

CHAPTER I

INTRODUCTION

A. Research Background

Currently, the education system has changed a lot, and technology is an important aspect in the transformation of education in Indonesia, as stated in regulation no. 22 of 2016 concerning Process Standards, one of the principles of education is to utilize information, communication, and technology to improve the efficiency and effectiveness of learning. This is a big challenge for educators and students to be extra in the use of technology.

One of the efforts to improve student achievement is to use interactive learning media. Articulate Storyline 3 is a basic e-learning-authoring program for instructional designers, providing an enhanced user interface and interactive learning elements for creating learning objects that present information in an innovative and interactive format. Amiroh in (Sindu, Santyadiputra, & Permana, 2020, p. 292) states that “multimedia authoring tools are used to create interactive learning in the form of a combination of images, text, sound, graphics, video, and animation”. This means that interactive media provides a variety of learning resources that vary with interesting content, this can stimulate the minds, interests and attention of students to be more active so that learning will be more fun.

At MTsN 1 Mempawah Hilir, reading is one of the skills tested in English. The types of reading texts tested are descriptive, narrative and recount. As stated in the basic competencies of the 2013 curriculum, students are expected to be able

to capture contextual meanings related to social functions, text structures, and linguistic elements of very short and simple narrative texts related to fairy tales. By reading, students can improve vocabulary, pronunciation and grammar to get a lot of information from the reading text.

According to the results of an interview with an English teacher at MTsN 1 Mempawah Hilir, the reading ability of ninth graders is relatively low. The linguistic differences between English and the common language make it difficult for them to understand the text in English. In addition, their vocabulary mastery skills are still weak. This makes it difficult for them to absorb knowledge and get information from reading texts. Therefore, teachers need to choose varied and interesting learning materials from various reference sources according to their needs and not depend on textbooks.

Voca-4n is a learning material design that contains various reference sources in it as teaching materials. Which aims to improve students' understanding of narrative text that is used to assist teachers in carrying out teaching and learning activities and can be accessed online via a browser.

Several studies on similar topics have been carried out previously, Thomas Triadi Wijaya, had created and developed interactive learning media. He spoke about the Development Interactive Multimedia for Teaching Reading to Grade VIII Students of SMPN 2 Metroyudan in the First Semester. In this research, Thomas Triadi Wijaya focuses on developing vocabulary, grammar (using simple presents), adjectives, prepositions and text construction. The results showed that

the interactive learning media that was made was considered feasible, with an average value of 3.85 which means "good". Based on the results of the development of interactive media, it is highly recommended to be applied in real classrooms, because this is not only beneficial for teachers in the teaching and learning process but also improves teacher competence.

In the second previous research, Rina Kusumawati spoke about Developing Interactive Learning Multimedia of Reading and Writing for When English Rings a Bell for Grade VII Students of SMPN1 Imogiri. She focuses on text types, expressions, vocabulary, and grammar. The results of research conducted by Rina Kusumawati show the average value of media development is 3.3 which means "good" and it is considered feasible from this result can have a positive impact on students' learning experience.

Based on the current research, the researcher chose Articulate Storyline 3 because it has many benefits for students in increasing their understanding of narrative text. The writer intended to do Research and Development (R&D) to create Voca-4n to teach linguistic elements in narrative texts, especially vocabulary that is relevant to the subject matter like events, settings and characters. According to Hardy and Klarwein (1990, p. 14), "vocabulary and grammar, there are two more important parts of linguistic features of text". Therefore, vocabulary is very important for students to learn. In addition, the difference between this study and previous research lies in the development of the design of learning materials.

Based on the description above, Voca-4n can be an alternative to achieve goals in the teaching and learning process of English, especially vocabulary in narrative. This research is a researcher's effort to develop interactive learning media. Therefore, the researcher “Designing Voca-4n Using Articulate Storyline 3 as a Media to Teach Vocabulary in Reading Narrative Text at Ninth Grade Student’s MTsN 1 Mempawah Hilir”.

B. Research Questions

According to the background, the researcher formulates the research question as follow:

1. How is the design of the final product?

C. Research Purpose

Based on the research problem above, the purpose of this research is as follow:

1. To Develop Voca-4n Using *Articulate Storyline 3* as a media to teach vocabulary in reading narrative text at Ninth Grade Student’s MTsN 1 Mempawah Hilir.

D. Research Significant

After designing this *Voca-4n*, the students will enrich their vocabulary and the teacher also have supplementary media to support teaching vocabulary.

E. Scope of Research

In this scope of research, there are limitations and terminology provided to present clear information to the reader of this research. The researcher provides

the limitation of the research to limit the research area, while the terminology is provided to define terms used in this research.

1. Limitation of Research

To avoid misunderstanding and misinterpretation, the researcher asserts the limitation of the research as follows:

- a. The research was focused on Designing Voca-4n using *Articulate Storyline 3* as a medium to teach vocabulary in reading narrative text at Ninth Grade Student's MTsN 1 Mempawah Hilir.
- b. The target users of the final product are the teachers and the ninth-grade student MTsN 1 Mempawah Hilir.

2. Terminology

To avoid misunderstandings in this study, there are several terms according to researchers that need to be explained, as follows:

- a. Interactive Media is a digital product or service (multimedia) provided by teachers to students by presenting various learning content such as text, moving images, animation, audio, animation and educational games.
- b. Voca-4n is a new interactive learning media created and developed by the researcher using *Articulate Storyline 3*. This product is made up of multiple slides that include a start menu, main menu, sub-menu, contents, practices, and scorings.
- c. *Articulate Storyline 3* is a multimedia authoring tool software used to create interactive learning media with content in the form of a combination of text, images, graphics, sound, animation and video. The publication

results are in the form of web-based media (html5) or application files that can be run on various devices such as laptops, tablets and smartphones.

- d. Vocabulary is a part of language, in the syllabus and the teacher's book, vocabulary teaching is not specified. The language is focused on four skills development they are reading, writing, listening and speaking. Vocabulary is inserted as a part of language which can support the development of those skills.
- e. The narrative text is a text that contains imaginary stories, fairy tales, or true stories that have been exaggerated. Usually, there is a moral value that can be learned at the end of the story, the goal is to entertain the reader.
- f. Ninth Grade Student's MTsN 1 Mempawah Hilir is the object of this research.
- g. MTsN 1 Mempawah Hilir is a place for conducting research which is located at JL. GM. Saleh Aliuddin, Kelurahan Terusan, Kecamatan Mempawah Hilir, Kabupaten Mempawah.