CHAPTER I

INTRODUCTION

A. Background of the Study

Reading, listening, writing, and speaking are the four fundamental skills that must be mastered in order to learn English. Language skills are essential in English because they enable us to engage in verbal communication with others. In Indonesia, numerous educators concentrate solely on reading and listening due to the fact that these two abilities are assessed in national examinations. That's why teachers drop the other two skills and focus only on reading and listening. This phenomenon causes students to become passive in English learning. Students' speaking skills do not improve because they are not given the space to explore their speaking skills. Although teachers need to develop students' speaking skills while teaching because they encourage students to communicate in English.

The ability to speak is a practical oral language talent that is essential for daily existence. We can acquire and transmit information through speech. Nevertheless, Indonesian citizens face a significant obstacle in mastering the English language, as it is not a primary language of communication. Speaking is a skill that is beneficial. It is impossible to distinguish between speaking and listening. We generate a text that is meaningful when we speak. Speakers, receivers, messages, and feedback are all components of communication. Additionally, it is impossible to eliminate pronunciation from the act of communicating. It is a challenging endeavor for lecturers to train and enhance the English speaking skills of their students.

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Speaking is an activity that is used to convey something or to explain someone in a specific situation, as per Ladouse (1991: 23). Concurrently, Tarigan (1990: 8) asserts that "speaking is a method of communication that affects our daily lives." This issue This implies that speaking is a method of communication that has the potential to impact an individual's existence. The researcher concludes that speaking is a method of expressing one's emotions, which is subsequently manifested in the form of a spoken language process between two or more individuals, as described above. Students are required to master a variety of text genres in the learning material, including procedure text, which is particularly effective in enhancing students' speaking abilities.

Procedure text is a text that contains objectives and the steps that must be followed in order to a work can be done. In the text procedure outlined how something can be done carried out through a series of steps step or action. The procedure text is types of text that can be found around us. Communicative purpose of complex procedure texts is to give instructions on how to do it something through a series of actions or step. Ernawati and Budiono (2018) said that to improve students' abilities in procedure text, students need to be motivated by using interactive media so that they can stimulate students to think critically.

Based on the results of initial observations at MTSN 2 Deli serdang, it is known that the school uses an independent curriculum. From the results of interviews with English subject teachers at MTSN 2 Deli Serdang, students' English language skills are not good, this can be seen from the results of student responses during the learning process. However, the results of interviews with teachers also

explained that students' obstacles in speaking English were caused by the lack of vocabulary that students knew and also the difficulty of students in constructing sentences in English. Students have difficulty speaking English, especially in understanding procedure text. Procedure text is a text that explains how to make or do something based on a series of steps. However, the results of observations also show that teachers still often use traditional media such as textbooks when teaching, where the use of traditional media is often less interactivethan digital media. This can reduce the level of student involvement in the learning process and some learning concepts may be difficult to understand without proper visualization. Traditional media such as textbooks may be less effective in conveying learning concepts because sometimes students tend to get bored while studying.

Media encompasses all elements of the learning environment that can be employed to motivate students to learn, as proposed by Gagne (2001). The utilization of media during the instructional process can be advantageous for determining speaking outcomes. The integration of technology into contemporary learning media enables students and instructors to engage with educational content in a more dynamic and profound manner. Students are unable to concentrate completely and comprehend the material presented by the teacher as a result of the absence of video or audio-visual-based learning media during the teaching process. Teachers' inadequate comprehension of technology utilization is one of the contributing factors to their decreased utilization of digital media. In the interim, in order to enhance students' English speaking abilities, educators must implement the appropriate media during the instructional process.

According to Stephany (2023), Zepeto is a popular mobile application that allows users to create 3D avatars of themselves. Users can upload photos of their own faces, and the app will turn them into cute 3D animated characters. Zepeto offers a variety of options for customizing avatars, such as hairstyles, clothes, accessories and backgrounds. In addition, users can interact with their own avatar and the avatars of other users in the virtual environment provided by this application. Zepeto also allows users to share their avatars on various social media platforms, giving users the opportunity to socialize and interact with their friends virtually.In the Zepeto application reseacher can create several unique characters for videos animation with the theme that reseacher take, namely about "how to use technology" in procedure text, when students watch it, it is not will feel like they are learning, because students will think they are watching an animated video cartoons that they usually see every day. When learning, students know information by senses, there are student who get better information, namely through visual means partly by auditory means. Therefore, there is media-based learning audio visuals in video form can make student potential high because it is very supports learning so that it can embrace all student who receive it information auditorily, visually, or both, so students can stay happy and enthusiastic when watching, but students can also pay attention to the meaning of the lesson convey in the video. This Zepeto application is a social media application comes from Korea, more precisely made by SNOW Corporation.

The researcher's intention is to utilize the Zepeto application as a teaching tool for junior high school eighth-grade students to speak procedural texts, as indicated by the aforementioned statement. Zepeto is very suitable for society in the current era of globalization and its tools and techniques are easier, faster and more economical to use than before. In this research, researchers also used an additional application, namely Capcut. Capcut application is an application developed and created by ByteDance Ltd, which is a company and technology developer in China. This video editing application was first released in April 2020 and has continued to develop to date. There are several tools available in the Capcut application to create interesting learning media for video editing effect filters. Therefore, researchers used the help of this application to combine videos that had previously been made in the Zepeto application. Students can display the outcomes of their research on the theme of technology utilization through the use of 3D character and world features with Zepeto media. Students can develop greater self-assurance in their speaking abilities by employing the characters they generate. It is anticipated that the media that has been created will be able to enhance the instruction and learning of speaking.

B. Problems of the Study

Based on the background above, the researcher found the problem. The Problem is "How is developed media for teaching speaking procedure text to eight grade students at MTSN 2 Deli Serdang by using zepeto application?".

C. **Objectives of the Study**

Based on the problem of the study stated above, the objective of this study is, To develop media for teaching speaking procedure text to eight grade students at MTSN 2 Deli Serdang by using zepeto application.

D. **Scope of the Study**

This study focuses on developing media of English writing materials for tenth gradethat includes procedure text about "manual procedure text". This recommended media will be relevant to the capacity of students, interesting and innovative for students in eight grade in MTSN 2 Deli Serdang this mediais developed based on the needs analysis of the learners which will motivating.

E. **The Significances of the Study**

The findings expected to give theoretical and pratical contributions, as follows.

1. **Theoretically**

The results of this study have the potential to theoretically contribute to the development of a product that is beneficial for facilitating learning and enhances the quality of English language acquisition. Additionally, it is anticipated that this investigation will contribute additional information and theory to the advancement of procedure. text media to enhance speaking abilities.

2. **Practically**

a. For teachers, this research will provide appropriate references and additional creative learning media for students to gain their knowledge ina fun way apply visual media.

b. For students, the media is expected to stimulate motivation and help themto deepen their understanding of the text Procedure Text with practice speaking procedure texts using game application-based media.