

CHAPTER I

INTRODUCTION

In this chapter, the writer discusses: Background of study, Research of problem, Objective of the study, Hypothesis, Benefit of the study, and Definition of the key terms.

A. BACKGROUND OF STUDY.

At this time education has an important role in creating quality human resources in the context of nation and state development. This is in accordance with the National Education System Law no. 20 of 2003 which states that: Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control, personality, intelligence, noble character, and the skills they need for the society, nation and state. From the explanation above, education is basically a process of humanizing humans to become fully human in students so that they can develop abilities, form good character and personality and make students who have good personalities (Marlina et al., 2020).

Given how important education is to be able to educate the nation's children and apply creative skills. Basically, the accuracy of packaging the learning process is an alternative solution needed in solving all learning problems. The learning process must also pay attention to all aspects of learning, including the characteristics of the teaching material to be delivered and students as learning subjects. Image-based learning

(visualization) which will be tested as an alternative to the right solution in this study is assisted by illustrated stories with the type of comics.

Students have access to reading and literacy for specific purposes and can create themselves to become independent learners. Students need to understand how to comprehensively use, create, and apply what they read and write in a way that is applicable to the real world. In the age of globalization, serious efforts have been made to improve the quality of English education in Indonesia by implementing classroom literacy strategies. In addition, English is recognized as a global language in international business, commerce, transportation, international research, education, and popular culture. There is no doubt that English has a role to play today and will continue to do so. For this reason, English proficiency is required in the present and future.

For this 11th grade researcher tries to find out the best way for teaching English language literacy especially for writing skill at narrative text. The researcher choose Webtoon for this research because it seems effective for increasing English language literacy for students

This study tries to fill the gap by using Webtoon as media in teaching writing literacy with narrative text. Therefore, the research problem of this study has already mentioned from the phenomenon discussed above. It is about the phenomenon of finding appropriate ways in teaching literacy by using modern media such as Webtoon.

There are several previous studies that appropriate with this research, the first is from a journal entitled "*The Effectiveness of Webtoon*

to Develop Students' Writing Skill in Narrative Text of Tenth Grader in SMK PGRI 13 Surabaya" by Nova, Linda, and Sulton(2018), and the second is from the thesis entitled "The Effectiveness Of Using Webtoon Towards Writing Narrative Text On X Accounting Class At Vocational High School 1 Jambi City" by Kristiani(2022). The difference between this study with previous studies is in this study, the sample is 11th grade of senior high school.

B. Research of problem

Based on the research background above, the researcher states the research problem. Therefore, it is the research interest to focus on :

Do students who are taught by webtoon have better achievement than students who are taught by textbook?

C. Objective of the study

Based on the statement of problem above, the aim of the research is:

To find effectiveness on using Webtoon as media of teaching writing literacy.

D. Hypotheses

Based on the research problem and research objective, the hypothesis can be formulated as follows:

1. Alternative Hypothesis (Ha)

There is a significant effect of Webtoon toward students' literacy comprehension.

2. Null Hypothesis (Ho)

There is no significant effect of Webtoon toward students' literacy comprehension.

E. Scope and Limitation

The writer of this research focused on implementation and effectiveness of Webtoon for students' literacy focus on writing skill. This study is for students of SMAN 1 Pare.

The scopes of the study are limited to the subject and object investigated. The subject of this study is students of SMAN 1 Pare grade 11th.

F. Significance of the study

The importance of research is supposed to bring knowledge and some benefits. Some possible ways are presented below:

1. For the teacher

It will provide them with a description of how to teach and motivate students to learn English, especially in literacy; they will not be limited to a few teaching tactics. The use of media, in this case a "Webtoon," could be a helpful alternative or variation in teaching literacy, allowing students to enjoy following along with the lesson.

2. For the students

Hopefully, that the result of this research will give them a new experience in learning English, particularly the use of comic as the teacher's literacy learning in the classroom.

3. For the researcher

The result of this research allows them to develop their experiences in terms of their knowledge in educational research and strategy for the teaching of English. The investigator expects the next investigator to prepare the research needs before and during the conduct of the research.

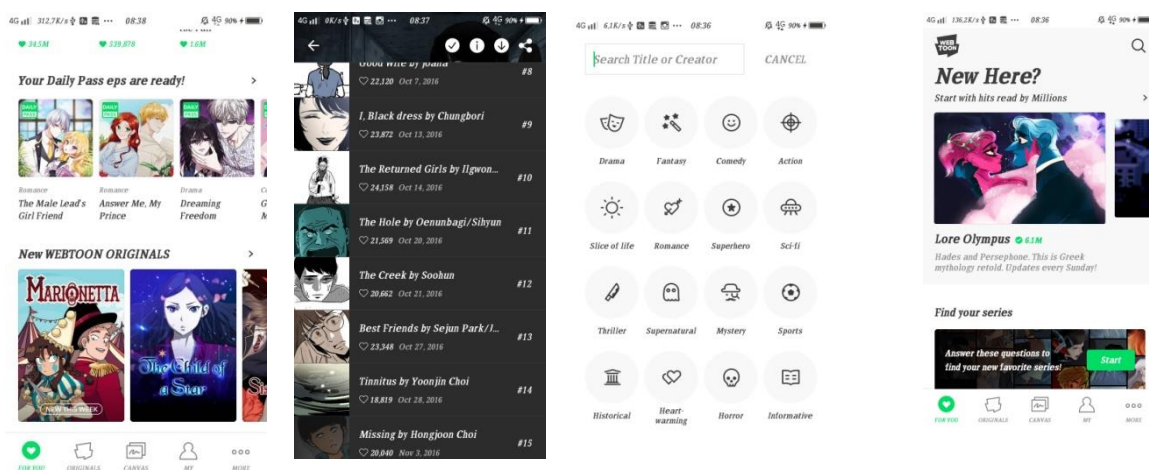
G. Definition of the key terms

1. Literacy

As with ‘English’, ‘literacy’ or ‘being literate’ is defined in a number of ways, and these definitions are continually evolving. The term ‘literacy’, for example, sometimes refers only to reading, sometimes to reading and writing and sometimes, more rarely, to reading, writing and speaking and listening.

2. Webtoon

Webtoon is a digital comic platform that allows online and mobile users to read numerous comics for free. Webtoon refers to web comics that were initially published in 2003 in South Korea. Users may use Webtoon to read intriguing comic tales, including Indonesian, English, and Korean, which can be translated for free into many languages.



The researcher used webtoon entitled “the Creek”

https://www.webtoons.com/en/thriller/shriek/list?title_no=772