

CHAPTER I

INTRODUCTION

A. The Background of Study

Media is a tool that teachers need in teaching and the tool that give information from learning resource to learning receiver or students (Manurung, 2012: 12). Based on the definition of learning media, we can get information that learning media is needed in the learning process. Learning media, give the easy way for students to obtain information from the lesson, beside of that learning media also can solve the problems in learning process such as the difficulty that students get to understand the information.

Media can create an atmosphere of interactive learning in the classroom. The use of media would give positive impact on education. Learning media is very important for the learning process at school. Learning system will run well when students understand about the information or knowledge that presented by the teacher. In creating the good learning process, media is needed. Media also can give stimulus for student to make the learning process happen. It means, students will get stimulus to think, feel, and to have desire to study so they will give attention to study when the learning process is provided with media (Manurung, 2012:12).

Almost every institution of education from elementary schools, junior high schools, Senior high schools and colleges teach English to their students. English

is also includes as subject that tested in the national examination. It requires that English subject applied properly. To make English applied properly, media is needed. Media can support the English learning run well because media can make the English learning be fun and student can get the information of learning English easily.

In teaching English, teacher must choose the appropriate media that can use in the class. The media must be support students to increase their enthusiasm to learn English. Student can enjoy the learning process if the activity provide with media.

Media based visual is the appropriate media to support the English learning process. Media based visual is called as image or parable. Visual media can facilitate understanding and strengthen memory. The forms of visual media are image representations such as drawings, paintings or photographs that show how apparently an object (Arsyad, 2013: 89).

Kamishibai is one of sample of media based visual's kinds. *Kamishibai* is the media that has many slides with some pictures as the tool to tell story (Novilia, 2013, :2). *Kamishibai* can use as media to do the oral tales and it can used as a media for teaching tool (Nozaka, 2013).

Based on the interview with English teacher in grade VIII of *MTs Al-Jami'yatul Washliyah* Tembung, there are some informations that the most difficult material which is taught to the students is about narrative. The students also have difficulties to retell the story in English. It is indicated through the following

indicators: 1) the students have low confidence to do storytelling in English and they are afraid to do storytelling in the front of the class; 2) they get difficulty to understand about narrative and to retell the story in the front of the class; 3) they get difficulty to understand about the content of story in narrative text; 4) they also do not understand about the generic structure of narrative; 5) they get frustrated if they must retell the story with memorize technique. The point is the students don't like the material and they get difficulty to retell the story without media.

Various media of teaching English have been applied by teacher such as power point, text books, the print-out of text, and dictionary. Teacher just asks students to read the text in the text books and find out the meaning from dictionary and memorize the text and retell the story in the front of the class. It makes learning process is not conducive. Teacher chooses the media that can't support the learning process or it can't increase the enthusiasm of students to learn English especially in storytelling session. In Addition, the media which is used by teacher is monotonous. It makes students have less of motivation to learn English.

The teacher doesn't know about *Kamishibai* media. Teacher doesn't have *kamishibai* media yet. This is the opportunity for researcher to design *Kamishibai* as media for storytelling narrative.

B. The Problem of Study

Based on the background of study above, the problems of study are formulated as follow:

1. How is *Kamishibai* developed as a learning media for storytelling narrative?

2. How is the eligibility product of *Kamishibai* as a learning media for storytelling narrative?

C. The Objective of Study

The objectives of this study are:

1. To develop *Kamishibai* as learning media for storytelling narrative

2. To know the eligibility product of *Kamishibai* as learning media for storytelling narrative

D. The scope of study

In accordance with the background of the study that the scopes of study are: the development of visual media based *kamishibai* in understanding the genre of narrative and used on storytelling.

E The Significance of Study

The significance of this research is divided as two parts, theoretically and practically

1. The theoretical Benefits

This research is expected to provide benefits theoretically, at least be useful as contributions for education

2. The Practical Benefits

a).Writer; by having this research, the writer can develop and enrich knowledge about the importance of learning media for students in learning process, and how to develop learning media in increasing student's achievement on speaking

b).Teacher; to provide teacher with innovative and interactive media that can used in learning speaking narrative

c). Students; to give helping for students to be speak able when they retell a narrative story with using interactive media. It can make them be confident to show their speaking performance.