

CHAPTER I

INTRODUCTION

This study aims at developing comic strips as learning media for second grade of senior high school. This chapter covers some points including background of the study, objective of the study, significance of the study, specification of the product, delimitation of the study, and definition of key terms.

A. Background of the Study

Education is the main factor in personal formation of each human, education plays an important role in forming good or bad personal normative measure every human. Therefore, education is a very required in nowadays. Good education system is expected for the quality of next generation that have a physically and mentally health. Success in education is also influenced by the teaching and learning process. Teaching and learning is a consciously and aiming process that is done consciously and aiming. Learning is not only can reached inside the class but also from family, friends, and another environment.

Next, based on the result of the writer's observation, of the second grade of MAN 3 Kediri, the students have little motivation and not all students are interested to learn English. Then, next problem is the government makes a new curriculum (Curriculum 2013), in this curriculum, the teacher must be creative to make media suitable with the material on the book. This condition makes all students more bored if the media in this book is not interesting.

If these kinds of situation kept going on, the students might not be able to learn English well. Here, the research team agreed to work collaboratively to develop comic strips as learning media. Among the various media, comic strips were chosen considering many advantages offered by them.

Then, comic strips help students to deal with spoken and even informal language. Moreover, they prevent students from sounding bookish as many of them are only exposed to written, formal language.¹

Based on the explanation above, the researcher tried to produce media of teaching to help the students' learn in English class by using Comic Strips to make the students interested in teaching-learning process. By using this media, researcher hopes the student can understand and more easily to express their ideas based on the media that given. That is the reason why the researcher has chosen the title of this paper "Developing Comic Strips as learning media in English classroom for second graders of MAN 3 Kediri".

B. Identification of the Problem

The researcher worked to identify how to make learning media in teaching English at second grade of senior high school based on *Kurikulum* 13 books.

¹ N. Csabay. 2006. Using Comic Stripss in Language Classes. *The InternetETFJournal*. No. 1. http://americanenglish.state.gov/files/ae/resource_files/06-44-1-f.pdf. Accessed on 2 December, 2015.

C. Formulation of the Problem

From the explanation above this research problem is:

What comic strips are appropriate media for teaching English at second graders of MAN 3 Kediri?

D. The Research Objectives

The objective of this research is:

To develop comic strips as appropriate media for teaching English at second graders of MAN 3 Kediri.

E. Delimitation of the study

The study focuses on the development of comic strips as the learning media for second graders of senior high school. This comic consists of many pages, one title describes one discussion.

F. Specification of the product

1. Comic strips

The comic strips in this study were developed based on students' book curriculum¹³. Content of this comic strips are pictures and dialogues. Dialogues in this comic strip are simple explanation or example of learning material from students' book curriculum¹³. This comic has 8 topics; each topic has 2 pages and 6 panels (minimum).

G. Significance of the Researcher

1. Practical Significances

- a. For grade XI students of senior high school, it will help their process of learning English.
- b. For the English teachers of senior high school, this comic helps the quality of teaching and learning process in their classrooms.

2. Theoretical Significance

Theoretically, the research findings will contribute how to developing comic strips as learning media in English classroom for second grade in senior high school.

H. Definition of Key Terms

In order to avoid misunderstanding and ambiguity, the definitions of key terms are provided in this study. The key term defined as follows:

1. Learning Media, learning media is a tool used by teachers as media to deliver the material. The use of varied and appropriate learning media can overcome the passive attitude of the students.
2. Curriculum 2013 is the newest curriculum in Indonesia. This curriculum emphasizes the affective aspects or changes in behaviour and competence to be achieved the attitudes, skills and knowledge, in addition to a makes way of learning and fun.

3. Comic strips are short comic. They only consist of very few panels because they are meant to be read in seconds or a few minutes. As we know, not every moment of a story is presented in comics. Only the prime moments are captured.