

CHAPTER I

INTRODUCTION

1.1 Background of The Problem

English speaking skill was one of the most difficult skills to learn as stated by Bueno, Madrid and McLaren (2006) which states "Speaking was one of the most difficult skill language learners to face". In addition to the most difficult skills, speaking skills were also included in the most important category in language skills, especially English and it is undeniable that students and teachers need more time to communicate in their daily lives.

The intention in speaking competencies was no longer an clean and easy element, both of students. They face some troubles in learning talking. primarily based at the enjoy and observations of researchers in classroom sports, researchers found severa problems. First, normally college students felt afraid and worried when they want to talk or speak in English within the front of their classmates. Second, students do now not have thoughts or tasks to speak English, that was due to loss of vocabulary, grammatical styles, and shortage of exercise talking English. third, students nonetheless regularly make mistakes in saying English terms. Fourth, their problems with prosodic functions along with intonation, pressure, and other phonological nuances nonetheless reason misunderstandings in communication. those problems make students reluctant and unmotivated to talk.

To remedy students' troubles and enhance their speaking competencies. The teacher must offer some correct strategies that could include college students in

practicing talking and additionally offer some motivation. here, the researcher argues that digital storytelling strategies will make speaking activities a laugh and interesting. Digital Storytelling became a way of sharing and decoding opinions. digital storytelling strategy, researcher believes that students is probably more inspired to talk English freely because earlier than everything they had been inspired to understand the story. It additionally makes students enjoy the getting to know machine. in line with the researcher, storytelling turned into one of the strategies in education speaking wherein students can in short summarize a story or story they've got heard from someone before, or they can create their personal tale to tell their classmates. So, students can percent their mind in storytelling.

In this case, Report text using Digital Storytelling was chose to achieve the goal. This kind of strategy was expected to increase students' motivation which can increase students' desire to speak. This paper focuses on the effectiveness of report text retelling. Digital Storytelling can be very useful for many students dealing with different types of learning styles and modalities. Craig (2001) states that Digital Storytelling gives meaning to learning through the use of their auditory, visual and kinesthetic skills. This means that the ability to tell their stories in a variety of ways through sound, music, graphics, photos, and original artwork allows students to express their creativity in ways other than text to increase students' motivation to speak English and make students more creative.

According to Warschauer (2005) explain that the use of digital storytelling does not only help the students connect high-tech development aid low tech educational system nowadays, but also gives many benefits that cannot be achieved

by the use of traditional storytelling Some of the benefits were: Increasing students' motivation, Making a new ideal strategy of telling personal stories, Providing students with the ability to achieve the 21st century skills. However, According to Kasamil (2018) regarding the weaknesses of digital storytelling, there were four problems, suggesting that teachers should provide specific instructions based on the first, proper guidance and effective narration, both condition have sufficient time to complete the task together with appropriate advice third, technical support with troubleshooting tips, and fourthly copyright and portrait rights related to information ethics (Febrinata,2014)

Report text was an English text that presents information as it is. So the contents of the report text provide information related to an object, which can be an animal, place, event or other in general and in accordance with the state of the object. Report text was also known as an informational report, which in language has a function to provide information about an event. or situation, after the investigation and through various considerations. Report text communicative purpose was to describe something as it is which is the result of observation or research and systematic analysis. The general structure of report text was: general classification, and description. For the motives above, the researcher wants to prove how digital storytelling strategy can improve students' speaking potential. therefore, the resear became interested in accomplishing a research entitled: The Effect of Using Digital Storytelling Towards Students' Speaking Achievement in Report Text.

1.2 The Limitation of the Problem

This researcher limited to find the effect of using digital storytelling towards student's speaking skill. The research focus on report text in first semester of 9th grade of SMPN 10 Tanjungpinang.

1.3 The Formulation of the Problem

The formulation of the problem was as follow: “ Do the students taught by using digital storytelling strategy towards report text achieve better than the students taught by conventional strategy for nine grade of SMPN 10 Tanjungpinang?”

1.4 The Purpose of the Research

Based on the formulation of the problem, the purpose of this study is to see the effect of using digital storytelling strategy on students' speaking skills in report text.

1.5 The Significance of the Research

1.5.1 Theoretically

The theoretical significance of this research is to enrich the existing theory about speaking strategy applied for teaching report text.

1.5.2 Practically

The significances of this study can be seen as follow:

1. For the students

Hopefully, using digital storytelling strategy in coaching and studying speaking can deliver the students a whole lot of opportunities to be creative and courageous in their talking ordinary performance..

2. For teacher

This research was expected to be an input to improve teacher teaching strategies, especially in speaking teaching.

3. For other researchers

This study was expected to have a look at may be a connection with different researchers who want to look at the storytelling technique to enhance students' English competencies.

1.6 The Definition of Key Terms

The following definitions are given to avoid ambiguity or misinterpretation. Those key terms are:

1. Digital storytelling was a strategy using a set of information and communication technologies with the aim of exchanging information, which was packaged into several topics with an attractive presentation style.
2. Speaking skills were a process of delivering information, ideas or ideas from the speaker to the listener.
3. Report text was one type of text in English that describes the details of an object.