

CHAPTER I

INTRODUCTION

A. The Background of Study

In the era of the industrial revolution 4.0, the generation currently dominating are students who are attached to digital technology. Currently, many people use digital technology to simplify aspects of life, one that we could see is in the educational aspect, there are more and more innovative, creative and easy-to-use media in learning media. Technology media that evolves and innovates help students to understand learning more easily so that they could explore their existing abilities. How to help students learning well has also been a progressing point in schooling. Teachers keep the student's focus to deal with improving individual learning adequacy for quite a while. There are some variables that impact learning motivations, teaching styles and teaching materials which is viewed as the main components to consider and accomplish a more effective educating and learning measure.

English has been a worldwide language since 18th-19th century.¹ English assumes a significant part in the global communication. Because English is considered a foreign language in developing countries, such as Indonesia, it is required as one of the subjects taught in schools. There are

¹ Simon Horobin, 'How English Became English (A Short History of a Global Language)' (New York: Oxford University Press, 2016), p. 2.

four fundamental language abilities that ought to be aced by the understudies. They are speaking, writing, listening and reading.

Speaking is an activity used by someone to communicate with other.² Because it is one of the four fundamental language abilities, learning speaking is important. Speaking can be a tool to share information, express feeling, idea, and can be used to give instructions. To master speaking skill, the students must study hard and the teacher should create a good atmosphere, and have an innovation or recency in teaching speaking.

Innovation is a new invention or a new idea that is different from what has been or was previously known. Innovations are carried out by teachers to improve and continuously look up new learning activities so as to provide great benefits to students. Innovative learning is packaged by teachers or lecturers to realize new ideas and techniques that are able to facilitate students so that they could get progress in the learning process and results.

Nowadays education has turned more to applying technology in learning or the management of educational institutions. Teachers and lecturers who are teaching a course, almost all of them use technology in the learning systems to support their teaching activity. Effective virtual learning

² John Woodward, 'How to Be a Genius - Your Brain and How to Train It.Pdf', ed. by Brown Carron (New York: DK Publishing, 2009), p. 113.

media are required to preparing for innovation in learning systems. There is a term Virtual Learning Environment which refer to learning environment that make use of technology aids such as the internet, the web, and applications or platforms. Additionally, a virtual learning environment (VLE) can be describe as a web-based learning platform or learning management system developed by a lecture for the benefit of students and aimed for a variety of academic purposes. The majority of these programs are not designed to replicate the classroom digital environment, but rather leverage technology to empower students with innovative learning tools. They are intended to support a broader diversity of learning styles and objectives, to encourage collaborative and resource-based learning and to facilitate resource sharing and re-use. VLE are educational management software systems that combine the capability of computer-mediated communications software like e-mail, bulletin boards, newsgroup, etc, with online delivery techniques such as the World Wide Web. Certain research have demonstrated the established of the VLE and e-learning platforms in classroom. Students also expressed favorable of the use of the VLE and its applications in learning. To achieve qualified learning, it is necessary to consider efficient learning medium that develop a balance of tangible and theoretical learning.

One of the kinds of Virtual Learning Environment is discord application. Discord application has begun to be utilized in certain educational settings as

a replacement for conventional media in online learning. Discord application is a voice-and-text chat platform frequently used in gameplay, public, academic, or entrepreneurial groups. This is a well-known gaming platform and an effective tool to facilitating group participants. Most of teenager, particularly a fans of game familiar with this application, because this application is easier to use, and for every gamer, they use this application for communication. However now it has acquired new functionalities and has become a place where people of similar interests can communicate with each other on various topics. Discord application includes a plethora of features that might be utilized to assist students in a online classroom. Participants can contribute noise and become an active participant in user interaction.³ Additionally, the Discord application allows us to create voice and text channels inside one server so the educational content may be well structured and necessary information can be found easily. Discord application also can be used for texting, calls, making video calls, sharing the screen, etc. So it enables members to connect with one and other via the group's accessible channel. As a result, discord application can be combined with other learning media, which makes this application flexible and user-friendly and several educators utilized this tool to replace other apps that were thought to be

³ Jialun Jiang and others, 'Moderation Challenges in Voice-Based Online Communities on Discord', *Proceedings of the ACM on Human-Computer Interaction*, 3.CSCW (2019), 55 (1-23).

costly. Discord application also stated that the discord application changes the students attitude to classes making it more active, interactive, and motivated. ⁴

B. Identification of the Problem

Education and technology are different things however in this contemporary world. We all can see how they have become inextricably linked and have become essential. In learning English students ought to master the four skills. Speaking is one of the essential parts in teaching English language. Speaking is the most used skill when someone wants to communicate with others and express thoughts and feelings. There have been various ways to determine the effectiveness of learning English on of them is speaking, using discord application is a new media to learn English by using technology, does discord application improving students speaking skill.

C. The Limitation of the Research

The main objective of this study is to determine the efficacy of teaching speaking through discord application.

⁴ D. Jannah, E. I., & Hentasmaka, 'The Use Of Discord Aapplication In Virtual English', *Journal of English Education*, 10.2 (2021), p.183–200.

D. The Statement of the Problem

Based on the background of problem, researcher formulate the problem in the study as follow:

1. How is the students speaking skill of the eleventh grade at SMA Islamic Centre?
2. How is the effectiveness of discord application for learning speaking?

E. Objective of the Study

Based on the limitations of the statement and problem of the study, the research objectives is:

1. To find out the student speaking skill.
2. To find out the discord application as an asset to improving students speaking skill.

F. Significant of the Study

The findings of this study will be beneficial for English teacher, learners, and other academics.

First, the significance of this study to English teachers is that it will make a new contribution to the field of building a new media for teaching speaking through the use discord application.

Second, for learners, this study may aid in developing their speaking abilities. This present research requires learner to be receptive and to take benefit of the technology.

Third, for the other, this research could be used as basis for further research if the researchers pursue an equivalent subject. Thus, the researcher seeks to allow the most effective contribution possible.

G. Hypothesis of the Study

The researcher assumes that the hypothesis of the study could be stated as follows:

1. Null Hypothesis (H₀)

There no significant influence on students achievement in speaking skills after using discord application.

2. Alternative Hypothesis (H₁)

There is significant influence on students achievement in speaking skills after using discord application.

H. Previous Study

1. Discord Application; Turning a Voice Chat Application for Gamers into a Virtual Listening Class

The author of this research Arum Nisma Wulanjani is conducted a study in which she examined students' perceptios about the use of discord application in a online listening classroom. She used a closed questionnaire to collect responses about the application's applicability, easy of use, and students' enjoyment and excitement for using the application, as well as students' enjoyment and

excitement for utilizing the application in virtual listening class. According to the research, the majority of the students had a favorable opinion of discord application use. The students believe that discord application provided more opportunity for them to be interested in and participated more actively in listening class.

2. Student's Response Toward Utilizing Discord Application as an Online Learning Media in Learning Speaking at Senior High School

The Author of this research is Aulia Ramadhan and Abdul Kodir Albaekani. They conducted a study in which they assessed students reactions to the usage of discord application as an digital learning media in learning speaking. Additionally, this study assessed students motivation to improve their speaking skill when using discord application as learning media. This study using qualitative research and utilizes an interpretative research design. They collect the data in the form of information or replies to study questions through online observation, interviews, and virtual documentation. This study discovered that using the discord application as an e-learning media in speaking learning provides a number of advantages. The discord application enables students to have a more convenience learning experience by being a highly effective,

practical, lightweight application that can be utilized on a variety of smart phones due to its modest size. Discord application has a voice channel function that enables speech communication within the discord application room.

3. Improving the English-speaking skills of young learners through mobile social networking

The Author of this research is Zhong Sun, Chin-Hsi Lin, Jiaxin You, Hai jiao Shen, Song Qi & Liming Luo. They conducted this study integrated a mobile Social-Networking Sites (SNS) into first-grade EFL classes in China, with the aim of determining its effects on the students' speaking skills. This study using a quasi-experimental as a method to collect the data. Two classes were recruited, one as a control group that did not use the SNS, and the other as the experimental group, which did. While both classes' speaking skills improved between pretest and posttest, the gains in English fluency by the experimental group were significantly larger. Progress in accuracy and pronunciation, on the other hand, were similar across the two groups. These findings are discussed in relation to specific characteristics of SNSs and mobile learning that enable learners to speak in low-stress, situated contexts

The Novelty of my research from the previous study is most of the studies using discord application as a learning media tool and speaking skills, except Zhong Sun et al who uses sns and Wulanjani who use listening skills. In terms of research, the author found a general lack: the studies focus only on elementary school and university. Furthermore, there are still few research focusing on Islamic Senior High School students. In speaking research only focuses on student responses in using discord application, while the author wants to deepen the research by directly observing and conducting a series of tests whether discord application can have an effect on students' speaking skills.

I. Organization of Writing

This paper is divided into five chapters, each of which contains various concepts that serve to explain the chapter.

Chapter I introduction, it offers the background of the study, a problem statement, objective of the study, the significance of study, the limitation of study, previous study, and also the organization of writing

Chapter II theoretical frameworks, is composed of the theorist and specialist who have undertaken research connected to this study.

Chapter III research methodology, discusses the research procedure, the study site and time of study, the participant and sample, the data collection approach, and also the data analysis technique.

Chapter IV finding and discussion, this chapter discusses the data specification process as well as the data analysis process.

Chapter V closing, this chapter includes of conclusion and recommendations.