

## CHAPTER 1

### INTRODUCTION

This chapter consists of background of study, research question, research objective, significance of the research, specification of the product, scope and limitation, and definition of key term.

#### A. Background of Study

Mastering vocabulary is an important crucial aspect of the process of learning and teaching English. It provides a strong foundation for the development of speaking, listening, reading and writing skills, as stated by Richards and Renandya (2002). Therefore, to be able to use English fluently, one needs to have adequate vocabulary knowledge. According to Cahyono & Widiанти (in Rahman, 2016), students' ability to master vocabulary will make it easier for them to improve language skills, including listening, speaking, reading, and writing. With good vocabulary knowledge, students will be better equipped to learn English effectively. However, teachers need to develop effective strategies to help students master vocabulary well.

MTs Futuhiyyah Kwagean is a junior high school located in Kwagean village, Kediri city. It follows a school-based approach within the scope of a *pesantren*. The school was established in 2022 and has implemented in Merdeka curriculum for seventh grade which school still lacks any media that could impact the learning process. Facilities in *pesantren*, such as classrooms and the learning process are also important factors that affect teachers' motivation. Finally, students' level of knowledge and motivation also play a role in determining teachers' motivation to teach. (Habibi. 2016).

Ana Maghfiroh (2014) claims that English language learning in *pesantren* aims to help students communicate in various situations of daily life. English is an important language used in *pesantren*, where students learn to understand and respond appropriately to speakers. The norms that exist in society influence the way teachers teach and students learn in the classroom. To make learning more effective for their students, *pesantren* needs to provide teachers with diverse resources. Visual aids and hands-on activities can help students understand new words and concepts in English. Learning English is not

only about the language itself, but also about students' experiences, emotions, spirituality, and culture. Therefore, effective teaching should consider students' learning needs and synchronize them with the subject matter. (Ngo. 2001).

With the increasing accessibility of technology and learning resources, students who have sufficient facilities for learning English have an advantage. They can use interactive language learning software, online resources, and perhaps even have access to qualified teachers to improve their English language skills. This gives them an opportunity to develop their language skills to a greater extent. According Nadia (2021), Students who lose interest in learning can be re-engaged by using creative and engaging lesson plans, such as animated short videos. These videos help develop concepts and stimulate interest in studying.

Indonesian cinema has undergone a significant transformation to become more affordable and accessible with short films now being available on YouTube and other applications. This inspired researchers to take short films as research subjects, providing an opportunity to explore various creative, technical, and narrative aspects of film production within a limited time frame. By making short films, researchers can delve into various techniques in cinematography, directing, and art direction in a more concentrated format, allowing for a more in-depth analysis of each element involved. Moreover, short films can also be a platform to explore specialised or experimental themes that may be difficult to address in a full-length film, thus providing room for innovation and exploration of new concepts in film production.

Animation has advanced to a degree where it is now possible to create animations instantly using various applications such as IbisPaint and other platforms. With the help of user-friendly tools and pre-made templates, people with no technical background in animation can easily create eye-catching animations and personalize them to meet their needs. This not only enables users to express their messages in a creative and captivating manner but also makes animation accessible to a wide range of audiences, enhances visual engagement, and fosters limitless creative expression. Pangestu and Adiwijaya states that Children can learn and be inspired to writer better by watching short animated videos. It

changes the way that learning is seen and facilitates teacher's ability to draw attention to themselves.

Comic can be an effective tool for students. Students tend to be engaged by the pictures in comic. Students love comic because of the fun and excitement it brings them. Comic can inspire students to study and take advantage of the extraordinary motivating power of this media. Comic is unique in that the reader determines the pace of time within the book. This concept called "visual permanence," is what makes comics so captivating. (Willian & Yang, as cited in Yunus et al., 2012).

According Kadabayi (2016), Short film with a duration of 6 to 40 minutes or less are very helpful for teachers in the teaching process. Due to its short duration, the film can be played repeatedly, making it easier for students to concentrate and focus on the specific material presented in the film.

Previous related research has focused on short film used to teach and motivate children. Short film help teachers attract students' attention and create a positive classroom environment. Applying short film to make learning more interesting is essential for both teachers and students (Nadia Tussoleha, 2021). Likewise, previous studies mostly used media types only comic and short film. Researcher was inspired to create comic short film where it can be combined after being exposed to content produced by the YouTube channel 'The R&D Studio' from Malaysia.

One interview with an English teacher of grade VIII at MTs Futuhiyyah Kwagean revealed that the use of Comic Short Film (CSF) as a learning medium proved to be very effective in improving students' vocabulary acquisition. The teacher stated that the combination of visual, text and audio in CSF helps students understand and remember new words more easily compared to conventional methods. In addition, the interesting story elements in CSF also increase students' interest in learning, making them more motivated in learning and using English vocabulary in meaningful contexts.

The study suggests that students enjoy using technology, and digital comics are a potential learning medium. Researcher plan to create digital comics for English teaching in *Pesantren*, with a focus on improving the educational experience (Kartika Apriola

2023). Therefore, researcher want to make a comic short film product. Based on the background of the study, the researcher wants to conduct research entitled, **“Developing Comic Short Film (CSF) to Enhance Vocabulary Mastery of The Eight Graders of MTs Futuhiyyah Kwagean Kediri.”**

**B. Research Problem**

Based on the research background above, the problem that will be the focus of this research is “How is the way to develop comic short film (CSF) to enhance vocabulary mastery of the eight graders of MTs Futuhiyyah Kwagean Kediri?”

**C. Research Objective**

In accordance with the research questions mentioned above, the objectives of this study is the way to develop comic short film (CSF) to enhance vocabulary mastery of the eight graders of MTs Futuhiyyah Kwagean Kediri.

**D. Significance of the Research**

The significance of this research is divided into two, namely:

1. Theoretically
  - a. This research has important value in fulfilling the requirements to obtain a Bachelor of Education (S.Pd) degree from the Tarbiyah and Keguruan faculties.
  - b. The results of this study can contribute to knowledge about the development of learning media for class VIII teachers and students in general, especially for Madrasah Tsanawiyah Education teachers.
  - c. This research can be a useful source of information and reference in the implementation of the 2013 curriculum learning, and provide additional motivation to teachers.
2. Practically
  - a. For teachers, this research can increase knowledge in the field of teaching in accordance with the independent curriculum and provide useful input in the application of learning media in accordance with the curriculum.
  - b. For students, the development of learning media based on an independent curriculum can improve the quality of learning to be more innovative.

Thus, this research has a significant impact both theoretically and practically in the context of education.

### **E. Specification of the Product**

This study anticipates the following product specifications:

1. Comic short film containing fairy tales and resources relevant to the course objectives can be a valuable addition to the film product.
2. Comic short film are given to students in the form of videos uploaded on Gdrive.
3. Comic short film is a digital comic that will be realised into a video with a culture story and underlined vocabulary.
4. Comic short film is a visual story used to assist vocabulary.

### **F. Scope and Limitation**

The following are some assumptions made in a study about comic short film media and its potential in supporting the vocabulary learning process and stimulating learning activities:

1. The comic short film has high potential in supporting the vocabulary learning process, generating motivation, and stimulating learning activities.
2. The use of comic short film is complemented by an image section in the teaching and learning process, helping students to better understand vocabulary of storytelling.

However, this study has some limitations, including:

1. The research is limited to the use of comic short film as a teaching medium for vocabulary in the eighth grade. The media only need some times to design a anime.
2. The media feasibility study was conducted by two expert validation namely; material expert and media expert.
3. Only one school participated in the media trial implementation, which was a junior high boarding school grade VIII consisting of 150 students.

### **G. Definition of Key Term**

This study has four definitions of key terms which are mentioned as follows;

1. Vocabulary is the set of words mastered by individuals or groups in a language. It includes all the words they know, understand and use in communication, both orally and in writing.

2. Digital comics are comics that are created and read electronically, often with interactive features such as animation and sound. These comics can be accessed through devices such as computers, tablets, or smartphones, and are available on various online platforms
3. A short film is a short cinematic work of less than 40 minutes that explores a creative idea, conveys a message, or demonstrates a filmmaker's ability in a compact format.
4. Teaching media is the use of various tools and technologies, such as images, video and audio, to support the learning process. It helps to clarify concepts, improve student understanding, and makes learning more interesting and interactive, supporting a variety of learning styles.