

## CHAPTER I

### INTRODUCTION

#### A. The Background of the Study

In learning English, there are four skills which need to be learned. They are listening, speaking, reading and writing. One of the language skills which are important is speaking. Speaking as one of language skill which is being taught in school, has become the main concern for teacher. Teacher of English should be able to find some ways to develop students' skills, especially in speaking.

Speaking is one of the four major skills necessary for effective communication in any language, speaking skills should be developed along with the other skills, so that these integrated skills will enhance the students' ability to communicate. English has already become the language of professional communication in various spheres of life.

In this case the problem is about students' low level of speaking ability and in ability to speak confidently and fluently. Based on the writer's observation of Grade 11 students she found that the students' low level of speaking ability and their inability to speak confidently and fluently in front of the class. That problem can be caused by the teacher's ways in teaching speaking. Based on the writer's observation of Grade 11 students of SMAN 1 Batang Kuis, it was found that teaching speaking that the English Teacher used did not completely fulfill the students' need of speaking skill. It can be shown from the teachers' ways to teach speaking by only used the media "projector" to show the text of Narrative Text.

While in KTSP syllabus states that the students are demanded to perform some monologue genre of Narrative, Report and Analytical, but unfortunately the teacher's ways in teaching narrative is not appropriate with the students' need which ask them to read the genre of text but not to perform it. The writer conclude that the media used by the teacher should be developed to interactive media which fulfill the students' need of speaking skill in teaching narrative that is 'Digital Storytelling'.

In recent years the use of new technologies in educational systems has increased worldwide as digital cameras, computers, scanners, and easy-to-use software have become available to educators to harness the digital world. The impact of new technologies in educational contexts has been mostly positive as new technologies have given educators the opportunity to enhance their knowledge, skills, and therefore enhance the standard of education. With reference to the importance of the multimedia learning, the teachers are expected to implement the multimedia for the improvement of learning especially for the student's speaking ability.

There are so many things that can be used to extend and create a more powerful ways and impact for speaking skill (Rains, 2009). This study will focus on "interactive media to teach speaking through Digital Storytelling." In many dictionaries, storytelling is simply defined as a story narration, which means "the act or process of telling a story". Digital Storytelling is one of the technologies that define as a short story created by combining a recorded narrative with images (still or moving), and music or other sounds by using the computer to facilitate it.

Digital Storytelling use Photostory 3 in created the video story itself. Digital storytelling is defined by The Digital Storytelling Association, as a “modern expression of the ancient art of storytelling” (The Digital Storytelling Association 2011). Although there is not a single digital storytelling definition, the majority emphasize the use of multimedia tools including graphics, audio, video, and animation to tell a story.

Digital storytelling is a good interactive media to teach speaking skill. Because of using Digital storytelling can train the students to speak up more than do not use it to teach them. It is supported by Rokni (2014: 2(4): 252-257) stating that the strategy of applying digital storytelling not only enhances the speaking ability of learners but also has a considerable effect on students’ motivation toward language learning in general and speaking skills in particular. Digital storytelling and story making provide opportunities for sharing thoughts and ideas as a class, group or individually. It is a motivational tool which encourages learning, good communication skills and engagement in writing.”

Shaaban (2015:10) stating using stories in teaching paragraph writing skills have a vital effect on students' performance which means that employing these techniques inside the classroom helps ninth graders’ acquire paragraph writing skills in an interesting and communicative way.

Hayo (2011:1) points out that Digital storytelling is a compelling activity for the language classroom. Easy to use for both writing and speaking practice, digital storytelling can be a good way to motivate students to use the language

both inside and outside the classroom. Many teachers report high motivation levels, and not only for their students.

Using Digital Storytelling gives a powerful impact for the students' ability in speaking. Applying digital storytelling not only enhances the speaking ability of learners but also has a considerable effect on students' motivation toward language learning in general and speaking skills in particular. It is a motivational tool which encourages learning, good communication skills and engagement in writing also. Thus, this research is formulated as "Developing interactive media to teach speaking for Grade 11 Students."

#### **B. The Problems of the Study**

Based on the background of the study above, the problem are:

1. What interactive media are suitable for the students?
2. How is interactive media for students developed?

#### **C. The Objectives of the Study**

The objectives of the study are mentioned below:

1. To design interactive media which is suitable for the students' need?
2. To develop interactive media based on students' need.

#### **D. The Scope of the Study**

The scope of the study is developing interactive media based on the students' need. This media is intended to apply at Grade 11 of senior high school.

This media focus on speaking skill especially narrative text. The scope of the study is limited on developing interactive media to teach speaking for 11<sup>th</sup> grade students.

### **E. The Significance of the Study**

The finding of this research can be useful to teachers theoretically and practically in providing information about developing interactive media to teach speaking skill.

Theoretically, this research can provide information and theories about developing interactive media to teach speaking skill to teachers. Meanwhile, practically it can be reference to teacher especially in SMAN 1 Batang Kuis in attempt to develop interactive media. Teachers can see the importance of having teacher-developed media for students in learning process.

Moreover the students can get more motivation to learn English which can integrate into their major. It will increase students' achievement in English. In addition, this research can be a reference to the next researchers who want to conduct a research about developing interactive media to teach speaking skill for students.