

# **CHAPTER I**

## **INTRODUCTION**

This chapter describes the background of study, the problem of study, objective of the study, advantages of the study, product specification of the research, significance of the research, assumptions and development limitations, and definition of key terms.

### **1.1 Background of the Research**

Reading is an activity that cannot be separated from the learning process. Reading activities give us new insight and enrich various knowledge. A nation with a high percentage of learning reading is certainly an advanced nation in terms of science and technological progress. MO, Alegbelaye (2013) states that reading activities can affect the development of a country by increasing literacy, stimulating intellectual growth, and growing a reading culture. This will produce individuals who are truly literate and become a great nation with high knowledge. Another study conducted by National Endowment for the Arts (2007) revealed that nations with high literacy levels have better human resources with analytical thinking skills than those nations with low literacy levels. Therefore, with the aim of making a nation with high knowledge, it is necessary to develop the habit of reading in the school education process.

Developing the habit of reading in the education process is not easy. Problems such as being bored, lazy, difficult to understand reading texts are things that happen many times. This is supported by research by Huda, M (2016) which states that problems in reading skills are usually affected by unsupportive learning environment factors, traditional learning methods, and less attractive learning

media. In connection with these problems, of course, a solution is needed that can solve these problems in an effective and innovative way. The solution that can overcome this problem is to apply technological developments to the education system, with the application of technology to the education system, problems in the reading learning process will be resolved.

Technological developments have a large effect on the education system in the current era. This certainly has a positive impact on the learning process of reading, with the development of technology making students more interested in learning to read on their smartphones. By learning on smartphones, students can learn anywhere and anytime. And with the development of technology, teachers can be helped in delivering material easily. Therefore, the learning objectives will certainly be achieved easily because technology plays a role in the learning process.

As a medium of learning, technology has many kinds. For example: Learning applications, e-books, Web learning, and others. Media like learning applications are interesting and easy to use in classroom learning, since smartphones are currently used by students to find additional information about learning materials. Moreover, learning apps can also be used by students to learn learning materials independently. Therefore, researchers developed a learning application media that is expected to help students in learning activities through the application. The application that is being designed and developed by researchers is called Lexicon

Lexicon is an Android-based learning application that most learners in Indonesia can access. According to Sugeng Purwantoro, Heni Rahmawati and Achmad Tharmizi (2013) android-based applications are software used on mobile

devices which include operating systems, middleware and core applications. Meanwhile, Android according to Satyaputra & Aritonang (2014:2) is an operating system for smartphones and tablets. With the appearance of an application that is designed educationally and interactively, it is hoped that it can be used as an attractive learning media by school students, and can be used by students in independent learning on material that has been taught at school.

On the other hand, there are many obstacles faced by students when learning reading text independently, especially for class X MPLB students at SMK Pawyatan Daha 2 Kediri. The lack of learning media that suits students' needs makes it difficult for students to learn reading text independently. Independent learning aims to deepen students' understanding of the material that has been delivered at school, especially in reading English texts. Therefore, independent learning is a learning strategy that allows students to determine and plan the learning process, find learning resources, use learning resources and carry out selected activities to achieve learning goals Gayathridayawasi, (2017).

The use of android-based learning applications in the independent learning process can make it easier for students to understand the material presented. Another benefit of learning using Android-based learning applications is that it can replace traditional learning methods with modern methods. With modern methods, students can explore the latest learning media and get learning references from various sources. This Android-based learning application can be easily accessed using electronic devices such as smartphones.

In developing this learning application, the researcher argument's are strengthened by several previous studies that are in line with the context of the

current research. According to research presented by Ajisoko (2020) shows that the learning results of students who use android media more better than using traditional media like books. This is shown by the increase in student learning results by using the Duolingo android application as a media for learning their vocabulary. It is proven by the post-test and pretest data of students who show positive values, which is the average value of the post-test is greater than the pretest ( $57.45 > 79.15$ ), which means that students' vocabulary has increased. Still with the same line, its study conducted by Sari et al. (2019). the results of this study showed that the products produced were suitable for use. This is gained through consideration of the assessment of experts, both material experts and media experts. the expert team's assessment gave an assessment in the excellent category. Thus, it can be concluded that android-based media can be developed to be produced and tested at a later stage. Another study by Supriadi et al. (2020) showed that respondents gave positive feedback on the use of android learning media in English classes. this is measured by the results of the effectiveness of the product which is considered “very feasible” to be applied in the learning process.

Based on the explanation above about the development of android-based learning applications, the authors are interested in developing an android-based learning application entitled “DEVELOPING ANDROID BASED LEARNING CALLED LEXICON APPLICATION FOR LEARNING READING TEXT”. This research also aims to provide alternative methods to students in learning English. In addition, this research is also expected to facilitate an effective teaching and learning process.

## 1.2 Research Question

This study formulated the following research questions:

How can the Lexicon App be developed as a learning application in reading text?

## 1.3 Research Objective

Based on the problems that have been described in the research questions, this research aims to develop Lexicon Application as an android-based learning media for reading text.

## 1.4 Research Limitations

The Development of Android Based Learning Called Lexicon Application has the following limitations:

### 1. Development Specification

The product is developed in the form of an Android OS (Operating System) based application. Developed using CSS language and MIT App Inventor.

### 2. Material of application

The content of this learning application is gained from the standard curriculum material for Grade X class set by the Ministry of Education and Culture.

### 3. Research Subject

The subjects of this research are tenth grade students at SMK Pawyatan Daha 2 Kediri

### 4. Location of the research

The location of the research is conducted in SMK Pawyatan Daha 2 Kediri. Jl. A. Yani No.mor 2, Banjaran, Kec. Kota, Kota Kediri, Jawa

Timur 64129. This location was chosen because it is a private vocational school that is superior and uses technology-based learning. Based on the observation, the problems faced by English teachers and students make researchers want to develop and do research in this school. The number of students to be involved in this study is 28 students. They are tenth grade students in the office and business management department.

### **1.5 Product Specification**

Based on the analysis and product development carried out, the application has several specifications, these include:

1. Media containing photos, videos, and text in the form of an android application.
2. How to use the application guided by an English tutor through a presentation in front of the class and text instructions for use.
3. The application uses internet connectivity to access materials and test scores.
4. This application product will be developed using CSS language and MIT App Inventor to add it into the android based.

### **1.6 Research Significance**

This research is expected to be very helpful in the following:

1. Student : This research aims to develop a learning application as a medium for students to learn text reading.

2. Teacher : The results of this study allow teachers to give examples and direct instructions to their students to use learning app media in the teaching and learning process in reading activities.
3. Future Reseacher : Hoping that the results of this research can be used as a reference for the future research.

### **1.7 Definition of Key Terms**

To clarify the key terms used in this research, some definitions are put forward:

- 1) Android : Android is an open source mobile phone operating system for smartphones and tablets. The operating system is built on a modified version of the Linux kernel.
- 2) LeXicon Application : The Lexicon application is a new application based on android and uses an internet connection as a data store for assessment results and user data. This application also contains photos, videos and texts that are tailored to the needs of students' interests and talents, and is intended as an intermediary medium in the learning and teaching process. and it is hoped that this application can be useful for creating new ways in the learning process.
- 3) Reading : Reading is the activity of reading the text and the process of understanding the meaning of the text by speaking or only silently. with reading activities, readers can get messages delivered by writers through written media.