

CHAPTER I

INTRODUCTION

A. Background of Study

Learning now today will not always be the same as studying in the past. In the past, people who wanted to learn had to look for a teacher and meet face to face and have to look for material books to study. However, the development of the times gives humans an ease in learning and teaching. Nowadays, learning can use technology that helps teachers and students in learning.

In the Hadist from the messenger of Allah, Prophet Muhammad may peace be upon him. He said :

طَلَبُ الْعِلْمِ فَرِيضَةٌ عَلَى كُلِّ مُسْلِمٍ

it is obligatory for every Muslim to seek knowledge Because there are many virtues of knowledge. Some of the virtues of science include:

1. Knowledge is a specialty, knowledge is a privilege that Allah subhanahu wa ta'ala has made especially for humans. Apart from science, humans and animals have something in common.
2. Knowledge can lead a person to virtue and piety. And because of that piety, a person can get glory with Allah subhanahu wa ta'ala, and eternal happiness.

A person who speaks an overseas language, similar to English, must 1st apprehend the vocabulary of that language so as to speak well. So, Learning English is not as straightforward as it appears. It takes a long time to become proficient in English. Furthermore, there are numerous aspects of this language that need be studied, one of which is vocabulary. One of the fundamental issues is a lack of language expertise (Fitri, 2018). Because today's period expects lecturers and lecturers to include technology into their teaching, the function of technology is quite crucial. The advancement of technology, which serves as a fundamental desire, contributes to the advancement of several parts of education, such as teaching, learning, and analysis (Aminatun, 2019; Pustika, 2020; Mandasari and Wahyudin, 2021).

The illness Covid-19 is currently having a substantial influence on various facets of human existence. Its positive influence has been felt in a variety of sectors, including the economy, politics, health, and education. The education sector is one of the most important areas affected by the COVID-19 virus. To reduce the spread of contagious illnesses, the Ministry of Education creates rules that allow students and teachers to complete their education from home. As a result, with the introduction of traditional e-learning, when teaching is completed remotely and on digital platforms, education has changed considerably. Because it supports the atmosphere of each school, the government does not limit the platform especially for the implementation of E-Learning. Then, some faculties use social media or applications throughout the covid-19 sickness because plenty

of analysis has conjointly been done that social media and applications will be wont to teach English because it suits the character of scholars (Oktaviani and Desiarti, 2017).

Moreover, many secondary schools in Dutch East Indies have used the E-Learning web site as a learning medium. Some schools produce their own websites to conduct on-line learning and therefore the government also provides a website, particularly to assist each lecturers and students in doing online learning. every web site has its own options to assist lecturers produce a web room space wherever all the documentation their students would like were be handled. Then, however were students learn English online whereas the very fact that learning English in school continues to be tough for a few students? it's doable that we are going to notice issues in victimization electronic learning.

And Allah has also explained that learning is indeed using a tool so that humans can get better knowledge. According to Surah Al-Anbiya verse 80 Allah says:

وَعَلَّمْنَاهُ صَنْعَةَ لَبُوسٍ لَّكُمْ لِيُحْصِنَكُمْ مِنْ بَأْسِكُمْ فَهَلْ أَنْتُمْ شَاكِرُونَ

The interpretation is, And We taught (also) to David how to make armor for you, to protect you in battle. Are you grateful (to Allah)? The verse explains that Allah taught the prophet David to make armor, namely clothes made of iron, he was the first to create it and previously it was only in the form of iron plates. And the armor is to protect the prophet David and his people in war. Then the

concept of this armor continues to be developed along with civilization, some are used to protect themselves in a war or those that are widely used in security agencies in a country, for example, police who use bulletproof vests to protect themselves while doing their jobs. the relationship is that armor is like our learning media nowadays, if you want to be a creative and innovative teacher you have to keep up with the times.

it's like in the old days armor was made of iron and it was difficult to carry but, nowadays bullet proof police armor has been made and that is one of the technological developments. Likewise with teacher learning media, in the past teachers might only be able to focus on book learning media, however, nowadays we can use applications such as WEBTOON as innovative and creative learning media tools.

Webtoon might be a medium for learning English . Webtoon is a digital comic which will be used as a tool for learning English. Webtoon (Hangul:, RR: wep-tun) is a phrase used to denote online South Korean internet comics or manhwa. Daum, a Korean online site, launched a webtoon service in 2003, and Naver followed suit in 2004. These services frequently unharness webtoons that are freely available. According to Bloomberg's David Welsh, comics account for one-fourth of all book sales in South Korea, with around three million Korean users paying to access online manhwa and ten million scanning free webcomics. On this occasion, this scientist conducted analysis within the kind of a digital comic application-based teaching, specifically Webtoon as a tool for teaching

English, particularly in teaching speaking skills mistreatment the Storytelling Technique method. it's hoped that with this research, academics or teachers can get helpful information if it is used as a reference by alternative teachers to show English using Webtoon media or other digital comics.

B. Research Question

The researcher defined the problem in this study as follows, depending on the context of the situation:

1. How does the teacher use webtoon in teaching speaking?
2. What are the challenges faced by both teachers and students?

C. Objectives of Study

In accordance with the difficulties stated above, the following is the purpose of this study:

1. To find out how to teach English using webtoon application.
2. To find out the challenges faced by teachers and students in learning to use webtoon applications.

D. Significance of Study

Theoretically, the researcher hopes that this research can be another source for further researchers as additional information or reference. By researching and utilizing the latest application, it is hoped that other teachers can make references for learning through digital comics, especially Webtoons.

Practically, there are several benefits for several parties as follows:

1. Teachers or lecturers are expected to improve their teaching skills using technology in the future, not only adhering to teaching using books but also being able to use comics.
2. For other researchers, this research is expected to be a reference in their research process so that they want to research something new in the form of comic-based teaching.
3. For English department students, it is hoped that the English department will also consider including teaching English using comics for learning.
4. This research is also useful for comics because with this research they can also get rewards and sometimes even money, namely the comics they make can help students or teachers in teaching and learning English.

E. Definition of Key Term

To make it clearer of the study's title, the author sort and choose terminology used operationally. The researcher defines numerous terminology linked to the title in this section, which are as follows:

1. WEBTOON

The webtoon can be in the style of digital comics but with application software on mobile. Comics in webtoons have many similarities with ordinary comics, both with certain ideas in the form of images, still using text or visual information.

2. Speaking skills

Speaking is the use of language styles that are used orally, for example, telling stories to others and to yourself. Storytelling is included in the component aspects of good speaking skills using voice.

3. Storytelling Techniques

Modern method to express the standard art of the storytelling is digital storytelling. Digital stories derive their power by weaving images, music, narrative and voice together, thus giving a deep dimension and a vivid color to characters, situations, experiences and intuitions.

