

# **CHAPTER I**

## **INTRODUCTION**

This chapter presents the discussion on the background of the study, research problem, objective of the study, scope and limitation, significance of the study, and definition of the key terms.

### **A. Background Of Study**

The development of technology in the world that is so fast and massive is one proof of the existence of human thought which continues to develop in innovating from various aspects of life that influence it. One of them is in terms of education which play a role in improving and creating the next generation who are able to navigate the dynamics of life in an era that continues to develop and create a generation that is smart, has character, and is social. However, in reality technological developments are not followed by student motivation to learn and a lack of understand of students in understanding the subject matter delivered by educators, as well as a lack of innovation used by teachers in delivering learning material with interesting and innovative media.

Technology based learning media in education, especially at this time, is very important to use as an effort to deliver teacher learning materials to students that are more interesting and interactive. It is hoped that the development of technology-based learning media will be able to increase student interest in paying attention to learning material and understanding the topics of discussion conveyed by the teacher (Destaria, 2018). The current Indonesian government also supports learning in the 21st century which is implemented in the latest curriculum, namely the 2022 curriculum or the Merdeka curriculum. It is hoped

that with the development of the curriculum it will be able to make students or students have superior personalities. Creative, innovative and interactive learning is one of the efforts to create collaborative education and an active educational process. The use of technology based or digital learning media alongside the progress of the times will be one of the newest teacher learning strategies in realizing 21st century learning today (Monoarfa & Haling, 2021).

In current language learning media, there needs to be collaboration between currently trending technology, so that students don't feel bored. So that the use of Canva media at MTs N 1 Kota Blitar as a teacher learning media in conveying collaboration material, as an effort to attract student's attention to understand of material taught by the teacher. Based on research by (Destaria, 2018) the influence of the learning media used by the teacher is very important for students to understand and be more concise about the material taught by the teacher.

Based on interviews with the English teacher of MTs N 1 Kota Blitar, students have high learning abilities, where students have an increased understanding of the learning material provided by the teacher. This might happen because students will be interested in paying attention to the explanation of material by the teacher if educators are able to present material interactively and the teacher is communicative in conveying it to his students. Based on research by (Siregar, 2020). Learning media not only has a function as a tool that plays a role in conveying teacher messages in the learning process, but with the existence of digital based learning media using current technological developments it will increase student interest in learning in arousing high curiosity in understanding learning material.

According to Tarigan (2015) that writing skills will not come automatically, but must go through lots and regular practice and practice. Writing activities are not easy for students of MTs N 1 Kota Blitar. Requires constant experience and practice. This is what trigger student's lack of interest in writing. Not to mention the activities and media presented by the teacher are not interesting. therefore it takes a variety of learning applications to deliver teaching materials in learning. One of the many applications that have been present in the world of technology is Canva. Canva is an online design program that provides various tools such as presentations, resumes, posters, flyers, brochures, graphics, infographics, banners, bookmarks, bulletins, and so on that are provided in the Canva application. Based on the background of the problems stated above, the researcher is interested in researching "The use of canva to teach the student's writing skill of MTs N 1 Kota Blitar".

### **B. Research Question**

Based on the previous background, the research formulates the research questions is How can Canva be used to teach the student's writing skill of MTs Negeri 1 Kota Blitar?

### **C. Research Objective**

Based on the research questions above, the objectives of this research is To know how can Canva be used to improve the student's writing skill of MTs MTs Negeri 1 Kota Blitar.

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

Based on the background and the statement of the problem above.

The scope of this research focuses on investigate of using of the Canva application to teach student's writing skill at MTs N 1 Kota Blitar.

This research is limited to the eight grade students of MTs N 1 Kota Blitar.

#### **E. Significance of the study**

The result of this research for student, teachers, and researcher, They are :

1. For Students, Students can increase enthusiasm and understanding in learning through the application of Information and Communication Technology (CANVA) in learning English in VIII class of MTs Negeri 1 Kota Blitar.
2. For English teachers, teachers are more capable of innovating in ICT-based English learning at MTs Negeri 1 Kota Blitar. Using ICT English learning innovations can provide the widest opportunity for students to hone and spur their competence.
3. Researchers can contribute to further research and collect information or data about the use of information and communication technology (ICT) in teaching and learning English.

#### **F. Definition of key terms**

In this part the researcher describes about the term of this study to give more explanation about the content of this study. The definition is as follow :

- a. Canva

In current language learning, there need to be collaboration between currently trending technology, so that students don't feel bored. So that the use of Canva as a teacher learning media in conveying material, is an effort

to attract student's attention to understand the material being taught by the teacher. Canva Media is an application that provides several attractive presentation design options that can be accessed for free or paid and can make it easier for teachers to explain subject matter so that students understand the lessons that have been given. This is because in the initial conditions the teacher was only limited to uploading material in Google Classroom, therefore in learning English, the learning process plays an important role in attracting the attention of students so that this research uses Canva learning media.

b. Writing Skill

Writing skill are very important for every student to have from an early age. Writing ability is a skill that must be mastered by student's. Which student writing activities produce a product, one of which is a Text Descriptive book. So that in its application required teaching materials that attract students' attention so that learning is not boring. Canva is an application that teachers use to make interesting teaching materials, especially in making descriptive text. The purpose of this activity is to improve student's ability to imagine and be creative.