

CHAPTER I

INTRODUCTION

In this chapter, the writer discusses about, 1) Background of the Problem, 2) Identification Problem, 3) Limitation of Problem, 4) Problem of Formulation, 5) Objectives of Research, 6) Significances of Research, 7) Specification of Development Product.

1.1 Background of the Problem

Many students often consider English as a subject that is difficult to understand. The difficulty that is often encountered in the process of learning English at school is the monotonous learning process. This is in accordance with the problems the author found at the junior high school level. Based on a short interview with a teacher of English, it was said that students often get bored during the learning process. When asked about the process of working on questions, students often do not understand. Apart from that, students have not been able to master English vocabulary in the form of written words according to correct spelling.

The goal of studying English is to make it easier for Indonesians to spread knowledge about both their own nation and other nations that visit Indonesia. Learning English has several advantages beyond only facilitating communication with non – native speakers. For example, it can make one more competitive as it demonstrates competence and expertise. Thus, it is indisputable that English is significant, particularly in Indonesia (Ikhsan et al., 2023)

Teacher of English working with students must be creative in their lesson plans to make the topic interesting to students. This is because students get bored easily. One way to provide interesting learning is to create high-quality educational materials. It is clear from the previous description of the characteristics of student learning that it is important to create interesting learning and teaching opportunities for them. Students may feel interested when an interesting story told through interesting comics is used to teach English. Finding cartoon strips that suit your teaching goals is not an easy task. The best way to get suitable cartoon strips is to make them yourself (Ana & Ketut, 2015). Increasing interesting learning is something necessary, especially in English language learning, if we pay attention to the challenges they face and the ways that must be overcome. Using learning media is one way to help students who have difficulty understanding English learning.

One type of educational resource that can benefit students and take the role of the instructor in learning activities both inside and outside of the classroom is comic media. According to (Saputro 2015) comic books can be utilized as a teaching tool as well as a self-directed learning tool for students. This is a two-way learning process. From the observations in the field, since it was discovered that English learning through learning comics had never been used, the availability of learning media in the form of comics is anticipated to support teachers in facilitating learning in the classroom more effectively and efficiently.

One common kind of learning medium is image media. The image medium is affordable, straightforward to use, and available in an array of eye-catching hues. Consequently, the employment of image media is common. In addition, it is mandatory for educators to integrate educational materials into each class session. Learning materials that are suitable for junior high school students should be brightly colored and real items. Learning material will therefore catch their attention and make them desire to use it (Khair, 2022). Newspapers, magazines, novels, science books, and the internet are examples of learning media that can be used to accompany English materials. It is imperative to provide students with a diverse range of media to enhance their comprehension and grasp of the subject matter being taught. Media that is utilized frequently is picture media. Picture media has a special quality since it employs eye-catching yet understated hues. However, the author focuses on "cartoon strip media" in this study.

From its explanation, the researcher could get conclusion that learning English needs cartoon strips, the writing in cartoon strips is still very simple, and the delivery in cartoon strips is still less varied. The advantage of cartoon strips from previous research is that students can find out what cartoon strips are and the material contained in cartoon strips. This encourages writers to use a more varied approach when creating learning materials based on cartoon strips. The goal is to make the material easier for students to understand and more interesting to look at, while keeping their attention level interested when the author presents the material.

They feel bored during the learning process because of learning English. The reason why the researcher took SMP Negeri 42 Palembang was because the researcher found some required data that connected with her curiosity whether the students at junior high school are aware about the during the learning process. They also did not pay attention to when the researcher explained the material of narrative text. They felt it was like challenge to them. To answer the formulation that has been by researcher, she analyzed student behavior during the learning process in carrying out assignments.

Based on the explanation problem, learning English is very difficult for students. The students should be interested in all subjects. The application of cartoon strips allows students to gain a deeper understanding of the subject matter and improve their learning outcomes, so the researcher dedicated the study with the title "**Development of Cartoon Strips as a Source for Learning English**".

1.2 Identification of Problem

Based on what has been explained in the background, the identification of problems obtained in this study is:

1. In learning, the teacher only focuses on the learning book/package book.
2. The learning media available at school is also limited.
3. English learning media is less innovative at school.
4. Teacher and memorizing techniques are still utilized in the classroom, which leaves students drowsy, bored, and unable to concentrate.

1.3 Limitation of Problem

The author places restrictions on her problem to be studied to ensure that the scope is deviated from, specifically:

1. The research subject is the eighth grade of SMP Negeri 42 Palembang.
2. Cartoon strip learning media is used for the English for Nusantara Book in Chapter II Unit 3. Kindness and Friendship.

1.4 Problem of Formulation

1. How is the validity of learning cartoon strips as an English learning source?
2. How the cartoon strips learning media as a source for learning English developed practically?
3. How effective is the use of learning cartoon strips developed as a source for learning English?

1.5 Objectives of Research

1. To produce valid Cartoon Strips learning media for class VIII SMP students.
2. To produce practical Cartoon Strips teaching media for class VIII SMP students.
3. To produce the potential effectiveness of the product development of cartoon strips learning media as a source for learning English.

1.6 Significant of Research

Every research must have significances both theoretically and practically. The benefits of research are:

1.6.1 Significances Theoretically

The results of this research can be used as an innovation in the teaching and learning process. This learning media is expected to be applied as an English learning resource so that during the teaching and learning process does not only use the English handbook.

1.6.2 Significances Practically

1.6.2.1 For Learners

The benefits of learning media in the form of cartoon strips in this research can be help students understand the material provided and make learning interesting for students.

1.6.2.2 For Teachers

The benefits of learning cartoon strips for teachers in this research can be a solution in increasing students' interest in teaching and learning activities.

1.6.2.3 For Schools

The results of this study are expected to be material for reflection to further develop innovations in learning media to be even better in all related aspects.

1.7 Specification of Development Product

The product developed by researchers is learning cartoon strips. The following are the media specifications developed:

1. Learning media are developed in accordance with the Learning Outcomes (CP) and Learning Objectives Flow (ATP) from the subject matter being taught.
2. Cartoon strips learning media was developed to produce valid and practical products.
3. This media was created using the Canva application to edit backgrounds, animations, images and design themes for learning cartoon strips.
4. The theme presented in the cartoon strips lesson is Kindness and Friendship material for class VIII SMP.