

CHAPTER I

INTRODUCTION

A. Background of Study

As one of the important skills in learning, writing is considered as a complex skill to be mastered. Writing is a way to produce language you do naturally when you speak. Writing is speaking to others on paper or on a computer screen and writing is also an action or process of discovering and organizing your ideas, putting them on a paper or computer screen, then reshaping and revising them (Yudi and Ria, 2018, p. 134). Writing is the production of thought for oneself or others under the direction of one's goal-directed metacognitive monitoring and control, and the translation of that thought into an external symbolic representation (Douglas, Matt, and John, 2009, p. 160)

Writing does not only give benefit for the authors. Moreover, writing also provide benefits to other people who read it. In Al-Qur'an Surah Al-Baqarah verse 3-5, Allah SWT. says about writing gives knowledge for human beings.

QS Al-Alaq: 3-5

أَقْرَأْ وَرَبُّكَ الْأَكْرَمُ ﴿٣﴾
الَّذِي عَلَّمَ بِالْقَلَمِ ﴿٤﴾
عَلَّمَ الْإِنْسَانَ مَا لَمْ يَعْلَمْ ﴿٥﴾

These verses explained about that by reading, it would help us to write and get more information from that. Write something important will give benefit to others people who read it.

Furthermore, Barush and Hershkovitz (2011, p.3) states that the majority of Internet users seem to be using the Internet in a rather passive-like mode, as content consumers, while only a minority functions as contributors. A minority of the latter actually supplies

content, ideas and opinions on a regular basis, in concurrence with the social aspects of the Web nowadays, stating that the Web is actually a creation of the people living and acting within its boundaries. Those conditions obviously happen on Twitter, where there are three kinds of account, they are personal, mass, and anonymous account. Personal account is only made for sharing individual information, such as someone's daily activity, which people do not have special purpose when they write down the Tweet. Mass account is usually made for special purpose, such as advertising, gathering the members of certain community, or sharing the news. On the other side, anonymous account is made for sharing any random ideas, such as quotes, jokes, riddles, and etc. Personal account is counted as the majority users because they usually become a 'consumer' or known as follower of mass or anonymous account. While mass and anonymous accounts are counted as minority users because they tend to provide the information for the personal account than receive the information from any other accounts. Role-player accounts are included to anonymous account, because the users do not show up their real faces and their real activities.

Role-play is the act of imitating the character and behaviour of someone who is different from yourself (Collins, 2019), for example you act as a Korean idol and you post things as if you are the real idol. Role-player is a person, who takes a role on a certain type of character. Role-play can be played on any social media platform, here the media that is chosen as the sample is Twitter because it has a lot of role-players rather than other platforms, and also the interactions is rapid and more intense. There have been some research talking about Twitter for writing skill improvement, the first is a research from Kassens (2014) who presents Twitter for the students' writing skill improvement, her research focuses on a Twitter assignment pushes students to edit and develop concise arguments and does so in a manner that is easier and faster for the instructor to evaluate than a longer writing assignment. Meanwhile, my research will focus on role-players

writing skill improvement on Twitter by observing their old tweets to current tweets to know the improvement that they have got without any instructions how to write on a tweet in a better way. Another research is from Ahmad (2015), his research focuses the difference in students' writing between learners who use Twitter in their writing and those who do not and whether Twitter has an effect on; ideas and content, organization, voice and style, so he will find out who are better in writing whether students who use Twitter or students who do not use Twitter. Meanwhile, my research will focus on difference between old tweets and current tweets from role-players who are exactly do communicate on Twitter without compare with role-players who use other social media platforms besides Twitter.

Role-players need to have trust between each other, and role-playing involves partnership and respect for one another's ideas, and feedback. All of role-players are coming up with worlds, characters, settings and conflict together which make them need to write in English well (Lexi, 2016) because of this a lot of role-players said that playing role-play help them to improve their writing skills especially when they do imagine or plotting to other role-players without get hesitation to make grammatical errors, they still get the feedback from others to correct the sentence if there's some mistaken words or sentences. It forced to develop to create their creative writing. So, the researcher wants to find out up 7 to 10 role-players and ask about their perception.

Perception refers to the way sensory information is organized, interpreted, and consciously experienced. Perception involves both bottom-up and top-down processing. Bottom-up processing refers to the fact that perceptions are built from sensory input. On the other hand, how we interpret those sensations is influenced by our available knowledge, our experiences, and our thoughts. This is called top-down processing (Spielman, 2017)

Researcher is going to do some interview with role-players how playing role-play helps them in writing skills and how big role-play's role to create their reliance to deliver messages in English.

Based on the explanation above, the researcher interested in investigating this research which entitled The Twitter Role-players Perception on the Role of Roleplaying in Improvement Writing Skill

B. Research Question

Based on the background above, the problem question of the study can be formulated as the following:

1. How does Twitter role-players perceive role-playing in improving English writing skill?
2. What are the kinds of role-players' English writing skill improvement?

C. Objectives of Study

The purposes of this research are:

1. To know Twitter role-players' perceive of role-playing in improving English writing skill
2. To identify the kinds of role-players' English writing skill improvement

D. Significance of Study

1. Theoretical

- a. The finding of this research will give good information of using Twitter by playing a role-play as a tool in students' writing skill improvement.
- b. The finding of this research freely transfers a profitable description to any further researchers which have desire to possess the same case study, therefore this study begins to be a constructive information and benevolent reference for the next study.

2. Practical

a. For the students

The result of the study is expected to give benefits for students especially English learners to use social media wisely by using it as a tool to learn English more and increase their writing skill ability.

b. For teachers

Teachers are able to use Twitter platform by playing a role-play and act what influencers that students want to use as a face-claim to entertain their English learning especially in writing.

E. Definition of Key Term

1. Writing on roleplaying is a way to communicate with other role-players to deliver the ideas, share the experiences and promote the role models that have been used.
2. Role-play is the act of imitating the character and behaviour of someone who is different from yourself.
3. Twitter Role-players are the people who do a role-play and acts different from themselves on Twitter, they share the activities of their face-claim and communicate to others in a tweet.
4. Writing skill's role-players are seen by the researcher from their macro and micro skills.
5. Role-players' improvement is seen by their first posts in English to current posts whether their vocabulary more various or not.
6. Twitter' role-players' perception is the way they share their opinion about roleplaying helps them to improve their writing skill.