CHAPTER I

INTRODUCTION

In this stage, I will discuss several parts of the introduction. There are research background, research questions, research objective, significances of the research, scope of the study, and definition of terms.

1.1 Research Background

The development of technologies in education has increased and given the impact on humans because it can change the human lifestyles. The technological development in learning process is familiar in education especially for accessing the internet to explore students' knowledge and participate in educational resources to make the learning process becomes effectively and efficiently (Mulyadi et. al., 2019) One of the benefits of technologies in education is to expand the use of learning media in the teaching process. It is in line with Creep (2012) that the technological media which are used in the process of teaching and learning provide a very significant benefit towards the learning itself. Using learning media-based technology is very important to support the students in the learning process because it can help students to understand the material and reduce students' boredom. The use of media technology in the teaching process is also aimed to transfer knowledge, share the material, and can be used to communicate the objective learning for the students.

Based on the above description, the primary function of learning media is to help students comprehend the material taught by the teacher. Furthermore, when teachers use the appropriate and interesting media in the learning process, they will have a positive impact on students. Students can focus more on the materials because learning media can influence the atmosphere of learning, reduce students' boredom, and keep students' motivation to join in the classroom. It is related by Churchil & Wang (2014), mobile technological devices can increase students' motivation so that it is very appropriate as a tool to strengthen the use of mobile technological in the learning process.

Based on pre-observation conducted at SMA Muhammadiyah 02 Purbalingga, the students had some problems with the process of teaching English. The first problem is related to media by the teacher. In the learning process the teacher only used textbooks, and sometimes used power point so the teacher still used non-technology teaching in English learning process. It did not make students interested in learning English. The second problem deals with students' lack of motivation in learning English. When the teaching process, some students felt bored it was teacher-centered learning. Besides, some students were lack of English knowledge. Some students cannot read the materials in English well because their lack of vocabulary. It made them not interested in learning English.

Moreover, the teacher tried to use videos integrated with PowerPoint in the learning process, but students still felt bored and unenthusiastic in learning process. Those problems are the reasons why the present research is conducted. The use of technology-based learning media is regarded appropriate to fulfil students' needs right now. It is because students in SMA Muhammadiyah 02 Purbalingga have already use Android for the final exam. Responding to these problems, I develop teaching materials to help students learn English using mobile phones technology.

Yusri & Robert (2017) argue that mobile learning is more familiar and preferred by students with the tendencies of selecting familiar technology. According to the theory, the use of mobile phones is not only for adult learners but also for young learners. The amount of mobile phone users in Indonesia is very significant from year to year. Based on the data presented by **DS** Annual Starup that in Indonesia, the mobile phone users active have achieved 281.9 million people. It shows that people's interest in using technologies is in high category. It is related to students' condition in which almost all of the students access their smartphones during the teaching & learning process. I believe that using Android-based mobile learning media (Android-based MLM) is beneficial to make students more interested in following the learning process. Thus, the teachers can utilize students' mobile phones as the main learning tools in the classroom activities.

1.2 Research Questions

Based on the research of background, the present research have trifold questions. They are as follows :

- 1. How is Android-based mobile learning media developed in teaching reading of report text?
- 2. How is the effectiveness of Android-based mobile learning media in teaching reading of Report text?

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3. How are students' perceptions in utilizing Android-based mobile learning media in teaching reading of report text?

1.3 Research Objectives

The research objective which will be explained in this research are :

- 1. To explain how Android-based mobile learning media is developed to teach reading of report text?
- 2. To find out the effectiveness of Android-based mobile learning in teaching reading of Report text?
- 3. To describe the students' responses of Android-based mobile learning media in teaching reading of Report text?

1.4 Significances of the Research

The significances of this research have several benefits, as follows:

- 1. Theoretical Significance
 - a. The result of this research is expected to give a contribution to the theory of Android-based mobile learning and can be replicable in conducting the other study.
 - b. The research hopefully will give the information about aspects of Androidbased mobile learning in English teaching and learning process.
 - c. The result of this research will give the information, principally on the issue of how to use Android-based mobile learning media in teaching reading of Report text.
- 2. Practical Significance

- a. The result of this research can improve knowledge about developing Android
 Based Mobile Learning as a Media in teaching reading of Report text.
- b. The result of this research will give the teachers how to use developing android based mobile learning as a media in teaching reading of Report text
- c. The result of this research can be used as a reference in planning a better teaching strategy and will be beneficial
- d. The result of this research, hopefully, can help the teachers to give the material in English teaching.

1.5 The Scope of the Study

The scope of this study is limited to the subject and object investigated:

1. Subject

The subject of this study was the students at class X MIPA 1 and 2 in SMA Muhammadiyah Purbalingga.

2. Object

The object of this study is the developing Android-Based Mobile Learning Media in teaching reading of Report text.

1.6 Definition of Term

To investigate the content of this study, the following is the definition of several of terms:

1. Android

Android is an open-source operating system, released under Apache's open-source license owned by google. (Widyaningsih & Zunfikar, 2018). Furthermore, Android is

a software used on mobile devices (running devices), including operating systems, middleware, and core applications (Purwantoro et al., 2014).

2. Mobile learning

Mobile Learning is a learning model that is done inter place or environment using portable technology regardless of space and time (Martono et al., 2014).

Mobile learning is a learning support system where students can access learning materials, directions, and applications that are related to learning materials at any time and anywhere (Husamah, 2014).

3. Android Based Mobile Learning

Mobile learning is M-Learning media-based android, sometimes called m-learning, which is the learning accomplished by the use of small, portable computing devices. These computing devices include a smartphone, personal digital assistance. (Muhasrain, 2016)

4. Teaching

Teaching can be defined as the way to show or to help the students to learn how to do something, giving instruction, obtain the knowledge, and sets the condition to focus on the learning process. (Brown, 2000)

5. Reading

Reading is a dynamic and complex process that involves skill, strategies, and prior knowledge. (Afflerbach, 2007)

6. Report Text

Report text is a text that can be defined to describe the way things are concerning a range of natural, human-made, and social phenomena in our environment. (Gerrot and Wignell, cited in Rahmi et al., 2018).

1.7 Outline of the Study

This study consists of five chapters, that are :

Chapter I is introduction, which contains of Research Background, research questions, research objectives, significances of the research, the scope of study, definition of terms and outline of the study.

Chapter II is literature review consisting of the previous study, theoretical review including of android, mobile learning, android-based mobile learning media, teaching reading, reading, types of reading, and report text.

Chapter III is research methodology consisting of research design, research subject, research setting, data collection technique, data analysis, and research procedure.

Chapter IV is research findings and discussion which contains of research finding including the developing android-based mobile learning media in teaching reading of report text, then the effectiveness of android-based mobile learning media in teaching reading of report text, and the students' perspective in utilizing android-based MLM in teaching reading of report text.

The last is chapter V that presents the conclusion and suggestions.