CHAPTER I

INTRODUCTION

This chapter provides a general introduction to this thesis proposal. There are some points in part of the introduction; those are the background of the study, research question, research objective, significance of the study, scope and limitation, and definition of key terms.

A. Background of Study

Along with the times, science and technology have also developed. The development of science and technology, which is becoming increasingly sophisticated day by day, directly or indirectly has a considerable influence on several aspects of human life. One of them is the education aspect. Various kinds of reforms in the education aspect were carried out in order to improve the quality and quantity of education. To improve the quality of education, various breakthroughs are needed in curriculum development, learning innovation, and fulfillment of educational facilities and infrastructure. To improve the learning process, teachers are required to make learning more innovative which encourages students to be able to learn optimally both in independent learning and in classroom learning. Education has an important role to improve the quality of human resources. For humans, education serves as a means and facility that facilitate, as well as directs, develops, and guides toward a better life, not only for themselves but also for other humans.

Learning is a process of effort that is done by someone to obtain a behavior change. A person is said to learn if he has received a behavior change, from those who cannot become able and from those who do not know to know. Meanwhile, learning is an effort made by the teacher (educator) so that the learning process occurs in students. In learning, there are activities of selecting, establishing, and developing methods to achieve the desired learning outcomes. Learning places more emphasis on ways to achieve goals related to how to organize subject matter, deliver subject matter, and manage to learn.

Learning in the 21st century also emphasizes students' ability to think critically, be able to connect knowledge with the real world, master information technology, communicate, and collaborate. Achievement of these skills can be achieved by applying appropriate learning methods in terms of mastery of the material and skills. In addition to choosing the right learning method, media and learning resources also play an important role in promoting an effective teaching and learning process.

The use of media in the learning process at school is related to the level of psychological development and the level of ability of students who take part in the learning process and are adapted to the interests and talents of students which can arouse student motivation towards learning. In conducting learning, every teacher should have learning media. Learning media is a learning component that includes materials and equipment. With the inclusion of various theories and technologies, learning media continues to experience and appear in various types.

One of the learning media innovations developed in this study by the researcher is learning media using animated videos. Animation comes from the Latin word "anima" which means soul, life, and spirit. While the characters are people, animals, and other real objects that are outlined in the form of 2D and 3D images. So animated characters can be interpreted as images that contain objects that seem to be alive, caused by the collection of images changing regularly and alternately being shown. Objects in the image can be in the form of text, shapes, colors, and special effects (Arif Puji Setiawan and M. Maulana Zia Ulhaq, 2016). According to the Big Indonesian Dictionary, animation is a television program in the form of a series of paintings or images that are mechanically driven electronically so that they appear to move on the screen.

Besides being able to be used in teaching English subjects, especially for grade Senior High School students, namely narrative text material, this animated video is also expected to be used by the general public who want to introduce folklore that is raised to foreign people. Because this media tells a story based on local folklore.

Folklore is one of the stories that has been entrenched in Indonesia. Each region in Indonesia generally has different folklore, and of course, some meanings can be drawn from each of these stories. In addition to functioning as a means of conveying cultural values. Folklore is also a means of conveying messages from one generation to the next. In addition, folklore is also often used as a spectacle or entertainment by people who love ancient culture to be used as learning in the present.

And also this folklore is often used by teachers to provide learning for their students. Whether it's in the form of assignments or telling stories in the classroom, this way a teacher can improve the literary culture of reading to children, and children can also imagine a story that they read or they play. According to Danandjaja (2007), the definition of folklore is some of the cultures of a collective that is spread and passed down from generation to generation in between collectives of any kind, traditionally in different versions, fine in verbal form or sample accompanied by gestures and gestures or supporting tools reminder. It means that folklore helps us to give some knowledge to the new generation, to find out what happened in the past. The new generation can take many things such as moral values and characters from that folklore.

The researcher developed this learning animation video because the learning characteristics of students both at the elementary school level and the high school level have an interest in concrete, realistic things, and an interest in special subjects. In learning media, animated videos are presented with characters that can move, and are designed with attractive colors that tend to be liked by students. The purpose of developing this learning animation video itself is for students to be happier, more interested, more enthusiastic, and better understand the material being studied.

Based on the previous explanation above, the researcher of this study are interested in conducting research on the development of English learning media using animated videos entitled *“Developing the Animation 'The Legend of Mount Kelud' As an English Learning Media ''*. So that this media is expected not only

to be used in English learning media for young learners but it is also expected to be able to introduce local folklore to everyone so that it doesn't disappear later.

B. Research Problem

Based on the results of the formulation of the problem background above, the problem is "How is the process of creating animation 'The Legend of Mount Kelud' as English learning medium?"

C. Research Objective

From the problems raised in the research questions, the purpose of this research is to find out the process of creating animation 'The Legend of Mount Kelud' as English learning medium.

D. Significances of Study

This research is expected to be useful for:

1. **Readers**: The researcher hopes that with this research the readers are expected to be able to find new and accurate information on various topics. So that readers can increase their understanding of a subject and broaden their horizons. Besides that, it is also to introduce the local culture of Kediri.

2. **Researchers**: the benefits of this research for researchers are as a means of increasing knowledge, research allows researchers to explore the topic to be studied more deeply. Besides that it is also a means of developing skills, research involves various skills that researchers can develop. This includes research skills such as planning, data collection, and analysis, as well as communication skills such as writing research reports and presentations. Through research experience, researchers can also improve analytical

abilities, problem-solving, and expertise in the use of relevant tools or technology. And also as a means of self-development, where the research process requires high commitment, perseverance, and independence. In carrying out research, researchers must develop time management skills, organizational abilities, and self-discipline.

3. **Further researchers**: The result of this research is expected to be used as a reference in conducting further research. Also as a means of further research development, this research is expected to be the basis for further research. The findings and weaknesses of this study are expected to provide inspiration and ideas for further research development. Also as a reproduction and verification aid of a study, through this research, other researchers are expected to be able to try to reproduce the results of the research to verify its validity. As well as being able to be used for collaboration on research, this research is also expected to be able to facilitate collaboration between researchers with similar research interests and objectives. Collaborations enable the exchange of ideas, resources, and expertise which can enrich research.

E. Scope and Limitation

So that the researcher does not deviate from the research title that has been set, the researcher limits the scope of the problem to be studied, and namely, the learning material in this study is limited to how the process of developing Learning Media. This study focused on developing English learning media in the form of folklore animation.

F. Definition of Key Terms

To give an easy understanding of the term used in the research title, the researcher explains some terms as follows:

1) **Folklore**

   Folklore is part of the culture of a collective, which is spread and passed down from generation to generation, among any kind of collective, traditionally in different versions, either in oral form or in examples accompanied by gestures or reminder tools.

2) **Animation**

   Animation is the process of turning a still image into a moving image so that it looks like a living or illusory image.

3) **Local Wisdom**

   Local wisdom is habits, rules, and values as a result of cognitive efforts adopted by certain communities or local communities that are considered good and wise, which are carried out and obeyed by these communities.

4) **Learning Media**

   Learning media are everything that can be used to channel messages or materials that can stimulate students' thoughts, feelings, attention, and willingness to learn.