# CHAPTER I

# INTRODUCTION

## 1.1. Background of the Research

Nowadays, the development of technology is increasing rapidly in all sectors, including the education sector, which at this time has begun to implement online-based or non-face-to-face education methods. This is driven by the situation in the world that is entering the Covid-19 pandemic period where all face-to-face activities are eliminated including face-to-face learning in the education sector at all levels, including the junior high school level, in this case, the author takes an example at SMP Negeri 15 Medan. The online education system, which is actually almost never carried out in the school scope, is now required to assist government programs in overcoming the Covid-19 pandemic, but in reality, the practice carried out only students get assignments and rarely do online-based face-to-face education using applications such as zoom meetings, Ms. Team and so on due to limited facilities and also understanding from students in operating it. The situation is aggravated by students' interest in learning which has decreased drastically in the pandemic era, especially in English subjects and is more concerned with playing games or just watching YouTube on the gadgets they have, this makes it more difficult for teachers to provide learning materials to students, students' abilities are decreasing, both in reading and in the pronunciation of English vocabulary. This situation makes teachers think about how to learn from students to remain effective during the pandemic. As a teacher, of course, it is necessary to evaluate and start designing effective and creative learning strategies by using effective teaching materials and motivating students to learn so that they can achieve learning goals. The author, who is actually on the teacher's side, tries to develop the shortcomings of students who are currently more focused on their gadgets to create a learning system using audio-visual-based gadgets with YouTube application, which this learning method is expected to increase their interest in learning, especially in English subjects which must actually be accompanied by pronunciation practices so that the ability to speak English is increasing.

## 1.2. Identification of the Research

Background of the research can be identified as follows:

1. Students' interest in learning has decreased drastically, especially in English subjects and also a sense of reluctance to try to recite or speak in English because it is considered difficult or unfamiliar, making it more difficult for students to learn English.
2. This is exacerbated by the pandemic situation which requires that learning cannot be done face-to-face and must be based online. In addition, the absence of supporting facilities for English language education in this case the English language laboratory is a factor to help students to learn English, especially in the school environment.
3. The English learning media used is still conventional or uses books, this is very difficult to do during the Covid-19 pandemic which requires distance learning.

## 1.3. Limitation of the Research

Limitation of the research is to develop teaching materials using YouTube application as a means to increase their interest in learning and ability, especially in understanding how to read and pronounce English vocabulary through listening to songs in English.

## 1.4. Problems of the Research

Problems of the research is as follows:

1. How is the effectiveness of developing audio-visual-based listening teaching materials using YouTube application at SMP Negeri 15 Medan?
2. How is the validation from the expert on the development of audio-visual-based listening teaching materials using YouTube application at SMP Negeri 15 Medan?

## 1.5. Objectives of the Research

The objectives of research are:

1. To find out the effectiveness of the development of teaching materials listening from conventional methods or using books into audio-visual-based teaching materials using YouTube application at SMP Negeri 15 Medan.
2. To describe validation from experts about the development of audio-visual-based listening teaching materials using YouTube application at SMP Negeri 15 Medan.

## 1.6. Significances of the Research

### 1.6.1. Theoretically

#### Theoretically, the results of this research can be a reference for subsequent researchers, can contribute to the school and as material reference for implementing the teaching and learning process in school.

### 1.6.2. Practically

#### The result of this research is practically to be able to provide information about innovative learning and provide solutions and facilitate the learning of skills that are considered difficult.

## 1.7. Basic Assumptions

According to Arikunto (2010) "the basic assumption is a starting point for thoughts whose truth is accepted by the investigator".



Figure 1. 1 Hipotesis

The basic assumption of this research is "Audio-visual-based listening teaching materials using YouTube application in grade VIII students of SMP Negeri 15 Medan in the Academic Year of 2021-2022".