

# CHAPTER I

## INTRODUCTION

### A. Background of the study

The development of information technology has brought many changes in the world of education. Information technology has transformed conventional learning systems into modern learning. The conventional learning system that has been carried out so far is deemed not in accordance with the development of information technology. Where in Indonesia itself, many learning systems are still conventional. This can be seen in schools, the teaching and learning process is still carried out face-to-face with the lecture learning method as long as the subject of learning without interaction between educators and students with the involvement of information technology in it, learning is carried out continuously, so that learning innovation is needed able to attract the attention of students.

According to the Undang-undang Republik Indonesia Nomor 20 Tahun 2003, learning is a process of interaction of students with educators and learning resources in a learning environment. It is known that nationally, learning is a learning process that involves several components, namely students, educators and the learning environment. So, learning can be interpreted as a system that involves several components in the learning process. The learning process involves the interaction

between students, educators and the learning environment with the aim of achieving learning outcomes.

The learning components are teaching materials, methods, objectives, evaluation and media. Some of these components are factors that can affect learning outcomes. One component of learning is learning outcomes. Adam (2004) in Mrunal Mahajan and Manvinder KSS (2017: 65-67) Learning outcomes are written statements of what the successful student / learner is expected to be able to achieve at the end of the program module / course unit or qualification. One of the factors of learning outcomes is learning media.

The development of learning media certainly requires high creativity from the developer. The ability to choose and place the characteristics of learning media needed by educators and students is very necessary. Based on this, both educators and students in junior high schools need innovation in learning media. The learning media innovation is used to improve the quality of learning.

The use of media in the learning process in schools is related to the level of psychological development and the ability of students who participate in the learning process and is adjusted to the interests and talents of students which can arouse student motivation towards learning. In carrying out learning, every teacher should have learning media. Learning Media is a learning component that includes materials and equipment. With the entry of various theories and technologies, learning media continues to experience and appear in various types.

Some of the practical uses of the use of learning media are that learning media can clarify the presentation of messages and information so that they can facilitate and improve learning processes and outcomes. In addition, learning media can increase and direct the attention of students so that it can lead to learning motivation, more direct interaction between students and their environment, and the possibility of students to learn independently according to their abilities and interests. Learning media can also overcome the limitations of the senses, space and time.

The use of media in learning English in Junior High School is able to make students do more learning activities, and other activities such as observing, doing, demonstrating, and so on. Learning English in Junior High School aims to train students to be able to communicate orally and in writing. Communicating in this case is understanding and expressing information, thoughts, feelings, and developing science, technology and culture.

Learning English in Junior High School is directed to develop listening, speaking, reading and writing skills so that graduates are able to communicate and discourse in English. The learning materials to develop the 4 skills are Interpersonal text, Procedure, Recounts, Hortatory Exposition, Analytical Exposition, Report, Spoof and Narrative. In this study, the researcher chose interpersonal text because this material is the basic material in grade 7 that must be studied seriously so that students can continue the next material.

According to Hamalik (1994: 6), Media as a communication tool in order to further streamline the learning process; the function of the media in order to achieve the goals of education; subtleties of the learning process; the relationship between teaching methods and educational media; value or enjoyment of media education in teaching; selection and use of educational media; various types of educational media tools and techniques; media education in every subject; business innovation in media education. During my observation, there is no learning media at school. Teachers still teach conventionally by using textbooks as teaching materials. The effect is that students don't have the enthusiasm to learn in class, because it also affects their understanding when learning English in the classroom. Therefore, to increase students' enthusiasm for learning in the classroom, Media is needed. There are several kinds of media, one of which is Wheel Spin.

Spinning wheel can increase students' interest in learning when students are interested in learning English. Books or textbooks make the students feel bored. The students just practice in their coursebook page by page without practicing orally. Thus using a spinning wheel media, students can practice, by using the material that has been provided in the spinning wheel. The spinning wheel can give everyone a chance to evaluate their experience individually and then compare their experiences and thoughts with others. It helps to make people feel like they will have a chance to say how they feel if it goes wrong. The use of spinning wheels also can improve students' motivation in learning English.

To solve the problem above, the teachers need a new teaching media which can give many ideas to students and create fun activities during the teaching-learning process. Actually, there are many activities to create fun activities, such as pictures, cards, snakes and ladders, and wheel spin. The wheel spin is one of the activities that can be applied in teaching Interpersonal text. Based on the explanation above the researcher interest to conduct research under the title "The Development of a Wheel Spin on Interpersonal Text in Grade 7"

**B. The Problems of the study**

As stated in the background, the formulated problem of study as the following : "How is the wheel spin learning media developed on interpersonal text in 7th grade?"

**C. The Objective of the Study**

The objective of this research is to develop learning media using wheel spin on interpersonal text learning in grade 7.

**D. The Scope of the Study**

This research will be focused on to find out media in learning interpersonal text in grade 7.

**E. The Significances of the study**

The significance of this research is divided into two parts, theoretically and practically. It will be described as follows:

1. Theoretically

This research is expected to provide theoretical benefits to widen insight and knowledge. To be an alternative in learning in schools that utilize two learning

systems, namely online learning that can be done remotely by utilizing internet facilities as a medium of learning and offline learning that is carried out face-to-face in the classroom. So that it can facilitate the learning process by learning anywhere, anytime and with anyone. With this learning media, it is expected to be an effective and efficient medium in the learning process.

## 2. Practically

1. The English Teachers, The results of the study can be a reference for teachers in developing innovations media in teaching learning process, teachers can use this Media as a driving force in developing new creations in the classroom by access and share link this Media for students.

2. The Students, This research provides benefits for students to learn without being limited by space and time, providing independence in learning, and learning to use technology-based learning media.

3. The Other Reseachers, This research is expected to be a reference, information, motivation and new insights for other researchers to develop learning media.