CHAPTER I

INTRODUCTION

In this chapter, the researcher discusses the background of the study, the identification of the problem, the limitation of the problem, the formulation of the problem, the research questions, the purposes of the research, the significance of the research, and the definitions of the key terms.

1.1 Background of the Study

In this era, smart technologies have been increasingly used in many areas of our lives. Technology trends indicate the future will be characterized by smart devices called digital network. Setiawan (2019:306), who states that this time is accompanied by a digital era that has made fundamental changes in the evolution of technology that targets a gap in all human life. Its scope is very broad, so it has reached the realm of the field of education.

The application of information technology to support the educational process has become a necessity for educational institutions in Indonesia. The utilization of information technology is needed to improve efficiency and productivity for education management. Relating to this, Setiawan (2019:306) states that the global demand instructes that the realm of education to immediately follow the trend of digital development as a manifestation in improving the quality of education.

Technology in schools is always associated with learning media. Learning media used by schools in the teaching, and learning process

nowadays have currently tended to move to digital media or technology-based learning media. According to Manohar, Dashputra, and Suresh (2015), teaching learning media (T-L media) play an extremely important role in teaching the learning process for teachers as well as students since they are used as a means of communicating educational information. Different teaching learning media have been developed to facilitate teaching and learning. For college students, digital media should not only raise students' motivation but also make them more active and creative to use technology in learning process so that they can compete in this era.

However there are many students that still have not perceived the usegae of digital media in teaching learning process as it is. Perception is a process that is preceded by sensing, which is a stimulus received by the individual through the receptor, namely the senses. Perception is a stimulus that is sensed by the individual, organized, and interpreted so that the individual realizes and understands what is sensed. The mood is also a factor that influences perception. Emotional state affects a person's behavior, this mood shows how a person feels at the time which can affect how a person receives, reacts, and remembers. Romanov (2007) as cited in Wahyuningtyas, & Wulandari, (2017).

At Bung Hatta University, digital media have been used since the beginning of the semester, all majors have used digital media during the teaching and learning process, including the English department. The use of audio media in the English department is optimized through the IC class

held in the first semester. Therefore, researcher is interested in examining English department students' perceptions toward the use of digital media in the English classroom.

Based on the description above, the researcher is interested in conducting research entitled "An Analysis of Second Year Students' Perception toward the Use of Digital Media in the English Classroom at English Department of Bung Hatta University.

1.2 Identification of the Problem

Digital media are digitized content that can be transmitted over the internet or computer networks. New digital media technologies in education with their reorganization of social networks offer opportunities for people to challenge previous centralized models of learning by connecting, sharing, and discussing ideas outside of the classroom and at a great distance from each other. Relating to this, John and Catherine (2009) declare that the new digital media are a frontier that is rich with opportunities and risks, particularly for young people.

Digital media are expected to be able to make students interested in learning English at school. Digital media that are commonly used in schools are audio digital and audiovisual digital. Relating to this, John and Catherine (2009) state that digital technologies are divided into social networking, blogging, vlogging, gaming, instant messaging, downloading music, and other content.

According to Aina, Sani, and Sevrika (2013: 2), perception is someone's opinion about an object or experience. Walgito in Nursanti (2016: 163) states that there are also some factors that influence someone's perception; it includes internal and external factors. For the internal factor, the perception of an individual will be influenced by the psychological factor of someone's thought, feeling, motivation, and attention. On the other hand, for the external factor, it is influenced by outside factors such as stimulus, environment, culture, and belief. Sober in Nursanti (2016: 163) argues that there are two factors that influence someone's perception. There are internal and external factors. Internal factor includes psychological needs, personal background, experience, personality, attitude, and personally believe, and self-acceptance. Furthermore, for the external factor, he argues that it includes intensity, size, contrast, movement, repetition, intimacy, and novelty.

From the explanatiom above it can be concluded there are two factors ttat can influence someone's perception. Internal factors such as personality and attitude and eksternal factors such as culture, belief and environment.

1.3 Limitation of the Problem

Due to the broad area of this study as discussed in the identification of the problem, the researcher limit her study to the second year students' perceptions toward the use of audio media and audio visual media in English classroom.

1.4 Formulation of the Problem

Based on the limitation of the problem, the formulation of the problem in this research is formulated as follows; 'How is the Second year students' perceptions toward the use of digital media in the English classroom.

1.5 Research Questions

In line with the formulation of the problem, this research is conducted to answer the following specific questions:

1. How is the Second year students' perceptions toward the use of audio media in the English classroom?

2. How is the Second year students' perceptions toward the use of audio visual media in the English classroom?

1.6 The Purposes of the Research

Generally, this research is aimed at describing second-year students' perceptions toward the use of digital media in the English classroom In more specific, this research is aimed to:

1. To describe the second year students' perception toward the use of audio media in English classroom.

2. To describe the second year students' perception toward the use of audio visual media in English classroom.

1.7 The Significance of the Study

The researcher assumes that it is a necessity to conduct this research because its findings will contribute scientific information that can be useful for improving the process of teaching and learning English in the classroom.

The result of this research gives empirical information to the lecturers about the students' perception of the use of digital learning media. In other words, the result of this study can be used as input for the lecturers in teaching English using digital media. For the students, the result of this study can motivate them to be more interested in learning the English language. While for the researcher, this research will improve her knowledge about how to do research.

1.8 The Definitions of the Key Term

To avoid misunderstanding about this research, the researcher defines the key form used in it.

A. Perception is someone's opinion about an object or experience.

B. Digital media is any media that depends on electronic devices for its creation, distribution, view, and storage.

C. E-learning is education via the Internet, network, or standalone computer.

D. Audio media is media whose message content is only received through the sense of hearing.

E. Audiovisual media are media that have elements of images and sound elements.