

# CHAPTER I

## INTRODUCTION

### 1.1 The Background of the Research

E-Module is one of the instructional resources that may assist teachers and students in teaching and learning. Electronic module-based multimedia learning may make students more comfortable and increase the effectiveness of learning compared to conventional learning (Yulando et al., 2019). An interactive electronic module learning design promotes student learning motivation, incorporates sensory activities, gives direct feedback, enables students to select their learning acceleration, and permits self-evaluations (Yulando et al., 2019).

Therefore, the created electronic module provides a number of benefits and is new owing to the incorporation of environmental education. This e-module is provided with a complete subject discussion written in student-friendly language, which is one of its benefits (Purwanto et al., 2020). The electronic module is also packed with images and videos that elucidate the topic's substance, allowing for a clear visualization of the topic's notion. The electronic module was also packed with instructions for completing simple experiments, questions to evaluate the user's abilities, and dialogues so that the user received quick feedback on the questions they were working on (Purwanto et al., 2020).

The presence of modules in learning activities can aid students in acquiring knowledge regarding the fundamental skills taught by educators (Hariyani et al., 2021). E-Modules can facilitate individual student learning

and comprehension evaluation. E-modules as a solution in the learning process because e-modules may boost student motivation and make the learning environment more engaging, in addition to independently usable educational resources. The electronic module plays a significant role since it facilitates student learning. With the electronic module, abstract content may be concretized and a dull learning environment can be made engaging. Additionally, electronic modules can be employed to facilitate autonomous student learning. Additionally, claim that e-modules are beneficial for enhancing student character and for enhancing learning results. With the use of this electronic module, it is intended that students will be able to independently and easily comprehend the subject at their own pace. The advantages of e-modules are the impetus for e-modules-related research (Hariyani et al., 2021).

Flipbook or flipping book and the word Flipbook is derived from a children's toy containing a sequence of various images that, when opened one at a time from the page, appear to be moving (Fitriansyah et al., 2019). Generally, Flipbooks are used extensively in children's books, although they are also utilized extensively in adult textbooks at now. In the use of education using flipbooks, where the use of e-books by the global community has been widespread over the last several years, many are unsatisfied with regular digital books since standard e-books can only rely on the boring method of switching from one page to the next (Fitriansyah et al., 2019). The multimedia role of a flipbook or a flip book is suitable for use as an educational medium. Different from a traditional printed book, the display appears to be more

engaging and dynamic to pupils. In addition to being supported by output, flipbooks may receive content and documents without passing through the print process (Andini & Fitriana, 2018).

Compared to conventional learning, electronic multimedia-based learning modules can make students more at ease and improve learning effectiveness. Environmental education has been incorporated into the designed electronic module, which contributes to its originality. The availability of modules in learning activities can assist students in acquiring knowledge about the fundamental abilities taught by educators.

The electronic module plays a crucial function since it facilitates the learning process for pupils. Flipbook or Flipping Book is a flipping book, and the title Flipbook is derived from a children's toy that has a sequence of distinct images, but when opened one at a time from the page, the image appears to be moving. Different from a traditional printed book, the display appears to be more engaging and dynamic to pupils. The narrative is the narration of events, particularly in a novel, fable, or legend, etc., or the talent of feeling a story. Consequently, this tale describes a previous occurrence. Forms of the past tense are typically employed in narratives. The past tense is a tense used to express acts or events that occurred in the past, as indicated by its description (Dhillon et al., 2020).

The researcher conducted at SMA Negeri 1 Teluk Bintan because the school area is still in the village. And also, Based on the results of the Pre-Research data that the researcher have done, for the teaching materials that

English teachers use at the school, 96% of students answered using textbooks, 2% answered modules, and 2% answered E-Modules. Regarding whether students can understand the material using these teaching materials, 8.9% of students answered no because they did not get books from the library because of the limited stock. Some students answered that they did not understand because the material was difficult. And then, for narrative text material, there are 16.1% of students answered that narrative text is a difficult material. Based on the data obtained, 18.9% of students said the material was difficult to learn. 16.2% of students answered that they forgot about the narrative text material.

Student learning resources are not only from textbooks but also from E-Modules. E-Modules are very easy to access via cellphones or laptops because cellphones have become a basic need for every student. This flipbook-based e-module is hoped to make it easier for students to learn English, especially in narrative text material.

## **1.2 The Problem of the Research**

Based on the background above, the problem that can be formulated is How is the learning material on narrative text developed with interactive e-module flipbook-based for tenth-grade student SMA Negeri 1 Teluk Bintan?

## **1.3 The Objective of the Research**

The research objective is to develop an Interactive E-module Flipbook-Based on Narrative Text for Tenth Grade that helps the student to understand the material easily and make creative, independent, and positive activities for

the student. This is also to help teachers facilitate the teaching of narrative texts.

#### **1.4 The Specification of Product**

Product specifications expected in this research are.

- a. Using Canva professional application to design E-module.
- b. The PDF file is converted into flipbook form using a special flipbook web.
- c. E-module involves narrative text material with colorful pictures.
- d. Some buttons like home, next, and back switch the page.
- e. The material is by basic competence and the textbook.
- f. The English e-module is developed based on the syllabus and curriculum 2013.
- g. E-module can access by link and by offline (without internet data).

#### **1.5 The Significances of the Research**

##### **1. Theoretical Contributions**

This research is expected to help add existing knowledge of narrative texts to make it easier for teachers to teach students.

##### **2. Empirical Contribution**

This research is expected to help students to learn English in narrative text. This research is also expected to help students recognize or know regional stories. The benefits are :

a. For teacher

This research can be an innovation in the learning process. It facilitates the teacher to teach the student and can be a media in online learning, especially in narrative text.

b. For student

This research can increase student interest in their learning process. This research makes students easy to understand the material of the narrative text.

c. For other researchers

This research can be the reference for the next researchers to develop English e-module, especially in narrative text.

## 1.6 The Assumption and Limitation of Research

The assumptions and limitations of the researcher there are :

a. Assumption

- This E-module was used in online and offline classes.
- The product was used even without quota or internet.
- The material is based on basic competence and Curriculum 2013 on Narrative Text for Tenth Grade.

b. Limitation

This research was restricted to tenth-grade MIPA SMA Negeri 1 Teluk Bintan students. Where in the learning process do students and instructors continue to encounter obstacles in the classroom? In addition, the researcher chose to concentrate on creating instructional materials in the form of a narrative-based E-Module Flipbook.

## 1.7 The Definition of Key terms

### 1. E-Module

E-Module is teaching materials containing materials, methods, practice questions, and evaluations designed interestingly and interactively.

### 2. Reading Skill

Reading is one of the four abilities necessary for learning a language, and it is the one that calls for the most focus and concentration.

### 3. Flip-book

Flip-book is files that have a smaller size than other files. The flipbook can also be easily accessed via the link provided by the maker.

### 4. Narrative Text

The narrative text is a text that describes events in detail that are interconnected, such as the story of Timun Mas and Putri Pandan Berduri.