

CHAPTER I

INTRODUCTION

A. Background of Study

The development of science and technology has a significance impact on various aspects of human life in the economic, social, cultural and educational fields. Therefore, teachers need for innovations especially matters related to classroom teaching factors. One of the factors that influence the learning process is the mastery of teacher in learning media, the teacher can deliver effective and efficient in learning material to students. Because in the learning process of educational is the way to develop potential of students who have self-control, personality, intelligence, morals and skills with conscious and planned efforts through learning and active learning.¹ In learning process teacher's need a media as facilitating to learn, because from the results it has been proven that the existence of media in learning shows excellence and helps the educators in delivering learning material more quickly and then can stimulate students to think and have eagerness to study to make the learning process happen more effective and efficient.

Media as a role in learning process that support the teaching process, design a tool for students learning as well as for effective learning process. Media can serve many roles in learning. Even in this situation media may be heavily used by the teacher. On the other hand, the instruction may not require a teacher. Such student directed instruction is often called self-instruction even though it is in fact

¹ Terdy Kistofer, Ginanjar Setyo and Tanhela Zein, "*Development of Digital System Learning*", Forum: journal Education and Humanities Research, Vol. 379, No. 1

guided by whoever designs the media. Therefore, the involvement of learning media in learning process is expected to affect the learning experienced by students and the goals to be achieved.

In the educational field teachers need media to teaching strategy because the media is one of parts on learning process. In the ever-increasing development of technology, there are many media that teachers used for the teaching process, such as utilizing digital media as a medium for teaching such as electronic books, instructional videos, and others E-learning.

E-learning is as instruction delivered on a digital device such as a desktop computer, laptop, tablet, or smart phone is intended to support learning. And E-learning refers to the use of ICTs (Information and Communication Technologies) to enhance and support teaching and learning processes. It is the instructional content or learning experiences delivered or enabled by electronic technologies and it incorporates a wide variety of learning strategies and technologies. And now, the technology used for learning. Some application technology like video recording, audio visual can be used to support learning activities to more effective. In this context, the media can help teachers to teach easier and interesting.

But, in fact teachers who do not using media as teaching tool, and that is affect the level of understanding and interest for students. Usually, teachers only deliver material orally without using the media as a tool to support the learning process to make it more effective. Moreover, with the current conditions of learning online there are many problems found during the teaching and learning process. The problem is that teachers have not found suitable media for effective learning. And the impact is a decrease in student's interest in learning.

The impact of ineffective learning can make students feel bored. When the students feel bored, students will be looking for other activities and prefer to play their smartphone.

In this case, the researcher is interested to develop learning media, with using interactive digital module. Interactive digital module is the teaching material includes the characteristics of teaching material that are packaged in a unified whole, systematically arranged which can be studied independently by learners without guidance from the teacher. An electronic module is a tool or a means of learning material, method, limitation, and how to evaluate systematically designed and attractive the expected competencies.

In the educational technology is the application in scientific knowledge and skills about learning to improve the effectiveness and efficiency of the teaching learning process. Educational technology consists of all modern methods, media and materials used for effective as well as efficient learning.² It means in conclusion technological and educational developments are related to improve learning process. By creating a new adaptive course format, a teacher may develop a customized course. The use of digital tools for teaching and learning is a form of interaction in the e-learning process.

From explanation above, the researcher is interested in conducting research at SMK Yanisba Boarding School Pontang. The reason of choosing SMK Yanisba Boarding School was caused the teacher of English subject still need the media to support learning process in the current of pandemic era for the effectiveness learning process. Without a media it caused the students has many problems,

² Jagannath Mohanty, *Educational technology*, (New Delhi: Deep and Deep Publications PVT. LTD,2005), 106

such as students feel bored when they are learning, sometimes feel lazy, even they are not understood about the material. It is because the teachers have not found suitable media for effective learning. Therefore, the researcher was making the learning media that can attract student attention and focus to learn.

Based on the description above, the researcher was interested in conducting research with the title **“Designing Learning Media of Active and Passive Voice Using Interactive Digital Module”**

B. Identification of Problem

1. Lack of teacher creativity in choosing learning methods in the current of pandemic era or when they are learning online.
2. Not many have used digital modules in online or offline learning.
3. In the current pandemic era, teachers are less effective in teaching students.
4. Students feel uncomfortable with the teacher’s teaching method which only gives assignments without explaining the teaching material.
5. Sometimes students feel bored with online learning.
6. Lack of teacher innovation in online teaching strategies.

C. Formulation of Problem

1. How is the condition of process teaching and learning English for eleventh grade students of SMK Yanisba Boarding School Pontang?
2. How is the procedure of developing interactive digital module e-learning media active and passive voice material for eleventh grade students of SMK Yanisba Boarding School Pontang?

3. How is the effectiveness of interactive digital module e-learning media to teach active and passive voice material for eleventh grade students of SMK Yanisba Boarding School Pontang?

D. The Objective of Study

1. To investigate the condition of process teaching and learning English for eleventh grade students of SMK Yanisba Boarding School.
2. To design the procedure of developing interactive digital module e-learning media in eleventh grade students of SMK Yanisba Boarding School.
3. To investigate the effectiveness of interactive digital module e-learning media to teach active and passive voice material for eleventh grade students of SMK Yanisba Boarding School.

E. Significance of Study

Result of the study is hoped can give the benefit on teaching and learning process, especially for English teacher to learning English. And this study also hoped can give for students, schools and the other researchers.

1. Teachers

This research will provide one of the alternatives or the effectiveness learning media to teach students learning during pandemics, because this media which can be studied independently by learners without guidance from the teacher. The digital module is teaching material that includes the characteristics of teaching materials that are packaged in unified whole and systematically arranged. And this media hoped can be innovation for English teacher as learning media to teach during pandemic era.

2. Students

The digital modules make the students to learn easier and not confused. It is can help the students more interactive to learn in our conditions (online/offline).

3. Schools

It is can give the innovation in every school to teaching and learning process.

4. Other researchers

From the result of study, it is can give the experience and knowledge for the researcher and the other researcher.

F. Specification of Product

The product being developed is interactive Digital Module which will be developed into a learning medium for English education with the following specifications:

1. The resulting of product is interactive digital module, which contains learning materials for English education and accompanied by explanatory material about active and passive voice for students according to competency standards or standards competency.
2. Learning media using interactive digital module is developing in the form of learning media with PDF output which put the learning material and interactive quizzes or can also include a video link or sound record related to the material.
3. The product was design using Canva as a tool to create the products. By using Canva it can help on process creating the product simpler and more efficient. Because goals of this research

are to give the innovative and facilitate the teacher to create and use it.

G. Systematics discussion

Systematic discussion is intended to make it easier to understand the problem and discussion, to get results that are structured and in accordance with the rules of writing, the systematics of this discussion is structured as follows:

The First chapter of introduction, which covers the background of study, identification of problem, formulation of problem, the objective of study, significance of study, specification of product and systematics discussion.

The Second chapter of theoretical foundation which includes active and passive voice material using the Interactive E-module in learning English at SMK Yanisba Boarding School Pontang.

The third chapter of research methodology which includes the research design, place and time of research, design of development, procedure of development, instrument of data collecting and data analysis technique.

The fourth chapter is a description of research results and discussion, which discusses the description of product, media creation process, description of expert validation results, description of result trials, the effectiveness of e-module and discussion of research results at SMK Yanisba Boarding School Pontang.

The fifth chapter is closing, which includes conclusion, implication and suggestion.