

CHAPTER I

INTRODUCTION

This chapter presents six sections. The background of the study, the statements of the problem, the objective of the study, the significance of the study, the scope and limitation of the study and the definition of the key terms.

A. Background of the study

Learning English is very important to the students to make the students easy to communicate with the society and people around the world. Hence, learning English should be begun since early age. The students in the junior high school should have learned English. Because today, English is needed in education, business, finance, science, medicine and technology. In those aspect, the people need to be able to communicate with others.

Furthermore, we have to introduce English since in the early age. Because young learners will be easier to get new information, in the same cases of language. So that, in this research the researcher introduces how to learn English in the fun way. There are many kinds of software that we can use in this research yet, the researcher uses Digital Story (Photo Story 3) to make the students are easier in learning English. Thus, the students do not get boring during teaching learning process. Because, digital story is fun media.

Media is needed in supporting teaching learning process, because it can make easier for the students to understand the materials. Sasyi (2011) stated that the use of media in teaching and learning can increase desires and interests,

encourage motivation and stimulate of learning activities, and also bring the psychological effects for the students. There are kind of media. Those are: 1. Non - Projected Media 2. Projected visual 3. Audio Media 4. Motion Media 5. Distance Learning 6. Computer-Based Multimedia. Moreover, one of media that is popular in learning process is projected visual media through digital story telling project.

Eleni (2016) stated Digital storytelling (DST) is the practice of combining images with narration and/or music and has been making inroads into classroom practice for quite some time. Besides that, learning English should be delivered in the fun ways. Robin (2008) stated that, while teachers still struggle with the integration of technology into the classroom and may question its effectiveness, DST is a technology that can “help teachers overcome some of the obstacles to productively using technology in their classrooms”. Hence, it is important in this modern era that classroom activity should use interesting and newest technology. This research is to introduce teaching learning process by using digital story telling project. Hope that the class will be more fun and the learners can understand well whether about the instruction, process and also the point that will be discussed by using this media through digital story (Photo Story 3).

Digital story is a multimodal text that is created with digital camera, computer and combined photos, voices and also text to share the story to others. Why must use digital story? Because, it will make the story more interesting, easy to learn and understand, also to make the children can improve their English skill through their story with this digital story telling. Hope that the

students can interesting with those media. It also helps the teacher to teach them. Because digital story has many parts that can attract the students interest such as photo, voice, text and also background music.

Digital stories are used to improve student's learning through multimedia in the modern classrooms. Robin (2008) stated that, integrating visual images with written text digital stories can be used to enhance and accelerate student comprehension. These stories have such kind of moving images, sound and text. This multimedia is shown to help the students easier to learn, how to make a story more interesting through the computer and projector and it makes classroom more practical and easy. In this modern world, the students can easier to learn the materials or story by themself not just depends on the teachers.

According to the explanation previously, the writer tries to analyze the teaching learning process in the classroom. It tries to engage the young learners in learning English with modern media such as digital story telling project with the title "Improving Writing Skill Using Descriptive Text Through Digital Story Telling Project" used for the student in the first grade of elementary levels in MTsN 2 Kediri. Based on my preliminary study, why the writer conduct research in the MTsN 2 Kediri because the students in MTsN 2 Kediri still uses the old media and they learn English by only using books. It makes they are bored and difficult to catch all of the materials. And, for the facilities in using this media, MTsN 2 kediri already has complete facilities such as LCD, projector, sound and etc. So that, this media is suitable for this school.

Hence, there are many problems in teaching learning process especially in learning English. Because most of the students feel boring and do not understand well about what the teachers said because of old media. So, the students do not cope all of the materials. That is why the writer uses the most modern media. Hopes that it would be a useful media in teaching learning process. The purpose of this research is to make the students are easy to understand English and can increase their score in English.

Moreover, some of the school have a weak score in English and in how they are managing the class during teaching and learning process. Yet, some of them have a better score and still improve. This treatment of using Digital Storytelling project in writing descriptive text for the first-year students in the junior high school is to enhance their score. As the observation, more than fifth of students in the class has one up on and the others still struggling. The aim of this treatment is to make all of the students in the class have a better score.

B. The statement of the problem

Based on the background of the study above, the writer plans to engage young learners of English with descriptive text through digital story telling project. Hope that the condition of the class could be more fun and interesting. The main problem of this research is:

- How to improve students' writing skill of Descriptive text through Digital Storytelling Project?

C. Objective of the study

In line with what has been stated in the statement of the problem, the objective of the study is:

- To know how Digital Storytelling can improve students' skill in writing Descriptive text.

D. Significance of the study

This study is conducted in order to give more information to the teachers in using modern media in teaching learning process. It is hoped that it can engage the students' interest in learning English. The teachers will get more knowledge and information about teaching with modern media based on the material of students in first grade of elementary level. Besides, it can be used as a basic consideration for the next researchers who are interested in developing the similar study. Hence, there are 2 signs in teaching modern case. Those are:

- a. Theoretical sign: Based on the Hitchcock (2005) they tend to be the students "in the margins" — those who need different kinds of supports and scaffolds to learn. On the other hand, students' needs heterogeneous of learning methods such as in using this digital storytelling media to receive widely and variety of knowledge.
- b. Practical sign: The practical of this research used students moving methods means that the students can more active whether in the outside and inside of the classroom. The students also free to deliver their thinking and express their idea in writing descriptive.

E. The scope and limitation of the study.

The scope of this study is limited to improve young learners of English with descriptive text through digital story telling project. Those are: the media used in teaching learning process, it is used for the first grade of junior high school level in MTsN 2 Kediri and it is focused on the descriptive texts in making digital storytelling projects.

F. Definition of key terms

The following definitions are given to make the readers have the same understanding of perception for some terms used in this study. They are also intended to avoid ambiguity or misinterpretation. They are as follows:

1. ***Digital story telling (photo story 3)*** means the modern media that used by the students in teaching learning process and hope the class can more active and fun. This media or software can be downloaded for free; the other name of this software is photo story 3. So that the students can use it every time in offline mode. However, this software (digital story telling) can shot up the student's interest especially in learning descriptive text through digital story telling project. Besides the students can explore in outside of the classroom, students also can enjoy in writing descriptive while making their own project.

2. ***Descriptive texts*** mean the objects that will make for the students and the students must be exploring the things outside of the school. Hope that the students can more understands about the topic and can reach the goals of learning English fun. Based on the syllabus in MTsN 2 Kediri, descriptive text

means telling the stories about things and picture in around them. Hence, the students do not write their paragraph / text in the paper. But, they can write descriptive text through the laptop / computer. It can give the best respond for the students also they do not feel bored because mostly students in the junior high school like creative and fun things.