

CHAPTER I

INTRODUCTION

A. Background of the Study

In the learning activity, there are two very important element, the method of teaching, and the use of learning media during the classroom teaching and learning process. There are many kinds of learning media around us, but to reach the highest result in classroom teaching and learning process we must design the most appropriate learning media itself based on to the needs of the users of learning media, both teacher and students.

The word medium comes from the Latin word *medius* which literally means "middle", "intermediate", or "introduction". In Arabic, the media are intermediary or introductory message from the sender to the receiver of the message learning media carry an information contain instructional or teaching purposes used to convey the content of teaching materials consisting of books, tape recorders, cassette, video camera, video recorder, film, slides (pictures), photos, pictures, graphics, television and computer.

Computer was successfully helping people doing their work, including the use of computer in educational purpose. Both the progressiveness of Information and Communication Technology (ICT) and the use of Computer in all parts of society also give an impact to the form of learning media in teaching learning process.

Nowadays the development of Information and Communication Technology (ICT) has reached all aspects in the society. For almost people computer is not an uncommon device anymore. According to Munadi (2010: 152) “...sometimes a learning media could replace the teacher’s function as the learning source, is called Interactive Learning Media.” From the theory above the interactive learning media is a type of learning media where learners have an ability to learn material and evaluated their competence by themselves. Interactive learning media can be used in the classroom teaching and learning process because it significantly increases the learner’s competence.

There are some reasons to develop an appropriate English learning media for junior high school student. First reason is the benefits of interactive learning media for classroom teaching and learning process. One of the aspects that determine success in teaching and learning process is the use of appropriate learning media.

The second reason is in accordance with the level of student thinking in Junior High School. They need something special to attract their attention in learning English. The interactive learning media is the answer of this conventional problem that usually found in English learning process. By using an appropriate interactive learning media, researcher hopes the English learning process will be as funny as playing game in computer.

Third, Both teacher and students at SMPN1 Wonosobo used medium in the classroom teaching learning process. They used Power Point Presentation

from a LCD Projector while explaining materials. LCD Projector helps teacher illustrating a topic from pictures and videos. Students copied a Power Point Presentation file created by teacher then brought it home for a self-learning material. Materials without a computerized exercise compose it.

By using Computer Assisted Language Learning (CALL) software build by a flash-based application such as Macromedia Flash, it is possible for a student to bring their computerized exercise at home with materials included on it. Computer Assisted Language Learning (CALL) software also brings student a feedback instantly. It helps students evaluate their exercise without a teacher at home.

Those are some reasons why the interactive learning media can enhance learning success in the English learning process. In this research paper researcher will explain the designing interactive English learning media especially for junior high school student by using Computer Assisted Language Learning (CALL) Theories with Research and Development method (R&D) because according to Borg and Gall (1983) in Arifin (2011: 127) “research and development is a powerful strategy for improving practice”. It is a process used to develop and validate educational product.

B. Problem Statement

Based on the background above the research problem is: “What is the most appropriate design for an Interactive-Exercise Learning Media for Junior High School using Macromedia 8 Flash Professional?”

C. Objective of the Study

The objective of the research is producing an appropriate interactive learning media for Junior High School classroom teaching and learning process especially used as an exercise.

D. Benefit of the Study

1. Theoretical Benefit

- a. The end of the research is a compact material product of English Learning media that will be useful for Junior High School student in learning English and improve their impression toward English lesson.
- b. The product will help the English teacher deliver materials for the student and evaluating their learning competence easily. The product also prevents the student from cheating their friends because the questions are shorted randomly

2. Practical benefit

This research will give a contribution for other researchers who are interested in designing learning media for classroom teaching and learning process

E. Research Paper Organization

The organization of research paper is given in order to make the reader understand the content of the research paper, as follows:

Chapter I is introduction which consists of the background of the study, review of previous study, research problem, benefit of the study, and research paper organization.

Chapter II is underlying theory. It contains previous study, media, and Computer Assisted Language Learning (CALL).

Chapter III is the research method. In this chapter the writer presents research method, research design and procedure, sample and population, research instrument and data analysis.

Chapter IV is Result and Discussion. In this chapter the writer show the result in designing interactive English learning Media. At this Occasion, researcher also will discuss the finding of the research.

Chapter V is Conclusion and Suggestion. In this chapter, the researcher draws conclusion and proposes the suggestion taken from the result of the research.