DEVELOPING INTERACTIVE LEARNING MULTIMEDIA TO TEACH READING NARATIVE TEXT BY USING ARTICULATE STORYLINE 3 FOR THE 8th GRADES STUDENTS OF SMPN 04 BATU AMPAR

(A Developmental Research on Desaining A Media To Teach Narative Text in SMPN 04 Batu Ampar In The Academic Year 2020/2021)

A THESIS

(Submitted To Fulfil one of The Requirements For Writing Proposal In The English Education Study Program, Alnguange And Art Education Depertement of Teacher Training Education Faculty of Tanjungpura University)

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hereby declare by this final project entiled developing interactive learning multimedia to teach reading narrative text by using articulate storyline 3 for the 8th grades students of SMPN 04 BATU AMPAR. is definitely my own work. I am completely responsible for the content of this thesis other researcher or opinion finding includes in this thesis are citied or quoted with ethical standar

pontianak, februari 2021

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It is an endless gratitude to the Almighty God for His blessing on the accomplishment of this thesis which is entitled "**DEVELOPING INTERACTIVE LEARNING MULTIMEDIA TO TEACH READING NARRATIVE TEXT BY USING ARTICULATE STORYLINE 3 FOR THE 8TH GRADES STUDENTS OF SMPN 04 BATU AMPAR**". The Purpose of Writing This Thesis Is To Fulfill One Of The Requirements For Thesis Examination At English Study Program, Language And Arts Educational Department, Teaching Training And Educational Faculty, Tanjungpura University.

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The researcher expect that his thesis can be beneficial for readers especially students of English Education Study Program In Tanjungpura University. Because the researcher is aware of his weaknesses in this thesis, criticism, comment, and sugestions, are necessary for the positive contribution to better language and education.

Pontianak, 11 Januari 2021

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ABSTRACT

Riyadi, Maskur 2020. DEVELOPING INTERACTIVE LEARNING MULTIMEDIA TO TEACH READING NARATIVE TEXT BY USING ARTICULATE STORYLINE 3 FOR THE 8th GRADES STUDENTS OF SMPN 04 BATU AMPAR

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The aim of this research was to find out the appropriate design of the reading interactive learning multimedia for the eight grades student of SMPN 04 Batu Ampar. The type of this research was Research an Development (R&D). The procedure were adapted from ADDIE model by Taylor. ADDIE stands for analyse, Design, Develop, Implementation, and Evaluate. The subject of this research was the eight grades students of SMPN 04 Batu Ampar. The data were collected through questionaries (need analysis and Expert Judgment). Design phase was done to prepare the appropriate material to create the application. Develop phase was done to create an essential part of the N4V (Narrative text for Vocabulary). The design product was complete after have an expert validation regarding to the student needs, and already stated valid to be use by the expert validator. The N4V considering the Learning Multimedia, Application and Games. To sump up, it was found that N4V is usable to support learning reading narrative text to assist students in enrich vocabulary.

Keywords: Narrative text, Interactive Learning Multimedia, Reading, Vocabullary

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CHAPTER I

INTRODUCTION

A. Research Background

Nowadays, the learning system has changed greatly, and it is very difficult to do because many schools are implementing online learning systems. Moreover, online learning requires media that can support learning with an online system in order to help students receive the material that has been delivered by the teacher. For this reason, researchers are eager to find media that can help and support the online learning system by creating products that teachers can apply within an online system. The media that the researcher want to develop is Narative for vocabullary (N4V). N4V the media that will develop in order to assist students learning about vocabullary with new form.

In junior high school, reading should receive a special focus in the teaching and learning proccess since it gives much contribution to the development of the productive skills such as speaking and writting. Mostly, student interact with text during their test so they need a good reading skill in order to be able to pass the Nation Final Examination.

In the previous research Reza halimah is ever create interactive multimedia inlearning teaching process. He talk about Developing Interactive Multimedia For Teaching Descriptive Text Reading To Grade VII students at SMPN6 Yogyakarta. In this research Reza Halimah focus to create interactive multimedia to teach about descriptive text. This have different focus with the researcer. The researcher focus to teach about teaching Narative text in learning teaching process.

The second prevous research is Widji Kurnia Asih developing interactive learning multimedia to teach reading Narrative text for the eight grade students of SMPN 1 Puring the focus of this research is to solve the student problem to find

the main idea of the text. It is different with the focus of the researcer. The reasearcher focus is to enrich student vocabullary on reading process about Narrative text of SMPN 04 Batu Ampar.

However, student's reading ability was relatively poor. The language difference between English and their daily language made them difficult to understand the english texts. Moreover, their vocabulary mastery was still low. That made them difficult to acquire knowledge and to gether the information from the text.

The student of SMPN 04 Batu Ampar also had the same problem in the teaching learning process of reading. Most of them found it difficult to understand english text due to their limited background knowledge and low vocabulary mastery. The limited number of student's textbook also made the situation worries. Moreover, the school did not provide supporting medium that was used to attract student's interest in learning.

Based on these problems the researcher intends to make interactive media-based learning. This media is made using the application of articulate story line 3 and is commonly called N4V (narrative for vocabullary). This media is specially made with the needs of students in junior high school 4 based on the curriculum used by teachers teaching at the school. N4v is specifically designed to make it easier for students to learn Narrative text by focusing on the goal of enriching vocabullary for these students with a very attractive appearance and the material being taught is based on textbooks used by grade 8 smpn 4 Batu Ampar.

Relate to the use of media to achive the goals of english teaching and learning process especially reading, interactive multimedia could be an alternative way that provide attractive and up todate materials. The present study was an attempt to develope the interactive multimedia for teaching reading narrative text for the eight grades students in SMPN 04 Batu Ampar.

B. Research Question

The reesearch question of this research is:

1. How to design an interactive learning multimedia N4V (narrative text for vocabulary) for the eight grade students to enrich student vocabullary in learning reading narrative text of SMPN 04 Batu Ampar?
2. How does the design N4V (Narrative text for Vocabulary) can enrich students vocabulary in learning reading narrative text of SMPN 04 Batu Ampar?

C. Research Purposed

To develop an interactive learning multimedia N4V (Narrative text For Vocabulary) for the eight grade students to enrich student vocabullary in learnng reading narrative text of SMPN 04 Batu Ampar.

D. Significant of research

The result of this study was expected to give contribute as follows

1. For the researcher

   The result of this study was excpected to give her mare knowledge and experieence in developing effective media fo teaching and learning english especially for reding.

2. For the student of SMPN 04 Batu Ampar

   The result of this study was expected to develope their reading actiivities with the straegy that will improve their reading skill so they will be more motivated in learning eglish

3. For the teacher of SMPN 04 Batu Ampar

   The result of this study was expected to provide them alternative media to teach english, especially in reading skill it was also expected to inspire and motived the teacer to be more creative and innovative in developing interesting and effective the media to teach english.

4. For the other researchers

This result of this study was exspected to be a reference in creating other strategy on other similar strategies on english especially in the field of media development.

E. Scope of the research

Based on the background of the study above, this research focus on developing an interactive learning multimedia to assis students learning about vocabullary with new form.

In order to achive the aim of the research affectively, yhe scope of the research would be limitted as follow:

1. The research is focus in developing an interactive multimedia to assist student learning about vocabuallary in the narative text.
2. The targets of user of the product are the students in SMPN 04 batu Ampar.

F. Research terminology

To avoid the misunderstanding in this research, there are several terminologies that the researcher thinks necessary to explain them. The terminology.

1. Reading is a process in which done by reader to get message or information from the writer through printed media. It is very complex process in recognizing and comprehending written symbols which influenced by perceptual skill, decoding, experiences, language background, mind set and reasoning of reader (Tarigan, 2008)
2. Narative text is a tool that is used to teaching English subject especially reading.
3. Interactive Multimedua can be defined in many view, (Vaughan, 2008) defines multimedia as aunited mixture digitaly manipulated texts, photograph, graphic, arts, sounds, animations, and video elements. When those element are organized into a multimedia presentation that allow the

student to direct what andwhen the element are delivered, then it is categorize as intereactivemultimedia. In other word, the mixture of seeing text, hearing sounds, and watching vidios and animation, and creating graphic and art is presented in a complete in package called multimedia.

4. N4V (Narrative Text for Vocabulary)
5. SMPN 04 Batu Ampar in this research is the place where the researcher conducts the research which located on Jalan haji bujang atim kec batu ampar, Kalimantan Barat.
6. Class VIII SMPN 04 Batu Ampar is the subject of this research.
7. Articulate storyline 3 is software produced by the company Articulate which is engaged in e-learning and media software.
8. Matching games

   Matching games is a guessing game where is one of many type of games, (As & Wills, 2021) suggest, this type will help student become familiar with new vocabulary in an enjoyable way and also, Allen (p;54, 1983) point out that "guessing game can create condition in which the use of the target language is necessary for leading player to the correct guess" game of matching an image or words with similar meaning or description. That can run in some media like computer, paper, most of the time embedded in a web browser and played online, but some of these games are also available for download and can be played offline.