

CHAPTER I

INTRODUCTION

A. Background of The Study

Today the world is facing a virus called as Corona Virus Disease -19 (Covid-19), which this virus is identified for the very first time in a city called Wuhan, in China about the end of 2019. Eventhough there are many speculations of how this virus originated from, also how this virus spreading out and infecting human body, but the fact, this virus is very dangerous for human life. So that is why The World Health Organizations (WHO) as the Organization which take an account of the global citizen's health had been declared this virus become a global pandemic since this virus spread almost to the entire country of the world, one of them is Indonesia. According to report the from CNBC The World Health Organization declared COVID-19 a global pandemic on Wednesday eleventh of march as the new type of corona virus, which has rapidly spread to more than 121,000 people from Asia to the Middle East, Europe and the United States.

In indonesia itself, this virus was detected since two of March after infecting two citizens in Jakarta and announced by the presdent Jokowi Dodo. The next day on, the numbers of the victims is getting bigger and

bigger. Another worst thing, The activity of human life day by day is limited to reduce the spreading of the virus. Many aspects of human life are limited, thousands of people lost their jobs, hundreds of factories are bankrupt, and many more to be mentioned.

Further talking, One of the most affected of this pandemic is human's activities mostly done by using technology. Not an exception in the Education Field, the learning process is done by using applications recommended such as; Google Classroom, Ruang Guru, WhatsApp Group, Facebook Group, Instagram Live, and many more. Human life never runs out of ideas to find a way to overcome the problem of life, so it is why humans are different from other creatures. But it seems this way is still not as effective as the learning process directly done in the classroom. It is also what happened to English Subject, many English teachers had to think twice as they know how hard to teach a foreign language in this pandemic situation. Even though all of the needs of learning tools now have been provided in the internet, but English is still English where there must be someone who guides to understand the context comprehensively.

In the case of this research, presumably there must be something new in terms of tools to teach English subject in this pandemic situation. This is because the writer got many complaints when in text from the student

which they could not understand as well as they did in the classroom directly, Especially in Writing task. Mostly of the student witness that the teacher only gives them the task without giving them any prior understanding nor direction about the task being given. From this, the Researcher tries to find a way, and finally found an applications called as Metaverse. Which this Metaverse is learning application based on Augmented Reality (AR). The writer has a strong belief this application will be effective for the language learners as this application is very relevant to current age, interesting, and a lot of vizualitations to helps the students understand the material well. Neil Carmona-Vickery, Deputy Director of Monash Tech School thought of this metaverse on the official website of metaverse www.gometa.io :

“...The first time I hopped into the app, I was amazed at how easy it was to create my own scenes, and was happy to see that I could add our own digital content. The team here got really excited that we could essentially author our own app, and have it immediately appear on our phones without app developers being in the middle. My main attraction to the app was how it allowed us to scaffold the student learning experiences, and still let them work at their own pace. It brought together a range of online resources that might otherwise have required a teacher to lead students through...”

As explained briefly above, the Researcher intends to use Augmented Reality in fact that the student need more exposure to deepen in understanding a foreign language, in terms of writing precisely in this pandemic situation. On this case, the Researcher uses a recent technological innovation at this age namely *Augmented Reality*. This media in Researcher's preception will bring student into a digital world in a real-time . So that the students are expected to be able to wirte easily by imagining what they see from a visual given in augmented reality image or video.

B. The Formulation of The Problem

Taken from the background of this research, there are some formulations of the problem that could be taken on this research as it will be mentioned below :

1. How possible Augmented Reality (AR) be applied in teaching writing?
2. How is students' review about Augmented Reality (AR)?
3. How is the review of AR as a media in teaching from home?

C. The Objectives of The research

Based on the formulation as written above, the Objectives of this research probably will be listed below :

1. Understanding comprehensively the application of Augmented Reality (AR) in context of teaching writing.
2. To find out the students Reviews on using Augmented Reality (AR).
3. To find out the review of AR as the media in learning from home.

D. The Significancy of The Research

There are some beneficial aspects in conducting this research, probably it will be divided into two, as theoretical and practical aspects. *Theoretical*, The Researcher hopes this research can be made as long-study discourse and also can be made as a reference in developing learning theories related to what is written on this paper. *Practical*, this paper is also aim as a practical aspect such as; for a teacher, is expected to improve the quality of learning, so that the teacher could create a generation that has a good literacy both in writing and technology literacy. For a student, is expected to be able to write well in context of writing. For the school/institution, is expected to be able to use Augmented Reality application as the media in teaching Writing.

E. The Limitation of The Research

This research will be limited by the context of technology of Augmented Reality (AR) and Learning Writing. This research will be mainly looking for how the Augmented Reality (AR) application can be

applied in pandemic situations. This will be approach by the qualitative study, which based on social phenomenon as today the world is facing pandemic global. This case study will carry on things on a review of Augmented Reality in teaching Writing in pandemic situations.

F. Organization of the Writing

There are five chapters on this writing. The first t is mostly explain the reason why this research is being conducted and also the objectivity that the research want to achieve on this research. The second chapter called as the theoretical framework, it is going to be the landing theory where the result is being connected into it. The theoretical involved all the variables that the research need to relate each other. The variables here are two parts, independent variables is about using the AR and also the dependent variables which is the writing. On this case, the researcher chooses the writing analytical exposition text due to the syllabus being used in even semesters. Also in terms of the problem that the researcher found since the practical is about writing analytical exposition text. In the chapter three, it is mainly will be talking about the research design, how to collect the data, and also how to analyze the data as well. the next chapter, it will be talking about the research finding in terms of the research question and also based on the source of the data. Here also the theoretical is being validated by some of the data findings. The last

session will be the conclusion, it will be concluded the result of the research. It has to be representative from all aspects in the research in detail.

