

CHAPTER I

INTRODUCTION

A. Research Background

English is one of the international languages that has a significant impact on the field of education. Since English is a universal language that is spoken by many nations and utilized in a variety of industries, someone with good English communication skills may interact with people anywhere in the world. At least, that is the consensus among academics and people who learned everywhere. According to Brown (2000: 250), there are four language skills that must be mastered, namely: speaking, reading, writing, and listening. One of the important skills is speaking skill.

Speaking is one of the four important language skills related to responding and communicating with others, which enables understandable spoken interactions. In learning English, speaking skills are students' ability to communicate (Apriyanti & Ayu, 2020). Speaking is categorized as a productive skill in which everyone can build meaning based on their circumstances (Suryana et al., 2020). In addition, Brown (2000:275) said that there are three things that students must pay attention to when they practice speaking, such as: Language Processing, students must be able to process language in their own heads and arrange it into a coherent sequence, so that it comes out in an incoherent form. coherent, not only understandable, but also convey the intended meaning.

For foreign language learners, learning speaking skills is not easy. According to (Wahyudi, 2017), the main purpose of teaching speaking is to train students to speak fluently with good fluency and accuracy. Students find it difficult to express ideas, and are not confident in speaking. There are several parts of speaking that students must master, such as vocabulary, pronunciation, intonation, fluency, and accuracy. By having this ability to speak, messages that will be conveyed verbally will be conveyed effectively

and efficiently.

Based on pre-observation have been made at SMA Negeri 1 Sungai Kakap, especially eleventh grade students' interest in learning English is still relatively low, especially in speaking skills. The problem is the lack of vocabulary they have, worried about making mistakes in using grammatical, they also still make mistakes in pronounce English words, and they are still not fluent when speaking English. Then, the media used make students quickly feel bored with learning material and make students dislike English lessons. In addition, there was still a lack of use of technology-based learning media. Therefore, the researcher aimed to introduce the Canva application as a learning media in the classroom. The researcher hopes that by conducting this research students can be more active in English lessons, especially in speaking skill. According to (Miftakhuddin, 2021), Canva is a platform that can be used by educators in creating learning media in the form of presentation slides, videos or interactive infographics. In addition, (Poerna Wardhanie et al., 2021) said that Canva is a visual design application that is easy to use, even for beginners. The Canva application provides many interesting features to create visual content that users want to create, so that those who use it can be as creative as possible. For educators, Canva has many great advantages. Some of the advantages of the Canva application according to (Tanjung & Faiza, 2019), are that it has an interesting variety of designs, improve the creativity of teachers and students in designing learning media because many features have been provided, saves time in practical learning media, and in designing. You don't have to use a laptop but it can be done via a cell phone.

There are several previous studies, the first is research from (Wahyuni et al., 2022) from PGRI West Sumatra university "Increasing Students' Interest in Learning English Through the Canva Application". As a result, the researcher found that students were more interested in learning English when the teacher used the Canva application, as evidenced by students who were already actively involved in the learning process, namely students asking questions, having good discussions during the learning process because the

teaching materials used by the teacher were very interesting. Then, Elsa & Anwar (2021) "The Perception of Using Technology Canva Application as A Media for English Teacher Creating Media Virtual Teaching and English Learning in Loei Thailand". The results, this study uses a mixed methods design which begins with the collection of quantitative data. The results of this research with several existing theories is that this study found that teachers' interest in using Canva as a learning design was at a very low percentage. The interest is only 10%, this is because there are many applications that provide the same facilities and are easy to use. Currently, learning media made by teachers must be practical and not burdensome to all groups. Meanwhile, Canva is a top-class application so only certain people and teachers can practice it.

Therefore, from the explanation above, this research intends to find out "Improving Student's Speaking Skill by Using Canva", especially the eleventh-grade students of SMA Negeri 1 Sungai Kakap.

B. Research Question

Based on the background explanation above, the researcher conclude that the research question of this research was: "How to improve students' speaking skill by using Canva Canva at the eleventh-grade students of SMA Negeri 1 Sungai Kakap in the academic year of 2022/2023?"

C. Research Purpose

According to research question, this research purpose aimed to investigate how to improve students' speaking skill by using Canva at the eleventh-grade students of SMA Negeri 1 Sungai Kakap in the academic year of 2022/2023.

D. Significance of the Research

Hopefully, this research is very useful and gives goodness contribution to everyone related to English education. There is some expectation to be

achieved from this research:

1. **Theoretical Significance**

- a. The result of this research is expected can be a reference for English students to do similar research or another researcher.
- b. The result of this research is expected can be used as information material for the English departments and also as knowledge in improving English education and apply it in the teaching-learning process.

2. **Practical Significance**

By the preparation of this research, the researcher hope that this research can contribute and have a positive impact on school, English teachers, other researchers and students.

a. To School

By conducting this research, the researcher hopes that this research can be of benefit to schools, so that they can develop learning media such as Canva which can be used in their schools to learn English. Material for consideration in preparing learning programs and determining appropriate learning methods and media to develop students' English skills.

b. To English Teacher

By conducting this research, the researcher hopes that this research can be useful for English teachers to improve their knowledge so they can develop their learning media such as Canva to support the English teaching and learning process.

c. To student

The researcher hope that students be able to use all forms of technology currently available to them to research and better understand various subjects. The researcher also hope that by using Canva's learning resources, students get hands-on experience with interesting, imaginative, and fun learning. Students can take English classes to improve their speaking skills.

d. To Other Researchers

The researcher hopes that through this research other researchers can get references to complete the deficiencies that exist in this research. This research can be a source of information so that it can be further developed in other materials to improve the quality of teaching and learning.

E. Scope of the Research

1. Research Variable

The researcher used a single variable, the research variable is improving student's speaking skill by using Canva. Variable is concerned with the variation in closeness of an object, creature, place, event, or any natural marvels (Shukla, 2018). It is extremely possible to describe it as a trademark that is under examination and whose personality or worth changes or is likely to vary per unit, which is known as a variable, or as a trademark whose worth or personality varies. In addition, (Mandasari & Aminatun, 2020). In addition, Sugiyono (2013:38) said that a basically research variable is everything in any form determined by the researcher to be studied in order to obtain information about it, then conclusion is drawn.

2. Research Terminology

a. Speaking Skill

Speaking is a skill that students must have when they want to learn a language because the purpose of speaking here is to be able to communicate on a daily basis or even with people around the world and can also make us fluent in public speaking. In this case the aspects that must be learned are pronunciation, vocabulary, grammar, fluency and comprehension. These five aspects must be mastered by students if they want to be good at public speaking.

b. Canva

Canva is a platform used by teachers to design and create the media they want. With the many features that have been provided, it can make it easier for teachers to create media. Apart from that, there are also many interesting templates that have been provided so that students don't get bored quickly in learning.

c. SMA Negeri 1 Sungai Kakap

SMAN 1 Sungai Kakap is an educational unit with a high school level in Sungai Kakap District, Kubu Raya Regency, West Kalimantan. In carrying out activities, SMAN 1 Sungai Kakap is under the auspices of the Ministry of Education and Culture. SMAN 1 Sungai Kakap is Located at St. Sungai Raya Kakap, Gg. Tuadi (behind the sub-district office).

F. Action Hypothesis

Based on the theoretical research and conceptual development of action planning stated above, the action research hypothesis is formulated as follows: Through using Canva, the researcher hopes that English teacher in the eleventh grade of SMA Negeri 1 Sungai Kakap can use this Canva to improve students' speaking skills in English.