

## **CHAPTER I**

### **INTRODUCTION**

In this chapter, the researcher discusses about the background of the study, delimitation of the study, research question, objective of the study, significance of the study and definition of key terms.

#### **A. Background of the Study**

English is a language that originates from England and is widely used throughout the world. It is the main language in many countries and is also studied by millions of people as a second language. English is important in international communications, business, technology, and popular culture. The ability to speak English helps people to communicate with people from various backgrounds and is the key to success in the current era of globalization. To be fluent in English, there are basic English skills that need to be honed.

Basic skills in English cover four main areas: listening, speaking, reading, and writing. Listening involves the ability to understand conversations and instructions in English. Speaking includes the ability to convey ideas and communicate orally. Reading consists of the ability to understand written texts such as articles, books, or newspapers. Writing consists of the ability to compose written texts in English, whether in the form of notes, letters, or essays. Developing these four skills together helps a person become more

fluent and confident in using English in various situations. In this research, the researcher will focus on speaking skills.

Speaking is considered one of the basic English abilities that must be developed. The ability to speak English fluently and efficiently is classified as an "English speaking skill". According to Miranda & Wahyudin (2023), Speaking skill is a valuable proficiency that enables individuals to articulate thoughts, convey information, and convey meaning during interactions with others. It entails being able to understand and react correctly to spoken communication from others, as well as effectively convey thoughts, ideas, opinions, and facts in spoken English. The ability to speak English fluently includes a variety of skills, such as vocabulary, syntax, sentence structure, pronunciation, and conversational fluency. It entails having the capacity to effectively communicate with others by using the proper intonation, tone, and stress patterns. According to Khan et al (2020), there are four behaviors in communication to make effective communication it was shortness, simplicity, strength, and sincerity.

Speaking skills are required for learning a second language. Speaking has been undervalued in schools and colleges despite its significance for a variety of reasons, including the focus on grammar and poor teacher-student ratios. Speaking has not been tested since it is difficult to evaluate it objectively because speaking tests take a long time to complete. Speaking is a skill that both first and second-language learners should focus on developing. The most crucial part of learning a second or foreign language is developing speaking

abilities, and success is determined by one's capacity to carry on a conversation in that language.

According to the pre-observation, students of the subject research lack enhancing speaking skills. There are several reasons why the students lack in enhancing speaking. The first reason is students feel nervous when using English in front of their classmates, the second reason is the teaching session feels monotone, and the third reason is student learning is less interesting. According to Bahari (2012), he mentions that beginner language learners who lack confidence in participating orally often remain silent and listen while others speak, a helpful strategy to encourage their participation is to assist them in acquiring a set of simple responses that they can use across various types of conversations. Therefore, the use of online media such as Discord will help students improve their speaking skills, by using the roleplay method to provide real-life interaction experience for students and make learning feel more interesting by the new media. By using Discord media hopefully, the student feels less nervous when using English in class.

The teacher also has several problems in teaching. Especially when the teacher will be retired soon. This problem also impacts on the student's education. The first problem is the teacher's method of teaching is monotone. The second problem is the teacher cannot follow the latest curriculum. The third problem is the teacher's method of teaching is too passive in the class.

Speaking skills are usually used when there is interaction between two or more people. This interaction can be done face-to-face or online, to do online

interaction students need a platform that can be used as media to do interaction. In this research, Discord has been chosen as a media. Discord has been chosen because it has a chat room where students can talk to each other by using this media. Wulanjani (2018) has mentioned that Discord is easy to use, enjoys using this media, and shows more interest when using this media. That statement proves that Discord media has many advantages.

One of the Discord advantages is this media can be implemented in many teaching methods. In this case, the method that is used in this research is the Role-play method. Using the Role-play method is expected to make students more enthusiastic in carrying out learning. By using Role-play, it can help student to solve problems they may encounter in real life. It makes the Role-play method good enough to be used to teach speaking.

Based on the previous research by Wulanjani (2018) introducing Discord as a new technology in the class represents a challenging yet advantageous innovation in a traditional listening classroom. the evolution of Discord as social media for non-gamers makes so many communities' servers focus on education, it opens the chance for Discord to become a new teaching media besides Google Meet and Zoom. In Discord there is no limited time for voice chat or video meetings. Otherwise, the previous research is just focused on listening skills, based on the Researcher's experience as a Discord user, this media has more advantages not only on listening skills. Discord media also can be used to enhance other skills, for this study the Researcher wants to focus on speaking skills using Discord media. According to Arifianto & Izzudin (2021)

Students' positive views on the ease and simplicity of installing and using this application highlights Discord as a practical and highly recommended alternative for online learning platforms. Discord can be combined with the roleplay method. According to Ma (2020) Roleplay has already proven, that it can improve the students' critical thinking and also made the classroom more interesting and practical.

Roleplay is an educational or recreational activity in which participants act out or simulate characters or situations. It involves pretending to be someone else (often fictional characters or personas) and engaging in interactions or scenarios that mimic real-life situations. Roleplay is commonly used in education, training, therapy, and entertainment to enhance learning, problem-solving skills, empathy, and social interaction abilities. According to Pinatih (2021) Through role-playing, students develop a practical understanding of real-life scenarios, gaining insights that reflect broader aspects of life. Ultimately, role-play fosters positive habits among students, helping them navigate social situations and learn appropriate behaviors.

In the English language, there are four basic skills that need to be enhanced. In this research, the Researcher focuses on speaking skills by using Discord as the main media combined with the roleplay method. Based on the explanation researcher wants to conduct research entitled "Using Role-Play and Discord Media to Teach Speaking for ESL Students"

## **B. Delimitation of the Study**

This research is focus on the use of Role-Play and Discord media to teach speaking for ESL Students. By using this media, the researcher wants to describe the use of roleplay and discord media, the problem that teacher and students face when using roleplay and discord media, and the way to solve the problem that teacher and students face when using roleplay and discord media. The research activity will be in Senior High School for Tenth A Grade Students.

## **C. Research Question**

Based on the background above, the researcher has few questions about this study

1. How does the teacher use of Role-Play and Discord media to teach speaking?
2. What are the problem that teacher and student face in teaching speaking using roleplay and discord media?
3. What are the solution of the problem that teacher and student face in teaching speaking using roleplay and discord media?

## **D. Objective of the Study**

Based on the research problem, the researcher aim is

1. To describe how to use discord as media of roleplay method to teaching speaking.

2. To describe the problems that teacher and student face in teaching speaking using roleplay and discord media.
3. To describe the way to solve the problems of teaching speaking using roleplay and discord media.

### **E. Significance of the Study**

The result of this research hopefully to be useful for teachers, students, Institution, and for future researcher

#### **1. For Teacher**

By using the roleplay method, the teacher can develop situations that resemble everyday life. By using Discord media, teachers can also teach anywhere and anytime. Discord can be used for online meetings. Using the Face Cam feature, teachers can ensure that students are present. Teachers are also able to give presentations using PowerPoint and display them in online calls.

#### **2. For Students**

By using roleplay, students gain experience interacting using English in everyday life. To improve their speaking skills. By combining roleplay with discord, students can carry out activities without having to meet face to face but still get the experience of interacting directly. Discord can also be used as a medium for interaction by students, with the free discord feature students can use all the existing features to discuss learning without any fees or time limits.

### **3. For Institution**

By using Roleplay speaking skills students will increase and so the school's accreditation will also increase. Using Discord, which is a free application, can be used as a substitute for paid calling media. Without any costs required and without a time limit, this media can be utilized as best as possible.

### **4. For Future Researcher**

Discord as teaching media still has more potential than in this research. So that future researchers will be able to develop the use of discord media as a flexible learning media. Then, continue further research on the use of roleplay and discord media to improve speaking skills.

## **F. Operational Definition of Key terms**

To avoid misunderstanding the meaning of the discussion in this research. The researcher provides description of the term related on the research.

### **1. Speaking Skill**

Speaking skill in the English language refers to the ability to communicate orally using English as the medium of expression. It involves the production of spoken language, including the use of appropriate vocabulary, grammar, pronunciation, intonation, and fluency. Speaking skills in English encompasses the capacity to convey ideas, thoughts, and information clearly, coherently, and accurately in various contexts such as conversations, discussions, presentations, speeches, and interviews.



## **2. Teaching Speaking**

. Teaching speaking refers to the instructional process of developing and enhancing learners' oral communication skills in a specific language. It involves a systematic and strategic approach to help students develop their ability to express themselves fluently, accurately, and coherently in spoken language. Teaching speaking encompasses various aspects such as pronunciation, vocabulary, grammar, intonation, and communication strategies. It involves providing opportunities for learners to engage in meaningful and authentic speaking activities, such as conversations, discussions, presentations, role plays, and debates.

## **3. Discord Media**

Discord is a popular communication platform that provides voice, video, and text chat services for individuals and communities. It allows users to connect with others through servers, which act as virtual spaces for various topics, interests, or communities. In Discord, users can engage in real-time conversations using voice channels or participate in text-based discussions through channels and direct messages. It offers features such as file sharing, screen sharing, and the ability to integrate with other applications and bots. Discord is commonly used by gamers, but it has expanded to be utilized by various communities for socializing, organizing events, collaborating on projects, and fostering online communities.

#### **4. Role-play**

Role-play teaching method is an interactive instructional approach in which students actively engage in simulated scenarios, assuming different roles or characters to explore and understand various concepts, situations, or real-life scenarios. It involves students taking on specific roles, such as historical figures, professionals, or fictional characters, and participating in structured or improvised dialogues and actions. The purpose of Role-play is to provide students with an immersive and experiential learning experience that promotes critical thinking, problem-solving, communication skills, empathy, and understanding of different perspectives.