

CHAPTER I

INTRODUCTION

This chapter discusses the area of the study that will be covered in some headings (1) background, (2) scope and limitation of the study, (3) statements of the problems, (4) objectives of the study, (5) significances of the study, and (6) definition of key terms.

A. Background

The use of new media and social networks in teaching-learning process gives big effects for language education, society, culture, distance learning, socio-psychological, and access to get much information dealing with the goal of the courses. Through digital media, young people get more information from the technology they use outside the school than from their teacher in the classroom¹. It is clear that learning through online media helps learners to improve their target language, encourages them to be independence and has a great potential for the development of intercultural and communicative skills. Beside that, teachers should realize that nowadays people cannot be separated from technology.

Wherever they go and whatever they do, technology will be there.

¹ Meidasari, Venny Eka. Thesis. *Teaching English through New Digital Media* (University of Indraprasta PGRI and a postgraduate student in State University of Jakarta).

Using various digital media is always challenging. Teacher and students should be able to use media through different technologies so that the students will not be bored when receiving the material in teaching and learning process. New digital media provide teachers and students with creative and practical ideas. They enable teachers to find the students' needs easily².

There are positive and negative impacts in using media for teaching. The development of media that more sophisticated can be a new challenge for teacher³. However, one of the problems faced by the teachers in using computer in language teaching is lack of computer knowledge. Besides, most of teachers do not have enough time to prepare material using computers⁴.

The technology is developed rapidly, thus there are many technology, and media for teaching and learning to master all the digital media. It has many difficulties more over if the students are not understand well about technology.⁵

Research on learning has demonstrated the shortcomings of this type of instruction. Students often forget in memorizing information or they fail to apply it, when it is really needed. They need some help in connecting new

² Supripto "penggunaan teknologi informasi dan komunikasi dan dampaknya dalam dunia pendidikan (Citizen Journalism dan Keterbukaan Informasi Publik untuk Semua) : 2013

³ Committee on Information Technology Literacy. *Being Fluent with Information Technology*. National research council.1999. P:12

⁴ Nor, Faizah binti Modh and Sumintha Malar Vasu. Teachers' Preception Of lesson Using Computer Assisted Language Learning. Malaysia. University Technology of Malaysia.

⁵ Ibid 13

information to their previous knowledge and also in extending and applying their knowledge to the new problems.

There are some processes that should be known to use computer for language learning as English. The processes are termed as “Computer Assisted Language Learning (CALL)”.⁶ While doing the processes of CALL, students will find difficulties. It will be a serious problem for the teacher especially Pre Service Teacher. As the researcher phenomenon when join on CALL class, the lesson very help us in teaching and learning process but the fact the student do not understand well because many group work than individual works. The students also have last face to face contact with the lecture, thus make the student who joined CALL class have difficulties.

The Problem in providing language learning material means must partly be due to teachers as facilitators who either do not appreciate or do not understand the power of media use for teaching-learning process. In this case, teachers must be able to choose and use the various media appropriately and creatively in order to make students interested and enthusiast. Fortunately, in UIN Sunan Ampel Surabaya, especially at English Education Department, there is a course that has been conducted to make the students more understand about the benefits of technologies in education area. This course is CALL (Computer Assisted Language Learning). The class explores some ideas about how to integrate technology in language teaching and learning.

⁶ Danielson, Computer and Education(New York: Longman. 2001) P.32

This class is designed to help students producing materials for language teaching purposes using technology offline and online.

After taking CALL Class, students are expected to be able to design some interesting and useful materials for teaching English as an output of the course through digital media, computer. As teachers to be, they should be able to implement their knowledge of CALL, to use it in teaching-learning process creatively, to develop students' interest, and to learn for pleasure. The fact is there are many students of CALL course can not create material. That was proven by some students who did their weekly assignments by designing good media, but the content is not appropriate with the material, They created good materials, but they still feel confused in designing. There are more group assignments than individual assignment. Therefore the students feel difficult in doing assignment based the technology

As the preliminarily research from five students that have taken CALL Class the by the questions: 1. Do you fell difficulties in designing digital media? 2. What are the difficulties in designing digital media? 3. What are the factors that cause difficulties in designing digital media? 4. What do you do when you felt difficulties? The result of preliminary research is four students tell that they have difficulties designing digital media and the other students feel easy while there are practicing. For the second question, almost the students answer that they do not try new digital media in the free time because they have low knowledge in technology that make them confuse

when connect or input the data to the digital media. For the third question there are five students told that they have lack of teaching practice, lack of interaction between lecture, lack of facilitation and lack of time to explain and for the last question is when the students felt difficult, most of them anticipate the problem by asking to their friend (discuss) and (gogging) search in the internet.

It will be irony because if the preliminary research told there are many difficulties to make digital media. As a teacher to be, they must master the development of digital media for teaching English. Teach by using digital media will encourage students to practice English. Inside and outside the classroom, extensive promoting in learning by giving the students confidence, motivation and ability to continue their reading outside the classroom.

Before conducting the study, some previous studies related to the topic of this study was found. The previous study was a thesis entitled “*Faktor – Faktor yang mempengaruhi kesulitan belajar mata pelajaran teknologi informasi dan komunikasi siswa kelas VII semester I di SMP Islam Hidayatullah Semarang*” written by Adrestya Seytya. This study analyzes about the factor of students difficulties in TIK lesson. The result of this study is factor difficulties such as students’ attitude, the students learning manner,

book completeness, time in learning and mess media⁷. This study has similar topic with the students mentioned above that is factor difficulties in TIK (Technology Informasi dan Komunikasi). However, the purpose and the subject of the study are quite different. The study done by Andrestya Setya recovered only the student factor difficulties in TIK. Whereas: this study recovered student factor difficulties in designing digital media and how students deal the difficulties. The subjects of this study also in Student University that process that term as Computer Assisted Language Learning (CALL).

Because of the problem above, the researcher is in inspired to do the research entitled Students Difficulties in Designing Digital media on CALL Class for teaching English at UIN Sunan Ampel Surabaya, the researcher try to explore what the students' difficult to designing digital media.

B. Statement of the Problems

As the English Education Department students who take Computer Assisted Language Learning Course (CALL) course, The students can not use the digital media for teaching English optimally and accurately. Thus, this study intends to question:

⁷ Adrestya,setya, Thesis."Faktor – Faktor yang mempengaruhi kesulitan belajar mata pelajaran teknologi informasi dan komunikasi siswa kelas VII semester I di SMP islam Hidayatullah Semarang.(Semarang: State university of semarang,2013)

1. What Factor are resulting student's difficulties in designing digital media on CALL for teaching English?
2. How the students deal with the difficulties in designing digital media on CALL class for teaching English?

C. Objectives of the Study

Based on the statements of the problem, this study is intended to find the objectives of the study, they are:

To analyze the students' difficulties in designing digital media on CALL class for teaching English are.

1. To identify the students' difficulties in designing some digital media.
2. To know the students way in facing the difficulties in designing digital media on CALL class.

D. Scope and Limitation of the Study

In this modern era, where people cannot be separated from technology, as a candidate of teacher, the students of CALL have to know the developing of technology because various technology and interesting media for teaching-learning process is very important to be noticed by the teachers as the facilitator in the class. Thus, it is one of many aspects that can create students' interest and enthusiast in receiving material of the course. There will be many challenges as a candidate of teacher in mastering the development of

technology because there are many digital media that have different way to use it.

In order to make the research attains its aim, the researcher needs to limit this study of this study only on the students' difficulties in designing digital media. Then, it is divided into two research problem that are by showing the result of the factors students difficulties and how the students face the difficulties in designing digital media. The researcher limits the difficulties only for students perception based on the students in designing the digital media for teaching English based on their experience to do project in CALL Class.

This research took the data from the eighth grade students of English education department who has passed the CALL lesson in sixth and seventh semesters. In this study researcher takes all the data in eight semesters that have taken CALL class, there are 55 students researched.

E. Significances of the Study

1. This study is expected to give awareness for the students, lecturer and researcher. To help lecturers finding out students problem in designing digital media because as teachers in the future who will become facilitators in teaching and learning process have to master the digital medial in order the problem can be anticipated early.

2. The researcher want to enrich the literature as teachers candidate who live in this technology era, they should be able to benefit the existence of digital device in teaching that will make the media simpler in access, more interesting and more flexible.
3. the result of this research will become reference for readers who handles CALL class to decide what he/she has to do for the next CALL class dealing with the material, the way in teaching, and other things that can affect students' ability in designing the media for teaching English, digital media.

F. Definitions of Key Terms

In order to let students easy to understand about the main idea of this research operationally, some definitions of key terms are provided.

1. Difficulties

The meaning of difficult thing that is hard accomplishes deal with or understands⁸. So, what the research means difficulties is the students do not optimal to use and designing the digital media. The students trouble to designing digital media still have unclear understanding the way to designing digital media, in this research the

⁸ Ibrahim Muhammad al faqih and Abdoel moneim hasan. 2014. Difficulties facing teacher in using interactive white board in their classes. *American International journal of social science*. vol 3 no 2.

difficulties include what are the students factor felt difficulties and how the students face the difficulties in designing digital media.

2. Designing

The definition of designing is the art or process of making a drawing of something to show how you will make it or what it will look like⁹. Operationally, what the researcher means by **designing** is students/participants are able to produce/make English materials individually using technology creatively without find any difficulties when produce digital media. The definition of **creatively** here means creative in designing the media. How they design the media in good visual and interesting. Then, operationally, the meaning of appropriately here is the content which is appropriate to the theme of material provided, using correct grammar, and understandable words.

3. CALL Class (Computer Assisted Language Learning)

The definition of CALL, Beatty also has contributed to define the term as any process in which a learner uses a computer and, as a result, improves his or her language.¹⁰ Operationally, **CALL class** in this research means one of the classes provided in sixth semester in UIN Sunan Ampel Surabaya which explores some ideas on how to

⁹ Daniel lim. 2012. Design Journal SOS. *Singapore Design & Technology (D&T) Coursework Component*. Vol 01.

¹⁰ Ken Beatty, *Teaching and Researching Computer-Assisted Language Learning*, Second Edition (Edinburg: Pearson Education, 2012), 7.

integrate technology in language teaching and learning during one semester. This class is designed to help students to produce materials for language teaching purposes using technology whether offline or online.

4. Digital Media

What the researcher clear that learning in an online environment helps to improve the target language, encourages learner independence, and has great potential for the development of intercultural and communicative skills¹¹. means of **Digital Media** in this research is an electronic tool used for delivering information in teaching-learning process implemented digitally. For example: Comic, Power point (Video Scribe), and Google Drive. Tools offer opportunities for people to challenge previous centralized models of learning by connecting, sharing and discussing ideas outside of the class room and at great distance from each other

¹¹ Muhammad, agus fayakun. Thesis "Students Motivation in choosing CALL subject at UIN Sunan Ampel Surabaya"(Surabaya:State Islamic University Sunan Ampel.2014)