CHAPTER I

INTRODUCTION

This chapter provides a detailed explanation about background of the research, research question, research objective, scope and limitations, significance of the research, and definitions of key terms.

A. Background of the Research

English is a universal language that is used throughout the world. Therefore, English is considered as one of the languages that people should at least understand in order to make them connect easily with people around the world. Some countries even use English as their second or third languages. There are four important skills to be mastered by English learner, namely reading, listening, writing, and speaking. There is also an important component of English language that is referred to be the core of learning English, which is vocabulary.

According to Cambridge Dictionary, vocabulary is the total number of words in language used by a particular person to make a sentence and to refer an object. Vocabulary acquisition can affect other skills in English. In the same line, Carter (2006) states that learning vocabulary is important thing in learning another language because vocabulary is a bridge to learn other skills of language. Foreign language learners usually do not show their best achievement in other skills due to the lack of words they have. Communicating in second or foreign language cannot happen in any meaningful way if the communicator has a limited number to express a wide range of meanings.

The demands of human needs encourage the rapid development of technology. Almost all aspects of life involve technology, including education area. Teachers are required to be able to keep up with the digitalization era and made interesting learning media to create a pleasant learning atmosphere and facilitate students' understanding in absorbing English words. Various media often used by teachers to teach English include song, movies, animation, novel, and another creative and interesting media. The media used is adapted to the needs and students' ability in understanding the context. Young learners, for example is not suitable to learn English using novels that require reading long sentence. As Nunan (2012) states that the character of young learners is best to learn from movement, seeing, and hearing. They enjoy fantasy, imagination, movement and explore new thing in their words.

To achieve the teaching and learning goals in the school, it needs interactive and innovative learning as one of the attractive factors. Developing the learning media is one of the advantages of using technology in the field of education. Technology has a significant impact and plays an important role in teaching-learning process. In order to make the English as a foreign language learners especially young learners easier in learning English, teachers often use animation video. Video is an electronic medium that combine audio and visual include graphics or picture to convey a message to audience. Video can catch the students' interest, so in this case the young learners will find it

interesting, makes it easier for them to find new words, and even make their knowledge in the pronunciation get better.

Harrison, H.L., and Hummell (2010) define animation as a quick display of a sequence of static images that create the illusion of motion. Taylor (1996) also state that animation video is the rapid display of a sequence of 2D or 3D images artwork to create an illusion of movement. So, animation video is a rapid display of images that create illusion of motion or movement. Animation becomes a masterpiece in the field of multimedia and becomes an interesting work that can be enjoyed by various age of people such as Disney, Studio Ghibli, Pixar, and other famous studios. Animation also has many categories such as 2D animation, 3D animation, Stop Motion, and so on. From the animation they produce, they attracted a lot of fans or enthusiasts. Animation video also has many benefits such as an attractive learning so the learning process is more efficient because students can repeat it as they need in order to more understand the topics. The researcher finds out that the animation can be used in education as a teaching and learning media.

Learning process will not go properly without the right learning media because education and learning media are closely related. Based on the situation in SD Modern Paramadina, students easily get bored and lack of understanding when learning English. Based on preliminary research conducted, this situation happened because of the way of teaching children in the class is monotone and only using book and blackboard. It is because the teacher cannot find the appropriate media

for the materials. Meanwhile, the students only interested and have a good understanding in learning English if the way of teaching vocabulary is suitable for them.

Nowadays, we live in a digital era and is still continue to evolve rapidly. In this case, the increasingly sophisticated era also makes it easier for students to learn through any media that is accessible everywhere and anywhere. In several studies that have done by researchers, showed that learners can get any knowledge through video-based media uploaded in YouTube because they find it as an interesting learning media. Sya'bania et al (2020) also states that the better and more efficient teaching media than visual media (text and pictures) is the combination of verbal (words and sounds) and visual (pictures and animation) since it stimulates two sensory channels. Animated videos provide opportunities and facilities for students to learn English words easily and efficiently.

In line with this, the present study is an attempt to develop animated video through Doratoon for vocabulary learning for young learners. The study has aimed to develop an animated video based on vocabulary materials in students' English handbook. The study will be under the title *"Developing Animated Video for Teaching English Vocabulary to Young Learners".*

B. Research Question

Based on the background of this research, the problem can be stated as follow: What is the animated video that is appropriate for teaching English vocabulary to young learners?

C. Research Objective

From the problem stated in research question, the objective of this study is to develop an appropriate animated video for teaching English vocabulary material to young learners especially the second-grade students in SD Modern Paramadina Kediri.

D. Scope and Limitations

This study focused on developing English vocabulary material through animated video using Doratoon. The animation output is in video form and created for second grade students of SD Modern Paramadina Kediri. The contents of the animation are based on the students' English hand book used. The book was created by Fokus with High Order Thinking Skills.

E. Significance of the Research

This research is expected to be useful for:

1. Students: The result of this research is purposed to help the students to gain more English words.

2. Teachers: The result of this research offers the teachers to make the teaching-learning process easier and create the fun learning.

3. Further researchers: The result of this research is expected to be used as reference in conducting further research.

F. Definitions of Key Terms

In order to give easy understanding about the terms used in research title, the researcher explain some terms as follow:

1. Vocabulary

    Vocabulary is a total number of words in language owned by someone in order to form a meaningful sentence and to refer an object. Considered as an important thing to be mastered because vocabulary is the bridge to another skills in English.

2. Animation

    Harrison, H.L., and Hummell (2010) define animation as a quick display of a sequence of static images that create the illusion of motion. Taylor (1996) also state that animation video is the rapid display of a sequence of 2D or 3D images artwork to create an illusion of movement.

3. Video

    Smaldino et al (2005) states that video as learning medium refers to media in electronic format that displayed motion picture to convey a message. Similarly, Furaidah et al (2019) states that video is an electronic medium combined by audio and visual to convey message to the audience. It can be concluded that video is a combination of audio and visual medium that displayed sound and graphics or pictures to convey a message to the audience.

4. Doratoon

   Doratoon is a free web-based software to create animated video for personal use, educational, or business use that allows user to import their own illustrations or using illustrations including templates, images, music, and texts provided.