CHAPTER I

INTRODUCTION

This chapter provides background of the research, formulations of the problem, objectives of the research, significances of the research and operational definition of the terms.

A. Background of the Research

English is a major language of commerce and education, a language that students often hear outside the walls of their classroom (Brown, 2000). In addition, English is the most important language in the world. The number of speakers spread throughout the world, both as a first language (L1), second language (L2) or a foreign language (FL). In Indonesia, English was introduced as a foreign language. Based on the regulation of the Indonesian National Education Minister No. IX of 1989, Indonesia began inaugurating English teaching and learning in high schools as compulsory subjects. The ultimate goal of teaching English in the curriculum is to equip students with English proficiency with the mastery of four skills, namely listening, reading, speaking, and writing. As the curriculum changes, the goal of teaching English in Indonesia is also increasing, which is to achieve a functional and informational level of literacy.

On a functional level, students are intended to be able to use the language in their daily communication. According to Zaim (2013), the ability to communicate in English is the ability to use productive skills, namely speaking and writing, to convey messages orally and in writing. Meanwhile, in an

informational level of literacy, students should be able to access knowledge with their language abilities (BSNP, 2006 as cited in Zaim, 2016). Zaim (2013) mentioned that the ability to access knowledge is the ability to use receptive skills, namely reading and listening, to read the written texts and to listen to the oral texts. Therefore, the activity of teaching and learning English in Indonesia has an essential role for both the students and the teachers.

Most EFL students, including Indonesian students, still have a low ability to use English. Several factors cause this condition. First, the students tend to learn English when they are in the classrooms and only to use textbooks. Whereas, language is a matter of practice, and it cannot be mastered if the students only learn it by reading texts and doing exercises Rahayu (2020). Second, Indonesian students do not have the readiness to use English as a communication tool during their daily conversation. It makes them challenging in learning English. In addition, the duration of teaching English in the classrooms is relatively short, which is only 2 x 45 minutes per week. That will not be enough for the teachers to explain the materials, and the students cannot practice their abilities deeper. It can be said that the teaching and learning in Indonesia are still far from the main goals that must be achieved.

Related to the facts mentioned earlier, the teachers are required to be more creative in taking advantage of available opportunities, for example, the media. The use of media in classrooms is essential to consider. That is because the use of the right media will have a positive impact on students. Moreover, Sari and Margana (2019) assume that the presence of media has a significant role and influence to achieve the desired educational goals. The use of innovative and creative media is also expected to be able to stimulate students to be more

enthusiastic in learning, especially in learning language (Yanti et al., 2018). Thus, the use of media in teaching and learning has its function as a tool to achieve effective teaching and learning activities.

In this modern era, the teacher not only delivery the material using blackboard in the class but the teacher must be creative and understand with the development of education at this time that used internet as a media in teaching learning process. One of the information technology-based learning media that can be used by teachers to encourage students to be more active and can encourage students to develop their creative thinking abilities and self-efficacy is the Learning Management System (LMS). LMS is a software application or web based technology that is used to plan, implement, and assess certain learning processes (Sicat, 2015). The Learning Management System is a learning management system that is very popular today, where almost every school uses the media to create their virtual learning environment. In this modern era, the teacher is required to be able to utilize technology as much as possible to support the learning process, one of which is the mastery of information technology or IT, especially as a media supporting teaching materials to create effective learning, so as to provide students the opportunity to experience learning experiences that are in fact, besides that it is also able to increase students' interest and learning achievement.

One of LMS that can be applied in teaching and learning process is Schoology which can be used as a medium and integrated. Schoology is a social networking service and virtual learning environment for K-12 school and higher education institutions users. It allows create, manage, and share academic content. Schoology was designed by Jeremy Friedman, Ryan Hwang and Tim

Trinidad (www.schoology.com). Sugiarto and Wibawa (2017) said that Schoology is a Learning Management System (LMS) that provides infrastructure for teachers and students to be able to exchange information online and interact and communicate in learning. Existing infrastructure provided in Schoology is expected to be used properly, both students and by teachers.

There are many benefits of using Schoology. For example, Schoology's classroom management suite offers all of the tools that a teacher would use to support a connected online learning environment. In addition, Indrayasa et al. (2015: 5) mention that Schoology provides some features that is easy to use for students just like another social media. It helps teacher in managing learning and students' outcomes including the students' assignments and quiz, online posting of assignments. Teachers can create online quizzes and tests. This practice can provide instant feedback to the students. The teachers can grade, with either comments on the student work and return it back to the student for their review. It can motivate students because this media is similar to facebook.

At the end of 2019, the world was shocked by an outbreak of a disease caused by a virus called Corona Virus or better known as Covid-19 (Corona Virus Diseases-19). The outbreaks of this virus spread very quickly to various countries in the world. In Indonesia this virus is confirmed since March 2020. WHO (World Health Organization) declared the outbreak of the spread of Covid-19 as a world pandemic today. As a result of this Covid-19 pandemic, it leads to the implementation of various policies to break the distribution of Covid-19 in Indonesia. One of them is physical distancing which is a rule to keep a safe distance between people, avoiding crowds and avoiding close associations with many people. In educational field, the government implemented some policies.

Some of them are *Work From Home (WFH)* and *Study From Home (SFH).* These policies are an effort applied to the community by working and studying from home. Therefore, students and teachers must be *working* and *studying from home* due to this pandemic.

By *working* and *studying from home*, students and teachers must master technology to support online learning. The WFH and SFH program can force and accelerate them to master digital learning technology as a necessity for them. The demands of the needs make them able to know online learning media that can support as a substitute for direct classroom learning, without reducing the quality of learning materials and achievement targets in learning. One of learning media that can use by teacher and students is Schoology.

Based on the pre-observation, researchers rarely find secondary school teachers who use ICT as a medium of learning. However, there are some who are already using it but are not maximally used. This is due to the lack of skills of teachers and students in operating the media.

Based on the explanation above, the researcher interested to conduct a Library Research from several documents related to the potentials and challenges of Schoology in teaching and learning English process.

B. Formulations of the Problem

Based on background of the research above, the problem of the research can formulated as follows:

1. What are the potentials of using Schoology as media in teaching and learning English?

2. What are the challenges of using Schoology as media in teaching and learning English?

C. Objectives of the Research

In relation of the problem statements above, the specific objectives of this research are as follows:

1. To find out the potentials of using Schoology as media in teaching and learning English.
2. To find out the challenges of the use of Schoology as media in teaching and learning English.

D. Significances of the Research

The results of this research are expected to give benefits both theoretically and practically.

1. Theoretically
   a. To increase and develop the knowledge, especially in the media of learning in education.
   b. To provide a reference for the reader about the potentials and challenges of ICT media by using Schoology in teaching and learning process, especially in English subject.
   c. This research can be used as reference for a similar research for another researcher.
2. Practically
   a. For the Students

This research is expected to motivate the students to learn English.

b. For the Teachers

This research will inform the teachers about the potentials and the challenges of using Schoology in teaching and learning English. Hence, they can consider using Schoology in their classes.

c. For Other Researchers

For other researchers, this research may be helpful as an additional reference.

E. Operational Definition of the Terms

a. Schoology

Schoology is a social networking service and virtual learning environment for K-12 school and higher education institutions users. It allows create, manage, and share academic content. Also known as a learning management system (LMS) or course management system (CMS), the cloud-based platform provides tools needed to manage an online classroom. Schoology was designed by Jeremy Friedman, Ryan Hwang and Tim Trinidad.

b. Learning Media

Learning media is as tools of graphic, photographic or electronic to catch, process and reconstruct visual information or verbal that can stimulate students to learn.

c. Teaching English

Teaching English is an activity carried out by the teacher to assist in learning and facilities for students to transfer knowledge about English to students.

d. Learning English

Learning English is an activity carried out by students to gain knowledge related to English.