

CHAPTER I

INTRODUCTION

This chapter presents background of study, identification of study, formulation of study, objective of study and significance of study.

A. Background of Study

English is a global language that is used in almost all countries throughout the world. According to Fernandes, English has emerged as one of the most important languages to learn as a global communication tool.¹ English is currently the most widely used language for business, tourism, education, etc., as a result of the rapid growth of globalization. As a consequence, many countries with difference national languages utilize English as the language of instruction.² In line with this, Crystal explained that English is becoming a language that has achieved a truly globally recognized status because of its special role in all fields.³

In learning English, one of the skills that is considered the most difficult to master is writing, particularly for EFL students in Indonesia because English sentence patterns are much different from those of Indonesian. Listening, speaking, reading and writing must be effectively combined for English instruction to be successful. These skills should be addressed in a particular manner in order to help students meet the set standards and gradually develop

¹ Fernandes and Alsaed. 2014. *Using English Literature for the Teaching of English*. International Journal of English Language and Literature Studies. Vol.3 No.2. P.128.

² Rahmah Fithriani. 2018. *Discrimination Behind NEST and NNEST Dichotomy in ELT Professionalism*. In the 1st Annual International Conference on language in literature, KNE Social sciences, p.741.

³ David Crystal. 2003. *English as a Global Language: Second Edition*. The UK: Cambridge University Press . pp 7-8.

their communicative abilities.⁴ According to Brown, using a variety of media in education increased students' motivation to learn and retention of knowledge, thereby enhancing their performance of the skills they are expected to develop.⁵

Utilizing an application based on MALL (Mobile Assisted Language Learning) is one of the media technologies that can be utilized as a learning medium. MALL is an educational method that is enhanced by the use of technology and can be implemented in a number of different ways, including online mode, face-to-face instruction and remote learning.⁶ Nurdiansyah stated that using a computer, laptop, tablet or smartphone, a student can study the material presented independently and the presentation of material in class more varied, interesting and fun so that learning objectives are easier to achieve.⁷ The use of applications in learning may be mostly uses in EFL classes but only a few use game applications in learning Writing. By using a game-based application in writing procedure text, it is hoped that students can see virtual objects presented in animation so that students can enjoy learning writing procedure classes more.

Procedure text is chosen in this research because it is used as a game-based application for teaching writing, in order to make the writing process more engaging and accessible to students. A game-based application applied in procedure text can make students enjoy in writing learning. Many students get

⁴ Lorena Manaj Sadiku. 2015. *The Importance of Four Skills Reading, Speaking, Writing, and Listening in a Lesson Hour*. European Journal of Language and Literature Studies. Vol.1 No.1, p. 29.

⁵ Douglas Brown. 2001. *Teaching by Principle: An Interactive Approach to Language Pedagogy*. 2nd Ed. San Francisco: Longman. p.2

⁶ Leila K and Mehry H.N. 2016. *A Study on the Impact of MALL (Mobile Assisted Language Learning) on EFL Learners' Reading Comprehension*. International Journal of English Language Teaching Vol.4 No.2. pp. 58-69

⁷ Nurdiansyah and Andiek Widodo. Op. Cit. p. 138

motivated and interested in learning when the teacher applies some game activities in the classroom as techniques in teaching by the entertaining and pleasant situation.⁸ Using technology media in writing class can provide students with opportunities to become more motivated and creative than they were previously, as well as improve their efficiency and success, thereby reducing their anxiety during the writing process.⁹

However, many students do not be able to convey their knowledge into writing form. It is because they had difficulty choosing the correct word when writing. This is supported by Carolina in her research found that most of the students had only a few vocabularies, they had difficulty exploring their ideas, could not recognize the steps of procedure text, they had problems in proper words in writing.¹⁰ In line with this, Faizah in her research found that numerous students write a procedure text without paying attention to the generic structure. Additionally, they struggle with using imperative verbs and temporal conjunction.¹¹ Teachers can use game-based application media to assist students in putting their knowledge into writing, thereby facilitating the process of writing procedure text. Study writing procedure text as part of English-learning curriculum in junior high school, especially for eighth grade students. A

⁸ Nofrika Sari and Hayatin Nufus. 2016. *The Effect of Using Cooking Academy Game towards Students' Writing Ability*. Al-Ta'lim Journal. Vol.23 No.3 p. 192

⁹ Mina Siti Najmiyyatul Munawarroh and Rika Septiani. 2020. *The Effectiveness of Edmodo Application in Teaching Writing of Procedure Text*. Jurnal Fakultas Keguruan dan Ilmu Pendidikan. Vol.1 No.1 p. 44-45.

¹⁰ Carolina Junianti Sitorus. 2017. *The Effect of Using YouTube Video on the Tenth Graders Writing Procedural Text Achievement at SMA Corpatarin*. In Journal of English Teaching. Vol.3 No.1 p. 2

¹¹ Lailatul Faizah. 2015. *Improving Students' Ability in Writing Procedure Text by Using Picture*. Semarang. Walisongo State Islamic University. A Thesis. p. 3

procedure text instructs the reader on how to do, employ, or produce something in its entirety.

Therefore, in this study the writer used a mobile-game learning application named *Cooking Mama: Let's Cook* application. In recent years, gamification has grown in popularity in education. It offers students the chance to learn in a multisensory, active, and experimental environment. These educational games can be used by students to enhance their decision-making abilities through experiential learning.¹² However, in this study the writer used the *Cooking Mama: Let's Cook* application which was focus on learning English writing and this research was a breakthrough in learning writing procedure text, especially at SMPN 3 Huta Raja Tinggi.

Based on the preceding background description, the writer intended to conduct the following research: **“THE UTILIZATION OF *COOKING MAMA: LET’S COOK!* APPLICATION IN WRITING PROCEDURE TEXT BY EIGHTH GRADE STUDENTS”**.

B. Identification of Problem

Based on the preceding research background, the research identified the problems of the study as follows:

1. Students felt difficulties to transferred thought and ideas in writing form.
2. Students were unconcerned about the generic structure of writing procedure text.
3. Students were disinterested in learning English writing.

¹² Siu Yin Cheung and Kai Yin Ng (2021). *Application of the educational game to enhance student learning*. *Frontiers in Education*, 6. p. 2

4. The teachers did not use modern media or teaching techniques, and the students were bored.

C. The Formulation of Problem

Based on the research problems outlined above, the writer formulated the following research question: “Does the utilization of *Cooking Mama: Let’s Cook!* Application gives significant effect on students’ writing procedure text?”

D. The Objective of Study

In line with the problem above, the purpose of the study was “To find out whether there is the significant effect of *Cooking Mama: Let's Cook* application on students’ writing procedure text.”

E. The Significant of Study

The writer expects the findings of this study can give significances as follows:

1. Theoretical Significance

Theoretically, the writer expects the finding of this study can provide valuable information and knowledge to the readers, specifically about the utilization and effect of *Cooking Mama: Let’s Cook* application on English writing procedure text.

2. Practical significance

a. For Students

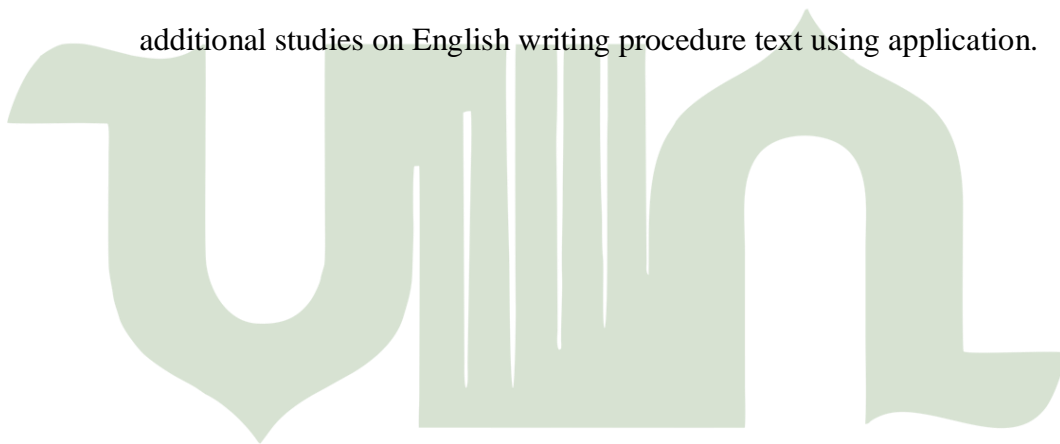
The result of this study is expected to make a lot of beneficial contributions to writing teaching and learning based on its application for eighth grade students at SMPN 3 Huta Raja Tinggi.

b. For English Teachers

Hopefully, this study can foster teachers' insight in utilizing technology to create instructional materials and strategies that are innovative. Furthermore, the utilized of *Cooking Mama: Let's Cook* application is effective in enhancing students' writing of procedure text, this application can be utilized by teachers in the teaching and learning process.

c. Researchers

It is expected that the findings of this study can provide valuable information and references for other researchers who want to conduct additional studies on English writing procedure text using application.



UNIVERSITAS ISLAM NEGERI
SUMATERA UTARA MEDAN