CHAPTER I
INTRODUCTION

This chapter gives an overview of the research background, the research questions, and objectives of the study, significance of the study, scope and limits of study, and the definition of key terms used in this proposal.

A. Research Background

In the 2000s, Internet is no longer a difficult thing to search and access. Each user accesses the Internet easily wherever and whenever they want. Internet packages are purchased cheaply and quickly, moreover Gadget is accessible to buy. Almost 80% of the population in Indonesia has used the Internet as a tool in communicating with others. With the result, communicate with others is not reasonable to say difficult. It is concentrated by Jakarta Appointment on March 10, 2015 "The extent of Internet users in Indonesia reached 73 slews this domain or not at all bad to assorted 29 percent of the population, with accessing social media being the highest activity".1

The development of technology especially internet forces the learning process to be in contact with. Most people believe that internet extends a very great impact to the advancement of student learning. This is kind of improving the quality of country. Moreover, globalization has influenced the educational shift from conventional to

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modern one. Predictability, the next education will be flexible, open, and accessible. Technology improves the quality and broad range of education that is utilized wisely. In addition, Internet is very useful for students and teachers. It helps people to browse anything easier to get information. We are not waste our time to move on another place to get something needed. Moreover, social media such as Facebook, twitter, email facilitate people to chat and collect information easily. Good gadgets which are possessed by most people encourage the using of Internet. With the development of information technology in education, it is now possible to study with distance learning using internet media to link between students and lecturers.

Nowadays the free use of internet makes people spend their leisure time for Facebook, twitter, BBM and other social media than study. It makes the executors of education are concerned with the attitude of the students today. In that way they initiate to make the best use of technology as an aid in learning, particularly in language learning through online discussion learning. It is learner-centered and emphasizes communication in real-life situations. Online discussion is teaching and learning activities require time to meet in learning whereas users only need a laptop or reading material and other communication device that is able to connect the Internet. Fouts indicates in the book of *Evaluating the Effectiveness of Technology in Our Schools* that there are some researches that state the importance of technology in
improving education.\textsuperscript{2} He explains his research as the following statements; 1) When combined with traditional instruction, the use of computers is able to increase student learning in the traditional curriculum and basic skills areas., 2) The integration of computers with traditional instruction produces higher academic achievement in a variety of subject areas than does traditional instruction alone., 3) Students learn more quickly and with greater retention when learning with the aid of computers., 4) Students like learning with computers, their attitudes toward learning and school are positively affected by computer use., 5) The use of computers appears most promising for low achieving and at-risk students., 6) Effective and adequate teacher training is an integral element of successful learning programs based on or assisted by technology.

Online discussion is one of design learning process in out-of-class contexts that is designed by educators to educate students more autonomous and knowledgeable by using technology. In this process, the active learner is not teacher but rather students whereas they face their future obstacle for their learning. By online discussion, students are educated how to browse knowledge that they need with legal access. In addition, students are able to discuss with other friends using references that are available on it. Moreover, the studies of the effectiveness of technology in schools show that the use of technology is able to help students gain a variety of language

skills; understanding the relationships among the parts of the English language, classification, and reading comprehension; sound discrimination, sound-symbol correspondence, listening comprehension, decoding in context, and creating oral narratives; phonological awareness; reading achievement; and spelling.\(^3\)

Online discussion in learning process are applied by UIN Sunan Ampel Surabaya especially English teacher education department. Some of lecturers have designed their lesson using online discussion to improve student’s knowledge from internet. Lecturers are also active in class although they have learning process out of class. Most of students are perfunctory with lectures’ design program in online class that makes them passive in the class.

Computer Assisted Language Learning (CALL) is one of an elective lesson thought for students in sixth to seventh semester of English Education Department UIN Sunan Ampel Surabaya which applied online class. This class has two sessions each semester such as CALL 1 and CALL 2. CALL class is a lesson that employs using technology such as operating computer in learning to develop the learning more accessible and easy. CALL 2 is session that apply online discussion using SCHOOLOGY whereas students have to participate discussion without face their friends and lecturer directly. Students can do their discussion and their work everywhere and every time that they want. The following example is the topics of

discussion in SCHOOLOGY; Personal Introduction, Netiquette, Technology in Education, Web quest Activity, making timeline in language learning, Technology Corner.

SCHOOLOGY is a new innovation of digital learning and teaching that resembles facebook. SCHOOLOGY has several facilities such as resources, attendance, analytics, course, assignment, discussion. In this SCHOOLOGY lecturer is able to filter posts by students prior to publish. SCHOOLOGY uses a computer, cell phone, or other mobile. SCHOOLOGY created by Jeremy Friedman in May 2009 precisely New York America. It provides students and parents that administrators are able to control the nuances of that learning experience.

Following the lesson, for a semester teacher and students apply online discussion adding meeting class for twice in a month to check the students’ development in the class. In addition, students are able to ask anything that they have been confused while apply online discussion. It is proved by the students responds in class. Based on the result of preliminary research has proved that the written data of participation show 40 students from 60 students are less participation in comment discussion for a semester. Moreover, many students are silent when lecturer asks the difficulties in online class. Probably, they enjoy the online learning as well or cover up their problem while apply online learning.

Because of the case above, the writer wants to know the Participation in Online Discussion during the “CALL” Course at English Teacher Education Department UIN Sunan Ampel Surabaya
B. Research Question

1. How is the students’ participation in online discussion during the CALL course at English education department of UIN Sunan Ampel Surabaya?
2. What problems are faced by students to participate online discussion?

C. Objectives of the Study

Based on the problems above, this study is expected that:

1. This study gives overview about the students’ participation in online discussion during CALL course at English Teacher Education Department of UIN Sunan Ampel Surabaya.
2. This study discovers the problems are faced by students in participating online discussion and how they solve the problem by themselves.

D. Significance of the Study

The result of this study is important. It will be useful for the lecturer in order to develop their teaching to students nowadays. Moreover, lecturer will get the information about students’ problem and their respondents in online learning. This result is also useful for the students of English Education Department as reference to exploit the internet in language learning. They are able to develop their ideas by browsing anything to get more information that has relation with their topic based on the proper activity that students need.
Researcher explores the problem of the students’ participation from the research.

E. **Scope and Limitation of the Study**

This study focuses on the written data of students participation doing online class for repairing the class later, the problem that they faced hopefully lecturer is able to measure the solve problem for the next students. In addition, it appears the data conclusion of online participant that is able to accommodate lesson activity using online which are acceptable and useful for students exactly in developing English language.

The data were from students in CALL class and the records of online class activity that is gotten from lecturer. Moreover, Students have to study in UIN Sunan Ampel Surabaya and passed the CALL class not more than a year (i.e. students of 2012 graduation).

F. **The Definition of Key Terms**

The key terms in the thesis are participation, online class, and discussion group.

1. Participation

Based on Cambridge Dictionary, Participation is an action to take part or become involved in activity. In this writing means that participation is students who have joined or registered discussion online during the CALL course at English Teacher Education Department UIN Sunan Ampel Surabaya.
2. Online Class

Online Class is class activity using computer or cell phone application whereas students can access the class easily with the current time based on the due date of the class which is programmed by the lecturer or admin. Computers had been installed in various types of educational, and students have to create an account before join the class. The class activity can do in out of class, however students do not have to come in class every meeting. Sometimes the admin gives upper limit of time for about one week to do the online class. In such a way that Students can join the class whenever and wherever they want before the overdue.

3. Discussion Group

Discussion Group is discussion activity in online class to help students sharing their information and knowledge using SCHOOLOGY program. Hopefully it is able to help students break their problem faced in the class. Moreover, it is the way to improve students’ ability in English because this time students use English to discuss their problem. And it is controlled by the admin in order lecturer knows the students’ activity in the class.

4. CALL course
CALL class is a lesson that employs using technology in learning to develop the learning more accessible and easy that apply online discussion using SCHOOLOGY whereas students have to participate discussion without face their friends and lecturer directly. This course is one of an elective lesson thought for students in sixth to seventh semester of English Education Department UIN Sunan Ampel Surabaya which applied online class. The following example is the topics of discussion in SCHOOLOGY; Personal Introduction, Netiquette, Technology in Education, Web quest Activity, making timeline in language learning, Technology Corner.

5. SCHOOLOGY

SCHOOLOGY is a new innovation of digital learning and teaching that resembles facebook. Kelly Ady state that it helps teacher embrace a digital teaching and learning environment in new ways. SCHOOLOGY has several facilities such as resources, attendance, analytics, course, assignment, discussion. In this SCHOOLOGY lecturer is able to filter posts by students prior to publish. SCHOOLOGY uses a computer, cell phone, or other mobile. SCHOOLOGY created by Jeremy Friedman in May 2009 precisely New York America. It provides students and parents that administrators are able to control the nuances of that learning experience.

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