CHAPTER I
INTRODUCTION

A. Background of Study

The progress of the times must always be accompanied by technological advances. The more technology develops, the more educational patterns required for students are also developed. In this modern era, it cannot be denied that there are many attachments to education with technology such as the use of computers, projectors, laptops and so on. Like it or not, teachers must be able to use or take advantage of existing technology.

The English teaching and learning process are aimed at developing the students' competence in English that is to achieve the level of functional literacy. Besides, it is also raising the students' awareness of the nature and importance of English that can improve their nation's competitiveness in the global society. The English teaching and learning process is also developing the students' understanding of the relationship between language and culture. According to the expert such as Thronbury (2005:1) speaking is part of our daily life that we take it for granted and every person produces tens of thousands of words a day, he also said that we forget how we once struggled to achieve this ability until we have to learn how to do it all over again in a foreign language.

Furthermore, Grauberg (1997:201) reveals that many students think that the main purpose of learning a foreign language is to be able to speak the language. Therefore, Grauberg continued, language teachers must help students to achieve these student goals by giving their best.

As with English language learning, which now uses a lot of technology. reported from Kompasiana.com The use of video is also one way like English Teacher Nida Faizah, S.Pd.I uses video media in English learning activities in *MAN* 1 on South Kalimatan, whether it is a cut from a film, a learning animation, or an educational video made by the teacher herself. According to (Mughnifar Ilham, 2020) on his web page :

> Video is a technology for sending electronic signals from a moving image. Common applications of video signals include television, but they can also be used in other applications in engineering, science, production and security. Based on the language, the word for this video comes from the Latin word, "I see".

Harrison, H.L., and Hummell (2010) define animation is a quick display of a sequence of static images that create the illusion of motion. Animation are also becoming a big breakthrough in the world of multimedia for a long time. Such as Disney, Pixar, Studio Ghibli and other famous studios. Animation also has many categories such as 2D Animation, 3D Animation, Stop Motion and etc. From there they also get a lot of fans or enthusiasts from the animation they make.

Animation also has many benefits such as clearer and attractive learning, the learning process is more efficient, effective because students can repeat it as needed, can improve the quality of learning outcomes, can overcome the limitations of space and time between teachers and students animation also can give the impression of depth that can affect students' attitudes.

Finally, the researcher find out that the animation can be used as media in education, because the animation has many advantages that can be utilized in the learning process. Therefore, the researchers make an animation video as learning media with the technique of "one way communication"

Based on the results of a pre-survey conducted by researchers at *SMPn* 2 Metro, it was found that there are two difficulties for students in learning English, especially in speaking skills, students still have difficulty speaking English because they do not know how to pronounce it and do not have much money to attend additional class for learning English.

As a foreign language, English has four skills reading, listening, writing, and speaking that have to be mastered by the students. From these skills, speaking is a skill that felt difficult to be mastered, because when they learn to speak foreign language they have to practice all alone and don't know where they wrong or not. So, with this animation video the motivation for student learning speaking can improve and they can learn while playing.

Based on the background described, researchers conducted a study entitled "Developing Animation Videos as Learning Media for Students Speaking Ability in Description Text on Junior High School 2 Metro"

B. Problem Identification

Based on the background above, there were some problems in teaching and learning speaking. The problems were:

1. The students are still difficult to speak because they do not know how to pronounce the English word.

2. The students do not have much money for additional class especially speaking class.

C. Formulation of the Problem

The problem of this research was formulated :

1. How is the process of developing video animation as a learning media for speaking skills?
2. How is the feasibility of video animation as a learning media for speaking skills?
3. How is the attractiveness of video animation as a learning media that were developed?

D. Objective of the Research

Based on the stated background, this research on developing video animation as a learning media aims to:

1. Knowing the process of developing animated videos as a learning media for speaking skills.
2. Knowing the feasibility of animated videos as a learning media.
3. Knowing the attractiveness of animated video as a learning media developed.

E. Usability Product Development

The research was conducted by expectation that it will be useful for many sides. The significances are:

1. To improve teaching practice in speaking on the classroom.
2. To develop and implement the students' speaking comprehension skills.

F. Product Specification

Product specification that is expected by the researcher are:

1. Product is an animation videos made by the researcher that can be used as a teaching media in English Speaking.
2. Material that is used in this animation video is based on curriculum that is used in Junior High School 2 Metro.
3. Software that is used to make this animation video is MEDIBANG PAINT, VOICE CHANGER and FILMORA.
4. The type of this animation is two dimensional animation.

G. Research Urgency

This study of learning media in the form of animated videos will be very helpful for teachers and students as an attractive learning media and make it easier for students to learn and understand English subjects, especially in speaking skill on descriptive text material. This research is also important for other researchers as a reference in developing their research.

H. Development Limitations

1. Animation development research is made in video format
2. MEDIBANG PAINT, VOICE CHANGER and FILMORA is an application that helps in making video animation
3. The material used for the development of video animation as a learning media is descriptive text in speaking skill on class VII.