

## **CHAPTER I INTRODUCTION**

### **A. Background of the Study**

Writing is one of language skills and it is also a complex one in language skills. According to Zainal and Husin (2014:259), “writing is the learned process of shaping experiences into text, allowing the writer to discover, develop, clarify, and communicate thoughts and feeling”. Writing automatically can develop thinking skills, because writing has complex skills. There are some skills to know before doing writing, such as grammar, punctuation, and spelling.

Al – Mansour (2014:259) stated, “teaching and learning to write in any language is essential area that influences students’ performance and language learning”, because writing covers many language aspect that is used in writing. As Salehi (2015:306) told, “generally, learning to write reflects a proof that one has really mastered a language”.

Writing is also one of ways of communicating. As what Crystal in [Khaoula (2015:23)] said, “writing is a way communicating which uses the system of visual marks made on some kinds of surface. It is one kind of graphic expression”. Another English language skill, such as thinking skill can improve through writing. As Utami (2014:1) said, “writing helps learners to acquire English language because the activity stimulates thinking and facilitates them to develop some language skills simultaneously”.

According to Tarigan (2012:113) “writing is the form of thinking, writing is the thinking process which involves the sharpness of memorizing and imagination ability”. Writing is the way to pour down the ideas of what one’s experienced about something.

From all the definitions above, it can be concluded that the notion of writing is the ability to channel ideas or emotions through writing, which can be in the form of novels, poems, short stories and others. Writing skills will be difficult if someone is not accustomed to writing. Writing skills can develop if they are accustomed to and use certain tools or media to support them.

Technological developments have contributed to bringing about major changes in all aspects of human life. In fact, the change to the future was too rapid and so quickly affects today's culture. The changes occur because they are driven by the capabilities of modern technology. (Nana & Rivai : 2010 p.24) Not a few people have the view that now is the age of technology, someone who does not follow the flow is said to be outdated. The presence of modern technology does not provide another choice for the world of education other than taking part in utilizing it. Education needs to anticipate the global impact that will bring about a knowledge-based society, where science and technology play a major role as the prime over change. (Arikunto & Lia Yuliana: 2012) Thus education must be relevant to the times so that the goals of education can be maximally achieved. Education for human life is an absolute need that must be fulfilled throughout life. In simple terms, the success of education can be seen from the positive changes in humans. So a person is said to be educated if he experiences growth in knowledge, understanding, attitudes, and behavior that change for the better than before.

In realizing quality education, it is important to pay attention to the learning process. The learning process determines the quality of education itself because learning activities are face-to-face processes that occur between teachers as educators and students as learners. Learning is the same as the process of communicating or delivering messages from teachers to students. The messages or information can be in the form of knowledge, expertise, ideas, experiences, history, and so on. The achievement of the messages conveyed by the

teachers to students really depends on how the learning process take place. If the learning is effective, students will be able to absorb the knowledge and messages the teacher conveys.

According to (Jeschke: 2021) The teacher's ability to deliver lessons is an important factor in determining the success rate of the learning process. A teacher is required to be able to package the material carefully and pay attention to the method of delivery. The success of the teacher in delivering the material really depends on the fluency of communication with students. Therefore, it is necessary to have a learning media to facilitate communication between teachers and students. The use media can make the teaching and learning process more practical and efficient. Besides, the difficulty of a teacher in delivering material to some extent is reduced by the presence of the media. Because in teaching and learning activities the obscurity of the material can be helped by presenting the media as an intermediary.

In learning writing, students found it difficult to write. The students did not develop and did not improve their writing technique in learning English. Students' ability to get ideas depends on how much they write about their topic. Students feel confused about how to make a good paragraph by choosing the correct vocabulary. Students also do not know how to make a good correlation between one sentence to the next sentence or one paragraph to the next, and students' lack of confidence in their writing skills. Students who have difficulty often find it very difficult to learn to write clearly and effectively. Besides that all students also get bored quickly, if they write with boring methods such as writing on paper or in books. Therefore, teachers must think of ways so that students do not get bored quickly and are motivated to write. Utilizing appropriate media is one way so that students do not get bored quickly and hone students' writing skills, by using story jumpers and watsapp students are expected to be able to hone their writing skills to be creative.

This researcher assumes that learning that uses information technology will provide positive values for both students' and teachers. With the various available learning media, it is hoped that it will make the learning process more conducive, increase students' interest, and can enhance students' learning process in learning which in turn is expected to enhance the learning outcomes they achieve. This is because the Story Jumper and Wattpad application require students' to be able to interact with the internet, such as how to access and use it, as well as bring up students' activity due challenges. However, the problem here is whether online learning media using Story Jumper is more effective than using Wattpad?

Why do researchers take comparative titles? because according to researcher comparing two or more variables, to get answers or facts, whether there is a comparison of the objects studied or not. As the name implies, the first purpose of comparative research is to compare. In comparative research, things that are compared are the similarities and differences of two or more facts and the nature of the variables studied. This comparison is based on the framework of the research conducted.

The researcher is interested in conducting a study to reveal the effectiveness of using Story Jumper and Wattpad in writing achievement of grade 10 senior high school students'. If Teacher only apply the same teaching strategies, the same learning methods, and learning media for a long time, students will quickly feel bored. There is no longer a sense of curiosity that makes students enthusiastic about learning. In essence, students should realize that the ability to write is a means to convey ideas. According to Parnawi (2019: 73), interest is a tendency which in its implementation is carried out permanently with the aim of paying attention to and remembering some activities. To make students more interested and enthusiastic when learning

writing, teachers must use interesting strategies to teach writing. One strategy that teachers can use is to use media to support the teaching and learning process. Along with the times, there are lots of teaching media that we can use, one of which is using Story Jumper and Wattpad to increase students' writing achievement.

## **B. Limitation of the Problem**

There are many kinds of factors that can define the writing achievement process on the writing achievement, thus it is necessary to define the problem so that it is not too broad. This is due to the limitations of time, cost, capability, and power of the author. Based on the description of the background, the researchers defined the problem on problems to be analyzed following the expected objectives. The problem restrictions made are :

1. The subjects used in this study students in grade 10 of Senior High School
2. The research focused on the comparative study on the impact of using Story Jumper and Wattpad on Writing Achievement
3. The materials used in this research is a writing achievement in narrative text

## **C. Research Question**

1. How is the writing achievement in narrative text using Story Jumper?
2. How is the writing achievement in narrative text using Wattpad?
3. Is the writing achievement using Story Jumper more effective than using Wattpad?

## **D. Research Objectives**

Based on the formulation of the problem above, this research will be conducted with the aims :

To find out which application is more effective for writing achievement, Story Jumper or Wattpad?

## **E. Significance of Research**

### **1. Theoretical Significance**

This research is expected to enrich the knowledge of the use of Story Jumper and Wattpad as appropriate, innovative, effective learning media and can be used especially in English education subject.

### **2. Practical Significance**

- a. It is hoped that this research can later be used as a reference material for the future.
- b. To provide effective, efficient, and creative input on the use of Story Jumper and Wattpad media to teachers of English.
- c. To become an input for parents so they can assist and provide direction to children with online learning using Story Jumper and Wattpad for information.
- d. To add insight for students to be able to take advantage of Story Jumper and Wattpad media in learning English on grade 10 Senior High School.