

CHAPTER I

INTRODUCTION

A. Research Background

Speaking is one of the four skills in learning English that must be mastered especially by senior high school students. Pakula (2019), states that speaking skill is an important skill part of learning a language. With speaking skills, students are expected to be able to build communication and express the meaning of language in order to be able to interact with others. Speaking skills are students' ability to communicate (Apriyanti & Ayu, 2020).

In the process of teaching and learning, speaking seems difficult for students. Based on pre-observations conducted at SMAS Hidayatul Muhsinin, the researcher investigate that students had difficulty communicating their ideas besides that they were also not confident to speak, most students still had difficulty speaking English due to various problems, including lack of vocabulary, pronunciation, fluency, and grammar. The main objective of teaching speaking is to train students to speak fluently with good fluency and accuracy (Wahyudi, 2017). There are several parts of speaking that students must master, such as vocabulary, pronunciation, intonation, fluency, and accuracy. By having this speaking ability, what will be conveyed verbally will be conveyed effectively and efficiently.

Effective learning activities are carried out by involving various interconnected components. Some of these components include learning materials, learning methods and strategies, learning media, class mastery, follow-up learning, and others. Learning media is a component that helps organize teaching and learning activities. Learning media is defined as a tool in the form of physical and non-physical used by teachers in conveying material to students to be more effective and efficient. So that the learning materials more quickly accepted students intact as well as attract students to learn more (Musfiqon, 2012).

Canva is an online graphic design application, accessible through mobile

and desktop devices, that allows even users with no design experience to create professional designs. Canva is one of the apps from many that exist in the tech world. This application is an online design application that offers a variety of graphic designs including: presentations, posters, flyers, graphics, banners, invitation cards, photo editing and facebook covers (Rahma Elvira Tanjung, 2019). Moreover, the presence of learning media apps like Canva can help teachers or students learn and understand English lessons more easily. There are many advantages of using Canva to create learning media, such as: create diverse designs, equipped with various animation functions, templates and page numbers, which can improve the creativity and time efficiency of teachers and students.

To support this research, some previous studies were reviewed by the researcher, the first being a study by PGRI University of West Sumatra (Fani Wahyuni, 2022) "Increasing students' interest in learning English through the Canva app". Therefore, the researcher suggests that Canva can be used not only by teachers, but also by students. Therefore, the researcher hopes that English teachers can assign homework to students through the Canva application, so that students can experience new things, because they can be creative by themselves, and students will not feel bored. Then (Elsa Christiana, 2021) "The Perception of Using Technology Canva Application as a Media for English Teachers Creating Media Virtual Teaching and English Learning in Loei Thailand" as a result to compare the results of this study with several existing theories, This study found that teachers have little interest in using Canva as a learning design. The interest rate is only 10%, due to the many applications that offer the same possibilities and are easy to use. Currently, learning media created by teachers must be functional and not burdensome to all groups. Canva is now a high-end app, so only certain people and teachers can use it.

Therefore, from the explanation above, this research aims to improve students' speaking skills using Canva as a learning media in class, it will be helpful in terms of students' speaking skill and interest in learning English. Using the Canva app in today's learning process is more than just a possibility.

However, the use of app media has become a requirement and an alternative for all teachers and students and can be used to support the learning process of students (Lukman Arif, 2016). The most important thing is to make it easier for teachers and students to implement multimedia learning by using apps as learning media. In addition, it can help students understand the learning materials provided by the teacher, which is bound to affect the learning effect of students, so as to better help students understand about speaking skills.

B. Research Problem

Based on the background explanation above, the researcher concluded that the problem of this research aims to explore about “How to Improve Students Speaking Skill by using Canva at the eleventh grade of SMAS Hidayatul Muhsinin in The Academic year 2022/2023?”

C. Research Purposes

The purpose of this research to investigate how to improve the speaking skill of students’ by using Canva at the Eleventh Grade Students of SMAS Hidayatul Muhsinin in the Academic Year 2022/2023.

D. Significance of the Research

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

1. Theoretical significances

- a. The result of this research is expected can be reference for the English students to do similar research or another researcher.
- b. The result of this research is expected can be used as information material for English department and also as knowledge in improving the speaking skill of students’ by using Canva.

2. Practical Significance

The researcher of this research hope that by compiling this research, it can benefit students, teachers of English, researcher, and school.

a. To School

The researcher hopes that by carrying out this research, school can be able to create learning tools like Canva that they can use in their classrooms to teach and learn English. material to take into account when creating lesson plans and selecting the best teaching strategies and media to improve students' speaking skills.

b. To English teachers

The researcher hopes that by carrying out this research, English teachers can gain knowledge that will help them create learning resources, like Canva media, to support improve students' speaking skills.

c. To Other Researcher

The researcher hopes that by conducting this research, other researcher can be able to use it as a resource to fill in any gaps in this research's methodology. This research can serve as a source of knowledge so that it can be expanded upon in other materials to raise the standard of instruction and learning.

d. To students

The researcher hope that students can use all forms of technology currently available to them to research and better understand a variety of subjects. The researcher also hopes that by using Canva learning resources, students can gain first-hand experience with engaging, imaginative, and enjoyable learning. Students can take English classes to advance their speaking skills.

E. Research Hypotesis

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 the eleventh grade of SMAS Hidayatul Muhsinin can improve their speaking skills in English.

F. Scope of the Research

In this research, the main variable is the only variable use by the researcher. Researcher was investigated the problems experienced by students in conducting speaking skills. The variables use in this research are describe as follows:

1. Research Variable

Variable is concerned with the variation in closeness of a face to face, object, creature, spot, circumstance, or in any common wonders (Shukhla, 2018). It is very possible to describe it as a trademark that is under investigation and whose personality or worth changes or is likely to change per unit, which is known as a variable, or as a trademark whose worth or personality varies. An attribute, trait, or value of people, things, or activities that has specific variations set by researcher to research and then draw conclusions is referred to as a research variable (Sugiyono, 2019: 68). In this research, the researcher only used single variable namely Improving Students Speaking using Canva.

2. Research Terminology

The following definitions are provided to ensure the uniformity and understanding of these terms throughout the research:

a. Speaking Skill

Speaking is a language skill that must be mastered by students in learning languages because the purpose of learning language is communication. One of the English skills that students need to improve is speaking. It is a useful ability that creates sound to communicate thoughts, information and meanings with others. Speaking skills are one of the important abilities to be taught in teaching English, (Mandasari & Aminatun, 2019). The purpose of speaking skills is for students to be able to communicate (Apriyanti & Ayu, 2020). In this case students are asked to express their ideas through speaking skills..

b. Canva

The canva platform produces designs that can increase student

interest in learning activities and increase student motivation by presenting interesting teaching materials and materials, canva is also a graphic design application that provides various interesting features. Canva makes it easier for teachers and students to carry out learning processes based on technology, skills, creativity, and other benefits (Triningsih, 2021).

c. SMAS Hidayatul Muhsinin

This research conducted at SMAS Hidayatul Muhsinin, which is one of the private school in Complex, Jl. Arikarya Indah 4, Pal IX, Kec. Kakap River, Kubu Raya Regency, West Kalimantan 78114.