

CHAPTER I

INTRODUCTION

A. Research Background

In learning English, students' need media to support learning activity. Learning media are tools used to support the implementation of the teaching and learning process from books to the use of electronic devices in the classroom. According to Munadi (2012) media is anything that can convey messages from sources in a planned manner so as to create a conducive learning environment where the recipient can carry out the learning process efficiently and effectively. Media is helpful for students' in learning. According to Hafis (2013) learning media is needed to create an enjoyable classroom environment and improve students' interest and motivation.

In general, learning media can be grouped into three kinds, namely visual media, audio media and audio-visual media. Visual media is a type of media that only utilizes students' senses of vision, for example printed media such as books, journal modules, posters and maps. Audio media is a type of learning media that only involves students' senses of hearing the examples are sounds of music and artificial sounds. Audio visual media is a type of media used in learning activities by involving the sense of sight and the sense of hearing in a process or activity, for example, film, TV programs and videos.

Audio-visual media is a media that provides moving images/video and support by subtitle and sound. According to Wati (2016) audio visual media is a tool used in learning to help written and spoken words convey knowledge, attitudes, ideas in learning. Students' will be more interested in learning to use visual media audio such as videos and movies. Audio visual media can be used with several devices such as laptop, tv, projectors and smartphones.

In learning english, Smartphones are the easiest tools to carry and use in learning activities. According to Garini (2017) gadgets (smartphones) as small electronic devices that have many functions. Gadgets (smartphones) have many

functions for users so that they are considered easier. the use of technology such as smartphones as learning media is a effective way.

Moreover, smartphones can also help students' in developing student skills. It helps students' in improving their ability toward oral language skill, namely speaking and listening skill. According to Susanto (2015) oral language skills include speaking and listening skill, written language skill include reading and writing. Smartphones are use to download learning materials, watch learning videos and hear examples of conversations. Smartphone effectively helps in students' listening and speaking skill.

In learning to use smartphones there are difficulties and conveniences. The importance of knowing students' perceptions of learning to use smartphones so that teachers and students' can improve learning using smartphones. Perception is someone opinion based on how things seems. Everyone has a different perception. According to Suranto (2010) perception is an internal process that has been recognized by individuals when selecting and assisting from outside. The stimuli that are captured by one's senses, then spontaneously the individual's feelings and thoughts will give the meaning of the existing stimuli. In simple terms, it can be said that perception is an individual's process of understanding the relationship or contact with the world around him.

The use of smartphones in learning is able to provide benefits and convenience for students' in learning but there are also students' who have difficulty in learning to use smartphones. In addition to the positive side of using smartphones that make it easier for students' to learn, there is also a negative side of using smartphones in learning such as students' who should use smartphones to study and open applications for learning but instead open entertainment applications.

The previous study perception of smartphone as media in learning language has conducted. For example, Hidayati (2019) their study were to find students' perception about the use of smarphones for language learning and Anshori(2020) The Students' perception on the usage of smartphone as media

of mobile assisted language learning at english language education department of University of Muhammadiyah Malang, this study aim to find students' perception on the usage of smartphone in the classroom.

Based on the observation, the researcher interest to conduct this research in IKIP PGRI Pontianak to know perception of third semester students' english education study program IKIP PGRI Pontianak of using smartphone as media in EFL classroom.

B. Research Problems

The researcher formulates the research problems is what are students' perceptions of Smartphone as media in EFL classroom ?

C. Research Purposes

The aims of this research based on the research problem to know students' perceptions of Smartphone as media in EFL classroom.

D. Research Significance

1. Theoretical Significance

The findings of this study are expected to be a useful theory and reference about students' perceptions of the use of smartphones in learning.

2. Practical Significance

a. For lecturer

The result of this research able to know the view of Smartphone as a media in english learning and the impact of smartphone as media on students' skill

b. For the students

This study help students' to express feeling and opinion about using Smartphone as media in learning.

c. For the researcher

The researcher find the answer for the phenomenon that occurred and it can be used for the other researcher as a reference.

E. Scope of the research

1. Research variable

Research variables are defined as research concepts According to Sugiyono (2016) research variable as an attribute or nature or value of a person, object or activity that has a certain variation determined by the researcher to be studied so that information is obtained about it, then conclusions are drawn. This research is a quantitative descriptive study that focuses on students' perceptions of using smartphones in learning and what students' perceptions about skills have an impact on using smartphones in learning. In this research, researcher use independent and dependent variable. The dependent variable is perception and independent variable is using smartphone.

2. Research Terminology

a. Audio-visual media

Media is a tool can forward the information (messages) between the source (messengers) and the recipient. There are 3 kinds of media namely, audio media, visual media and audio-visual media.

b. Smartphone

Smartphone is a mobile phone or smart cellular phone equipped with the latest features and high capabilities like a computer. Smartphones can be used as communication tools such as text messages, telephone and video calls. Smartphones also have cameras, music players, videos, games, email access translation app and applications that make everyday life easier, such as GPS and debit/credit cards in smartphones.

c. Perception

Perception is a cognitive process experienced by each individual in selecting, organizing, interpreting and interpreting information inputs and sensations received through sight, hearing, smell, touch, feeling and appreciation so as to produce a meaningful picture of the world.