CHAPTER I

INTRODUCTION

This initial chapter will discuss several sub-chapters. There is a background of the study, research problem, objectives, research assumptions and limitations product specifications, and definitions of key terms.

A. Background of Study

The development of Islamic education is increasingly visible in the current era of modernization, the establishment of Islamic schools shows the form of Islamic education that is developing today as a form of modernization of Islamic education that uses modern educational systems and institutions but cannot be separated from the values of Islamic teachings (Komariah & Nihayah, 2023). The success of education can be measured by students' mastery of the material delivered by the teacher in the classroom(Cholid et al., 2021).However, operational success is also largely determined by educational management in addition to being influenced by several educational factors that must exist and a re also related to in addition, education is an important component in the progress of a country because the higher the quality of learning organized by the government, the better the country (Kadi et al., 2017) Of course, the quality of students will be in accordance with their goals as madrasah students with character and morality if Islamic schools implement learning in accordance with their context, students will be more aware that they are in Islamic schools. but until now they are still learning using books from the government with materials that are not in accordance with the Islamic context. According to (Miangah, 2022) the speed of development of mobile

technology is increasing and penetrating into all aspects of life so that this technology plays an important role in studying various dimensions of science, including learning media. Attractive features that can provide connectivity to the virtual world and the increasing number of mobile phones sold at low prices in the market can trigger high ownership of mobile phones in Indonesia. In addition to 90% of students owning a smartphone, some of them even have more than one (Yudiati & Rizqi, 2021).

Android is an operating system that is open source and not limited to mobile devices. The Android operating system itself is the latest type of operating system on mobile devices, easy to access so that developers can create applications on these devices (Martono Kurniawan & Nurhayati Oky, 2014). As software that uses a computer code base that can be shared openly (open source) so that users can create new applications in it, Android has many different advantages. This advantage is an opportunity to develop innovation, creativity, and interactive learning media based on Android (Wafiyah & Wintarti, 2019) This is in accordance with (Destiniar et al., 2021) who states that Android-based learning media is effective in improving student learning outcomes. Meanwhile, according to (Abdul Karim et al., 2020) learning materials on the Android platform are considered suitable for implementation in student learning. There are several skills in learning English, such as listening, speaking, reading, and writing. The problem that often occurs in Indonesian education is the low learning activity of students. In general, in learning the teacher leads the teaching and learning activities, and students accept all the teacher's tasks to memorise so that student learning activities in

the classroom are also the object of education and very low. Lack of teacher creativity in delivering material to students. The teacher gives some vocabulary for students to memorise and students only memorise what the teacher says. As stated by, the use of Android-based mobile learning as a teaching aid can be the best solution in dealing with educational problems, whatever the source. The use of Android-based mobile learning media that uses an offline operating system can run well and effectively, thus providing insight to improve student achievement in learning English. One of the areas where technology can provide significant benefits to education is in the development of educational media, especially in the context of teaching descriptive literature texts.

In this study, the researcher determines a learning application design with the theme of descriptive text. This application is intended for 7th grade students of Madrasah Tsanawiyah Negeri 1 Kota Blitar. In this digital era, students will more quickly understand lessons, therefore researchers create new things to help teachers get references to develop interesting learning. By incorporating multimedia elements such as images and interactive quizzes, students can more actively engage with the content, resulting in better understanding and retention. Interactive elements in Android-based learning media can increase student motivation. Engaging activities and challenges can make learning about descriptive text more fun and effective. Android-based learning media can improve comprehension and retention of descriptive text.

In accordance with the results of the first research conducted by Nur Hidayatul Fatihah (2022), it shows that Android application-based learning media is suitable for use as a descriptive text learning media. Implementation

of product trials in class 7 of one of the Islamic Middle Schools in Malang, totaling 28 students, obtained an average score of 4.10 in the Decent category. Students think that the questionnaire media is packaged attractively, the material contained in the media is clear, and the questions in the media can be used as practice in understanding the material. This research has similarities to previous research in that the material developed is the same as this research, namely descriptive text. The second similarity is that the same method was used in this and previous research. There are also differences in this research, in the previous research it was conducted in junior high schools while this research was conducted on MTS students. The second research by (Destiniar et al., 2021) proves that the Android application-based learning media in the material comes from algebraic functions are declared valid, practical and effective. The third study (Yudiati & Rizqi, 2022)confirmed that Android-based game learning media The application is very suitable to be used to improve Basic English Learning.

The media developed is suitable for production and testing at the next stage. From the context above, the author is encouraged to conduct research that focuses on developing learning media for descriptive text material for class VII of Islamic boarding schools using the ADDIE (Analysis, Design, Development, Implementation, Evaluation). Researchers want to develop an Android-based application to support English language learning, especially descriptive material. Application In the end, it is hoped that it will become an additional learning medium that can increase student interest and learning outcomes in teaching and learning activities. This application can be used

independently or in class. Apart from that, with this application, students become more enthusiastic about using the facilities they have to better understand the descriptive material taught at school. Therefore, the researcher took the title "**Developing "Let`s Describe Apk" As Supplementary Media In Teaching Descriptive Text For Islamic Junior High School**" for this research.

B. Research Problem

Based on the previous description of the background of the study above, the research problem is "How to develop learning media "Let's describe Apk" as supplementary media in teaching descriptive text for Islamic junior high school??"

C. Objectives of Study

Based on the background, this study has the aim of knowing what is meant by developing the learning media "Let's describe Apk" as supplementary media in teaching descriptive text for Islamic junior high schools. the specific purpose of this study is to develop supplementary material for Islamic text descriptions that follow the needs of students.

D. Product Specifications

This research aims to develop additional descriptive text material with Islamic material for class VII MTSN 1 Kota Blitar. The product will be designed to improve students' reading skills through several assignments and activities on the material. These topics will be developed based on teaching modules with the current curriculum. Assignments and activities will be designed from easier activities to more complex activities so that students can

follow them easily. Interesting tasks and activities are also included to make learning more fun.

E. Significance of Study

From a theoretical perspective, this research aims to enrich existing research results regarding the development of learning materials and is expected to broaden horizons in providing ideas, concepts, knowledge and theories about how to develop appropriate English learning materials. From a practical point of view, this research provides valuable information for English teachers and instructors to develop English language learning materials for certain subjects to be more contextual. Apart from that, this material can be used by both researchers and teachers who have similar fields of study.

Meanwhile, the benefit is that students gain new experiences in learning English and also become a source of reference for students' learning. help them learn, understand, and solve problems in descriptive text material. With this application, students can gain a better understanding. Their writing and reading skills will improve because this application has features that support them in answering questions and reading. They can participate and be motivated to learn English inside and outside the classroom.

F. Scope and Limitation of Study

Researchers focus on developing Android-based English material because of the importance of this material in student learning. Students only have handbooks that do not contain Islamic material appropriate to their background is becoming a serious matter nowadays. Regarding the curriculum provided, namely an independent learning curriculum, with the character of

teachers having the freedom to provide learning to their students to determine the easiest competencies based on CP (Learning Achievement) and explore students' potential to the maximum which is more relevant to education. current developments. The lack of Islamic material provided to students in practical forms such as Android applications is a gap.

In terms of learning English in class, the existing material and the combination of religious values are of particular concern to teachers. The lack of English language material raises Islamic topics in schools, so students need additional media with Islamic material that is appropriate to the students' background as MTS students.

Several assumptions underlie this research on the development of additional descriptive text learning media. Android-based descriptive text media for MTS students can be used as media. study independently anywhere and in groups in class or individually. Android-based descriptive text media can be accessed easily and it is hoped that it can be used to deepen understanding of the material presented at school and also increase one's love for one's religion. Android-based descriptive text media for MTs students has limitations, namely that students will have minimal communication carefully. The main target of Android-based descriptive text media is students and teachers who are studying and teaching in class VII Madrasah Tsanawiyah. The subjects of this research were 7th grade students at MTSN 1 Blitar City.

G. Definitions of Key Terms

The key definitions of terms in supplementary media for descriptive text learning for MTS students explained by researchers are:

1. Development

   Development in the world of technology includes the creation, development and improvement of technology. This includes developing software, applications, and technology solutions to meet evolving teaching needs.

   Based on the definition of development above, development is the process of transforming existing possibilities into something better and more useful, and research and development is used to develop products or refine existing products into new processes or steps.The purpose of this research is to create a new product through development. product in the form of an android application.

2. Suplementary media

   According to McGrath, supplementary material refers to material from other sources or other material intended for learning purposes. This means adding something new to provide additional material to increase understanding of the text's descriptive material.

   Additional materials are created when teachers determine that appropriate or relevant material cannot be found in the published textbook. Additional materials are designed to help motivate students to learn and understand more deeply. In this case additional material in English is designed for Islamic themes. This is done to support students living in Islamic secondary schools, and we hope that this additional material can increase their motivation and help them understand English easily that is appropriate to their context.

3. Descriptive text

       Media contains Basic Competencies Descriptive Text Material with material explaining the meaning, structure of the text, and linguistic elements of writing Descriptive Text about Islamic historical places and including practice questions. which contains a description of a place regarding the details of the place such as its origin and other unique facts. Therefore, the material emphasized in learning descriptive text in class 7 is identifying and recognizing the characteristics of an object.