

CHAPTER I

INTRODUCTION

This chapter explains the introduction, including the research background, formulation of the problems, research objectives, significances of the research, and operational definition of the terms.

A. Background of the Research

English proficiency is a requirement and demand in the era of communication and globalization (Handayani, 2016; Wekke, 2016). Intermediate English teaching is a means of self-development for students in science, technology, and art (Panjaitan, 2013). Therefore, after completing their studies, students are expected to grow into independent, intelligent, skilled individuals with personalities to participate in the country's development (Basuki, 2003; Wekke, Umbar and Arsyad, 2016), and improve international relations (Wachidah et al., 2017). In the teaching process, language skills are divided into four language skills: listening, speaking, reading, and writing. We have language units and vocabulary, phonetics, morphology, and syntax in each of these four skills.

The language learner needs to learn these components so that he or she can recognize and produce well-formed and acceptable sentences. The weakness of speaking English there are: Difficulty remembering words, sometimes the words we have learning vanishes from the brain and moment want to pronounce or write something we get confused. Another weakness is a lack of exercise and concentration while memorizing. Different pronunciations of writing, sometimes when we know writing English, we do not know how to pronounce it because it is different from writing. There are no rules very raw how to pronounce the words of the language England. It all happened that way is there. Language is arbitrary. Moreover, finally, the pronunciation of the letters is confusing.

Based on the primary abilities and rudimentary abilities of PERMENDIKNAS 68 TH 2013-junior high school, the main goal of learning is to contribute all courses to suggest the formation of attitudes, skills, and knowledge. All courses are based on competency objectives and are taught in junior high school English based on the primary competence. This new course is different from the

2006 PERMIT 22; in this new government course, we try to collect all aspects and merge them into 4 main competencies applicable to all subjects. The main focus of this new curriculum is the use of contextual learning in every lesson and student-centered learning. Although this course is still new and has not been widely implemented in Indonesian schools, it seems that the course is trying to maximize students' curiosity. In this lesson, we have seen the changes in the learning process, from the “told” student to the “seeking” student. In this research, researchers will investigate SMP Islam Baburrohmah. The seventh-grade students in the SMP Islam Baburrohmah using TPR strategy using storytelling to the researcher will also conduct several interviews with an English teacher there, and then provide materials in the form of videos, which contain themes of greetings and goodbye, and guide the students in returning with friends Home. Then, they provided them with a questionnaire in the form of Google Form, which was used to provide a questionnaire for 30 class students on each student’s mobile phone.

This research is categorized as cybergoth research. Cybergogy is an educational strategy that encourages learners to be involved in the online learning environment. The online environment is fully connected. Has now become a daily life of students. Like it or not, communication and interaction media have now shifted through zoom application, google video, etc. This strategy can be integrated and collaborated into a new strategy and formulation in the world of education. Thus, the school is getting closer to students, and learning content becomes more relevant to student lives. We need to create new strategies so that education remains close to the times and remains relevant to life today during the corona pandemic.

The researcher uses the TPR strategy because it is still a corona pandemic from 2021 to the present. In other words, there has been a coronavirus that attacks the immune system, so people are forbidden to approach or face it. The face directly reduces this disease. The spread of this virus prompted the government to formulate a family learning policy, which can also be referred to as online family alias research and the development of media applications. Now, the upcoming new technological development has made contributions in all areas of life, including education. The teaching process is also affected by technological development, one of the reasons for the 2013 course.

An example is the use of TPR strategies for video conversations when displaying data. The development of mobile phone technology can also support the teaching process of online classrooms, and the technology can be used as a learning medium through the TPR method. The TPR method is for learning a foreign language or a second language, which combines oral speech with body movements (body_movement). Using the TPR method in English learning is a better method because TPR learning makes students feel happy and stress-free. Everything taught can be remembered for a long time without working hard to understand and remember.

B. Formulation of the Problems

Based on the above background, the researchers asked: How is the development of teaching speaking material based Autoplay using TPR strategy at SMP Islam Baburrohmah?

C. Objectives of the Research

Based on the above research questions, the research aims to develop teaching speaking material-based Autoplay using the TPR strategy at SMP Islam Baburrohmah.

D. Significances of the Research

1. Theoretical Significance:

The findings of this research enrich the theory of English teaching. Using Total Physical Response (TPR) for other researchers may be a reference for further study. Theoretically, this research will help in the development TPR based Autoplay Media Studio in school. The study's results improve the effectiveness of teaching media, especially for Teaching English. The study results will help teachers, students, readers, and schools. To begin with, it will assist the teacher in finding a better way to teach English by enhancing the students' speaking skills. Teachers can also use it as variability in teaching the English language and as an approach to solving learning problems in the speaking subject and making classroom activities more exciting and fun. Its product will facilitate better content techniques and new media for teaching junior high school students speaking content. Second, it will be used as a mediator for students, ensuring that they are not bored and that their desire to learn English increases. Third, using the Autoplay Media Studio for readers will provide information on improving English speaking content. Last but not least, it will surely increase the

school's knowledge repertoire while also assisting in the implementation of the educational curriculum. This research is expected to contribute to or enhance junior high school digital-based speaking content. Hopefully, it will help students develop their communication skills and serve as practical advice to use as English listening content for teaching speaking. Furthermore, as one of the learning strategies, the Autoplay Media Studio was supposed to be interesting, enjoyable, and beneficial to students learning English because it offers a lot of fun and enjoyment without redirecting their attention.

2. Practical Significance :

a. Students

Comprehensive physical reaction methods can reduce the stress of students. When learning English prepositions. This method can also inspire students to learn English prepositions because they learn by doing.

b. Teachers

This research may be helpful for teachers to gain more use of new media. Teaching English. Enrich knowledge about which media. It is more effective in teaching and learning, providing engaging media to increase the motivation of students to learn English.

c. Reader

This research may be helpful to readers. Hope after reading this research can provide readers with references and new ideas to explore more materials about Autoplay Media Studio or develop other skills in another language.

3. Development Material

a. Autoplay media studio

This research can contribute to the use of Autoplay Media Studio. Using multiple media and applications may also be an effective method.

E. Operational Definition of the Terms

In order not to have the wrong perception or get misunderstanding, the essential terminologies will use in this study is defined as follows:

a. Speaking

Speaking is a productive skill. It could not be separated from listening. When we speak, we produce the text, and it should be meaningful. Like communication, we can find the speaker, the listener, the message, and the feedback. Speaking could not be separated from pronunciation as it encourages learners to learn the English sounds.

b. Autoplay

Autoplay Media Studio is closely related to AutoRun operating system. Autoplay is a rapid application to develop a tool. There are various selections of the object to create the software as easy as possible with the drag-and-drop method to make it. AutoPlay was created to simplify the use of peripheral devices

c. Total Physical Response

TPR is a learning method to learn a foreign language or a second language that combines voice (voice) and gesture (body movement). The TPR method of learning English is a method that should be bringing learning for students to feel happy and stress-free, and the content taught can be memorized for a long time without having to think hard to understand and remember something good.