

## CHAPTER I

### INTRODUCTION

In this chapter, the writer explains about the research topics that consist of background, research question, research objective, scope and limitation of the study. Those topics will be discussed deeply in this chapter as an information related to the research topic in this writing.

- **Background of The Study**

Speaking English is a difficult skill among other English skills that the EFL students may have experienced it. It is difficult because for a few factors such as grammar, pronunciation, and self confidence to speak. Nijat et al., (2019) states that majority problem that being faced by students are typical physiological causes such as classroom fear, shyness, and anxiety. The students feel hesitated when they are in front of classroom to perform speaking because they are afraid and shy to make mistakes in speaking. Many methods are being given by the teacher or lecturer to improve the speaking skill but only in certain methods that worked. However, despites the successful certain methods that being given, it does not always worked for the students because of lack of confidence that caused the EFL students not using the speaking skill frequently. Moreover, speaking is not always easy if it should be in another language for the EFL students sometimes. In this case teacher or lecturer must find a new way to upgrade the speaking skill of EFL students. Movie is one of the media that can be used to learn speaking skill because it uses a dialogue or monologue as the part of the storyline of the movie. Elements such as students, teachers, timing, use of visual aids, methodologies, teaching materials, and other equipment that works together to influence the final outcome of the lesson.

There are a lot of media that can be used as a learning for speaking that being given by EFL lecturer or EFL teacher. According to Masykur (2016), media are a things that has a function to send a messages from the sender to the receiver, so that they can trigger students' thoughts, feelings, talents, and attention to the

learning process that will takes place in class. Creating actively and critically users of the media will always be more demanding in the future. The goal is to help students to upgrade their critical thinking, analyze and reflect on their experiences when using various media facilities (Latif & Afzal, 2016). Movie is one of any other media that an be used as a speaking learning media. As we know, movie is an art that most people enjoy as an entertainment, education, or motivation. In this era, movies are being created by many producers with many genres such as action, comedy, superhero, sci-fi, etc. Movies are being seen as a good entertainment because of the storyline, humour, and other emotional things from the scene. Western movies are pretty common movies that most people watch from theaters, TV, or any other streaming media in this era. Movies could be a good learning media to speak English because these western movies are not only providing a storyline but a culture, slang, and different accent from English.

#### **A. Research Question**

Based on the background of the study stated above, the researcher formulates the research problem as follow: How can imitating movie scene teaching strategy improve 11<sup>th</sup> grade students' speaking ability of SMAN 8 Kediri?

#### **B. Research Objective**

The objective of this study is to improve students speaking skill using imitating movie method scene as a learning media in at the second grade students of SMAN 8 Kediri.

#### **C. Scope and Limitation of Study**

The target of this study is to improve the SMAN 8 Kediri XI-2 student speaking skill with imitating movie scene method. This study has limitation for the subject and object. The subject of this study is limited in XI-2 Class students and the object limitation of this study is the speaking skill from the students.

#### **D. Definition of Key Term**

1. Speaking : To produce words in a verb, adjective, tenses, etc. in order to make sentence in spoken language.
2. Role-play : Role-play is the act of imitating the character and behavior of someone who is different from yourself, for example as a training exercise. We have to communicate with each other through role-play.
3. Movie : Form of entertainment that enacts a story by sound and a sequence of images giving the illusion of continuous movement. “the film was shot on location” synonyms: flick, motion picture, motion-picture show, movie, moving picture, moving-picture show, pic, picture, picture show.
4. Imitating Movie : copying a model, accent, action, and event to follow or to be done in a movie scenes.
5. EFL : EFL (English as a Foreign Language) is learning English in a non-English-speaking country. For example, students in China who are learning English are considered EFL students because English is not the country's official language.
6. ELL : English-language learners, or ELLs, are students who are unable to communicate fluently or learn effectively in English, who often come from non-English-speaking homes and backgrounds.