device that has a more specific function, is practical and is designed with advanced technology. Some examples of devices that fall into this category include laptops, MP3 players, notebooks, e-readers, cameras, Xbooks, tablets and many other devices that have special and different functions.

Gadgets are no stranger to human life in this era. Gadgets are electronic devices that have features to facilitate human performance. Due to the function of the gadget that has many use to make it easier for humans to complete their work and also communicate. Therefore, in this study, we discuss the use of gadgets in the world of education to help shape the mindset in student and helping to improve student's right brain abilities (Wulandari, 2019). This research can be

refuted indisputable if the use of gadgets can help the learning process which is very necessary. According to Big Indonesian Dictionary (2011: 132) gadget is a term that comes from the English language, which means a small electronic device that has a special function that always has a renewal. This means that gadgets are an object that has a special function in its use that comes with features and types of games that are interesting and there is always renewal. And According to Wikipedia.com, Gadgets are devices or instruments that have practical purposes and functions and are specially designed to be more sophisticated than previous technologies. The difference between Gadgets and other technologies is a smaller element of novelty. As an example; a computer is an electronic device that has an update in the form of its device, namely; Laptops/Netbooks/Netbooks. Home phone is an electronic device that has an update in the form of a mobile phone. However, the benefits of gadgets are also in learning to facilitate student and teacher interaction. Related to the description above, gadgets can increase student understanding of learning. The use of gadgets in student can help them stimulate their senses and imagination. In addition, it can help improve listening, skills, learn sounds, and also speaking skills. Gadgets also help improve manual dexterity, and make the computer aware. Aside from being a medium of education and learning, according to some people, electronic gadgets are a good source of relieving stress and providing them with fun and entertainment. Gadgets can also display information through sound, motion pictures, and colors, both naturally and manipulatively, thereby helping

teachers create a livelier learning atmosphere, not monotonous and not boring. The learning process becomes more interactive. With gadgets there will be active two-way communication, whereas without teacher gadgets tend to talk one way. If the learning process is more dominated by the teacher, the effectiveness of learning will not be achieved. For learning conditions, teachers are required to be able to manage the learning process that provides stimulation to students to that are willing and able to learn. Media gadgets are used to facilitate access to learning materials, learning videos, and as media in the Quipper Scholl program. However, students also interpret that gadgets can be used as medium for cheating.

Gadget is one of the tools that can be used for children's learning, one of which is learning English, students are more interested in using gadgets to learn than learning as usual, because learning to use gadgets is more interesting and easier. English is becoming a very popular target language, in this day and age English is to be learned because of its role as a world language where people speak in everyday life in every time, place, and situation, both formal and informal.

According to Setiawan (2019), parents give their student the use of gadgets to calm them down on the grounds of learning demands. One of the studied conducted by Anggreini (2019) with the results of this study having a negative impact on child development. There are many factors that influence students in learning. These factors come from internal as well as external. Many

cases of study failure are caused by ignorance of the factors that can interfere with student learning.

Therefore, the researcher took this title because he wanted to know the use of gadget on children and get the right solution. Therefore the researcher conducts research entitled **“THE USE OF GADGET IN LEARNING ENGLISH FOR STUDENTS AT SMAN 8 KOTA KEDIRI”**

B. The Problem of the Study

Based on the statement of the background of the study above, the problem of this study is formulated as follow:

1. What application that is used in teaching English learning at SMAN 8 Kota Kediri?
2. How is the implementation of gadget in the application in English learning for students at SMAN 8 Kota Kediri?

C. Objective of the Study

Based on the problem stated above, this study aimed at finding out:

1. To find out the application used in teaching English learning at SMAN 8 Kota Kediri.
2. To describe how the implementation of gadget in the application used teaching English learning for students at SMAN 8 Kota Kediri.

D. Scope and Limitation

This study focuses on the use of gadgets on learning English in student. This study also focuses on the problem of using gadgets in English class learning. This researcher uses questionnaires and interviews to find data. This study was limited to high school students.

E. Significance of the Study

In this section the study will provide a brief description of the importance of the research given to those who will benefit from the proposal research:

1. For students
 - a. Encouraging the use of gadgets in a more positive direction
 - b. Knowing how to respond to the development of gadgets better and wisely
 - c. And reduce excessive use of gadgets with negative impacts.
2. For the institutions
 - a. This research is useful as an evaluation material in the world of education
 - b. As a material for consideration in making policies and work programs relate to information technology.
3. For the researchers
 - a. Develop insight and professionalism in the field of education

- b. Provide better benefits, experience and knowledge, especially in the field of science and technology.
4. For the next researchers

This researcher is expected to add knowledge, provide additional thoughts and improvements in writing scientific papers in the future and as a reference for those who need it.

F. The Definition of Key Term

1. Smartphone

Smartphone are one form of advanced technology that is easily available. Usually gadgets have a minimalist and practical design so they are easy to carry everywhere. Smartphone are small electronic devices with various special functions. Gadgets are considered more complete than electronic devices only because of their different functions and characteristics (Novitasari, 2016).

2. English Learning

English is an international language that plays an important role in communicating with the outside world, especially in absorbing science and technology. One aspect that needs to be mastered by students is that good English skills must master the four language skills and vocabulary and grammar. English involves learning skills, in writing, grammar, speaking, listening, and reading and critical thinking.