

THE USING OF ANIMATION MOVIES MEDIA IN IMPROVING THE STUDENTS' WRITING SKILL AT THE TENTH GRADE OF SMA NEGERI 4 PEMATANGSIANTAR

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ABSTRACT

The purpose of this research was to find out the effect of Using Animation Movies in Improving the Students' Writing Skill at the Tenth Grade of SMA N 4 Pematangsiantar. This research was conducted with quantitative content analysis method. The sample of this research were 71 students that get from tenth grade especially in social class with using two class where 35 students from the control class and 36 students from experimental class which the populations were 105 students. The data of this research is the writing test students' writing skill of narrative text that collect with pre-test and post-test. Then the result of this research was the score of pre-test and post-test experimental class that give an animation movies media is higher from control class where the pretest control score < 1970 (pretest of experimental) and posttest control 2118 < 2380 (posttest of experimental) with the hypothesis, $t_{count} (6.407) > t_{table} (1.994)$ at the significance level $\alpha = 0,05$ with the degrees of freedom (df) = 34. So, H_0 is rejected and H_a is accepted. It could be concluded that the using of Animation Movies Media effect significantly in improving the students' Writing Skill at the tenth grade of SMA Negeri 4 Pematangsiantar.

Keywords: Writing, Skill, Animation, Media

INTRODUCTION

Writing is a recursive process. Students should learn strategies for invention and discovery. Audience, purpose, and occasion define all types of writing. Effective writing fulfills the writer's intention and meets the audience's needs. All teachers can use writing to improve content learning. "Writing is a recursive process, students should learn strategies for invention and discovery. Audience, purpose, and occasion define all types of writing. Effective writing fulfills the writer's intention and meets the audience needs. All teachers can use writing to improve content learning" (Urquhart 2005:1).

Writing is also the one media of communication. Writing can we use from our primary speech and from writing, it can help us to have a good communication eventhough we have long distance with others. We can express our idea, opinion, and our feeling if we can speak like write a diary in our daily activity, letter to sending with others include application letter or permission letter to give in our company for get job. Writing can be reinforcement for us to develop our English for studying by writes our opinion by our own words.

We can see the importance of writing in daily life and also in our social life, like in education and business aspect, for example when we write letter or application letter. Writing also gives one of benefits. Besides being means of communication, writing can also create jobs. In beginning writing, it is just an activity to express our idea, opinion, or feeling in the text. Writing can also be a hobby to spend our time, but finally in this modern life, people can get money from doing their writing, for example a journalist, novelist or script writer.

Students must have good capabilities in writing if they want to write well. Moreover, someone who wants to write the essay or story must know the steps in writing process and aspect of writing. The writer must be able to organize the idea, to construct the sentences, using the punctuation and spelling well. Besides, they must be able to arrange everything in their mind to get a good papers. Writing not also we write on book or sheet of paper but also can write with phone to send message and with computer or laptop. Special for modern era, we use electronic media for help us to doing our job.

Teachers often found difficulties in teaching writing. The teacher who are teaching in the Grade Tenth of SMA Negeri 4 Pematangsiantar found many problems to equip the students with their skills. They didn't have motivation to study so I think they need media when learn something special about writing. The lacking of vocabulary also obstruct them to write. They got difficulty to write or make a composition, especially in text types. The students also get difficulties in starting their writing. That will cause many students waste valuable time just for getting started. Beside it, the students have problem in developing the paragraph with a good structure and texture.

The students lost their interest and involvement when they feel bored in writing. An uncomfortable classroom makes the students feel troubled and unwilling to learn so that they cannot involve all their physical and mental faculties during the English teaching learning process. Sometimes the teaching writing process from the teacher was boring so they will choose to play about when the teacher tell something to them than see the teacher. To solve the problem in this research, the researcher introduced animation movies as a media. According to Monaco (2000:518) movies is digital revolution that have a picture and sound so that can increase writing with ideas and feeling. Then, Trim (1979:12) movies is multimedia programs to present naturalistic in a full social setting and facial expression that can be followed fully by students working as individuals.

LITERATURE OF REVIEW

This section starts with a literature review that focusing on definition of writing and skill, the definition of animation movies and media and also teaching writing by animation movies.

Writing

Writing is an activity of exploring opinions and ideas into words. There is no doubt that writing is the most difficult skill for all language users. The difficulty lies not only in generating and organizing ideas but also in translating the ideas into a readable text. The skills involved in writing are highly complex. Writing can help us become a better speaker and a stronger thinker. We can carefully to think through, organize their idea, and express the idea to develop our experience to write. According to Langan(2005:12) state that "Writing is a skill". Not only skill about driving, cooking, or any skill that we can have. We should learn about writing skill to develop our skill in writing.

Second language writers have to pay attention to higher-level skill of planning and organizing as well as lower level skills of spelling, punctuation, word choice, and so on. Writing is a productive skill that should be mastered well by the students. Writing can be interpreted as the act of forming or tracing a character on paper or other suitable materials with a pen or pencil. But now a days, we can write with electronic thing like android, computer, and laptop. It can be a real aid in all stages of writing process. We can easily to cut or paste the text in our computer file with processing software that allow us to write, edit, format, or anything else. Nunan, (1989:36) argues that:

“Writing is a natural activity. All physically and mentally normal people learn to speak a language. Yet all people have to be taught how to write. This is the crucial difference between the spoken and written forms of language. There are other important differences as well. Writing unlike speech, is displaced in time. Indeed, this must be one reason why writing originally evolved since it makes possible the transmission of a message from one place to another. A written message can be received, stored and reported back to at any time. It is permanent in comparison with the ephemeral “here one minute and gone the text next” character of spoken language—over of spoken language that is recorded on tape or disk”.

According to King (1955:2) state that writing skill is comprehensive writing program for beginning, struggling, at-risk, or reluctant writers. For these writers, this structured program provides an essential foundation in thinking and writing skills. For proficient and advanced writers, it offers strategies, technique, and opportunities to apply them. Writing skills provides special instruction in spelling, hand writing, keyboarding, and addresses important skills that many writing curricula take for granted. Types of writing activities to perform writing should be based on the student’s level and capacity. According to Jeffrey (2016:3) there are four main types of writing, they are:

- Expository
- Descriptive
- Persuasive
- Narrative

According to RenShaozeng (in Shen 2012:2663) argue that text is produced and interpreted between two people in certain context, because human beings use language to communicate with others. Halliday and Hasan (1985:63) divided 13 kinds of text, they are: 1. Narrative text: this text is narrated or retold in spoken or written to entertain its readers. 2. Recount Text: is the text that tells past events which occurred in a sequence. 3. Descriptive text: is a text which portrays the image of a certain thing from which a writer to transfer the readers. 4. Procedure text: This text inform the ways of instruction for making something. 5. Report text: is a text to draw a general inference or to report. 6. Anecdote text: is the text to tell funny and unusual stories and its main purpose is not only to entertain people, but also to reveal a truth. 7. Hortatory text: is text containing an argumentation which may lead readers to do something. 8. Spoof text: is the text which tells a factual story which occurs in the past and ends in tragic, ironic, humorous, or funny ending. 9. Explanation text: is text which clarifies a process relating to natural phenomena, social science, and culture. 10. Discussion text: is the text to provide information about controversial issues and present arguments from two sides, the pros and cons. 11. News item: is the text to inform readers about events of the day. 12. Review text: is the text to make a critique or evaluate an art work or event for public audience, such book, note book, and others. 12. Analytical exposition text: is the text which present the argument in such a way that it sounds like the writer is an authority on subject and not use first person pronoun. In this research, the researcher will use narrative text as the way for collecting the data.

Animation movies

Movies is a kind of entertainment is still a greater popularity among the students now a days. By combining English learning with the appreciation of classical western movies effectively. According to Bordwell (2008:2) movies or film communicate information and ideas and shows us place and ways of life. Then, Monaco (2003:38) states that movies is an art and invention without a future. Animation movies is one of media of learning which can use for bridge the leaning process of students so that can make effective, creative and make a new

sense in learning process. The media is very important because it can stimulate the new skill students and understanding the real application of learning.

According to Bordwell and Thompson (1997:328-335) defined the types of film, they are:

a. Documentary Film

A documentary film support to present factual information about the world outside the film. As a type of films, documentaries present themselves as factually trustworthy. Usually documentary films can divided by two, they are compilation films and direct cinema. Compilation films produced by assembling images from archival source and direct cinema recording an ongoing event as it happens with minimal interference by the film maker.

b. Fictional Film

A fictional film presents imaginary beings, places or events. Yet, if a film is fictional that does not mean that is completely unrelated actuality. For one thing, not everything shown or implied by the fiction films needs to be imaginary, a typical fictional film stages its events, they are designed, planned, rehearsed, filmed, and refilmed. In a fictional film the agents are portrait or depicted by an intermediate, not photographed directly in documentary.

c. Animation Films

Animation films are distinguished from live-action ones by the unusual kinds of work that are done at production stage. Animation films do not do continuously filming outdoor action in the real time, but they create a series of images by shooting one frame at a time.

d. Experimental or Avant-grade Films

Some film maker set out to create films that challenge orthodox nation of what movies can show and how it can show. Experimental films was made to express personal experience or view point, to explore some possibilities of the medium self, and usually challenge the viewer with create a fictional story.

Animation movies is the media which consolidate between audio and visual by using animation video or cartoon. Using animation movies is the way to make the easy learning process, not only for students but it can make the teacher easy to explain the material by the rules. According to Bordwell (2008:370) Animation films are distinguished from live action one by the unusual kinds of work done at the production stage. Then, Brad bird in Bordwell (2008:370) state that animation is not a genre, it's a medium that can express any genre and is a short film from childrens.

Media

Media is the one source to stimulate the students to learn something. They are helpful to make teaching learning process to be effective and efficient. According to Arsyad in Benarita (2019:10) Media comes from the Latin language and is a plural form of the word medium which literally means an intermediary or introduction. Then, Monaco(2000:431) media is a technological development to help learning process. Meanwhile media is the physical things which can serve the message and stimulate students for study. Book, film or movie, and cassette is the example of the Media.

Media can also support and make a good communication between students and teacher. The media can motivate and grow up the discussion in the class to talk about a media that teachers give. Using media can possible to make intensive and efficiently so that the learning process can be complex. The students not only get the source of knowledge from the teacher but also from other media. It same with the teacher, media can help teacher to send something so that the students can understand well what the teacher talk. Hamalikin Astiti (2012:14) defines “educational media as any tools, method, and technique used to make the

communication and interaction between the teacher and the students more effective in the teaching learning process”.

Sudjana and Rivai in Benarita (2019:21) tell that media in learning process can increase the result of students learning, they are:

- Teaching process will be attractive so that can grow up the motivation of study
- The matter of lesson will be clear, so the student more easy understanding the role of learning process
- Method of teaching will have variation, students will not bored and teacher not throw to much energy
- Student can doing many learning process, not only listen the teacher but also observe and demonstrating the media.

Benefits in teaching writing by animation movies

According to Harmer (2002:282) states that the benefits of using film in teaching and learning process are:

1. Seeing language in use

One of the main advantages of film is that students do not just hear language, they see it too. This greatly aids comprehension, since for example, general meaning and moods are often conveyed through expression, gesture, and other visual clues.

2. Cross- Cultural awareness

A film uniquely allows students to look at situations far beyond their classroom.

3. The power of creations

When the students make their own film as media in teaching and learning process, they are given the potential to create something memorable and enjoyable.

4. Motivation

For all the reasons so far mentioned, most students show an increased level of interest when they have a chance to see language in use.

The Weakness is we need a long time to serve the movies, payment of media was so expensive, sometimes the focus of student can't handle, and we need complex thing.

THE METHOD OF RESEARCH

Research Design

Basically, research design is the scientific way to collect the data and solve the research problem. From the thing above, we can find four key words that we should see, there are scientific way, data, objective and purpose. This research used quantitative research. According to Muijs (2004:1) quantitative research Explaining phenomena by collecting numerical data that are analyzed using mathematically based methods in particular statistic. Then, in other occasion, Sugiyono (2012:81) said that quantitative research is traditional research that used for collecting numerical data. Further, Kumar (2011:122) quantitative research usually has the basis of the nature investigation that can defined as experimental, non experimental, quasi or semi experimental. So from the explanation above, the real of quantitative research is collecting the numerical data.

The researcher will used an experimental design that will be conducted in classroom. Sugiyono (2015:73) there are some type of experimental method, namely: pre-experimental design, true experimental design, factorial design, and quasi experimental design. This researcher will used true experimental research because this is the real experiment. In this design the researcher can control the outside variable that influence the experiment go on. So, the internal validity or the quality can grow up.

This research was conducted at SMA Negeri 4 Pematangsiantar with academic year 2019/2020, which located at JalanPattimura No. 1, KelurahanBanjar, KecamatanSiantar Barat, Kota Pematangsiantar, Provinsi Sumatera Utara, Indonesia. This research will be conducted on the first semester in the academic year of 2019/2020. According to Sugiyono (2015:80), the populations is a generalization that consist of object or subject who has quality and characteristics that is decided by researchers to be learned and then make a conclusion.

Population not only about human, but also another object and things in our environment. And population not only the quantity in object or the characteristic the object that we learn, but also include all the characteristic in subject or the object. The population of this research will take from the Social class students in tenth grades at SMA Negeri 4 Pematangsiantar. The population of this research are 105 students where the sample are that the researcher took is almost 71 students from two class. Then, this research use the writing test instrumentation after looking animation movies entitled “Sangkuriang”. And the test will using pretest and posttest in two class, first is control class and then experimental class. The data in this research are the writing text that get from the students. Source of the data in this research is 105 students in specialization social class at the tenth grade of SMA Negeri 4 Pematangsiantar.

The Technique of Collecting the Data

This research is quantitative method. Before doing a test, the researcher will teach and explain about the narrative text like teacher in general like give stimulate so that the students can enjoy and relax the lesson. After that the researcher will give the title of narrative text that should students write. This is called with pretest. Then, in the next meeting the researcher will teach again about narrative text with animation movies media, and it called by posttest. After the all test finish, the researcher will correct the score of the test. But, score of pretest and posttest should be before analyzed later.

The Technique of Analyzing Data

There are pre-test and post-test after looking for the total score. The score will be calculated by the coefficient correlation between variable X and Y. In this case, the researcher analyze the data with spss 21.0. Mean, variance, standard deviation, and t-test were used to analyze the data. Before calculating the t-test, the data was analyzed for homogeneity. The final result were presented using a frequency distribution table.

The Instrument that used in this research is writing test. The text that should write in this research is narrative. The test was doing by two test, Pre-test and Post-test in two class which the first class as control class and the second is experimental class. The researcher doing this research with online media (daring) because of Corona pandemic (Covid-19). The analysis of the data are started from scoring the students writing skill of the narrative text, tabulating the pre-test and post-test student's scores, then calculating the coefficient correlation between variable X and variable Y by using Pearson Product Moment Correlation Coefficient with SPSS Version 21.0.

Research Finding and Discussion

By analyzing the data the researcher found the result of this research that total of pre-test score in control class is 1895 with mean score is 52,64 and post-test control 2118 with mean score 58,83. While pre-test in experimental class 1970 with mean score 56.29 and post-test experimental 2380 with mean 68,00. Then the researcher found that $t_{count}(6.407) > t_{table}$

(1.994) at the significance level $\alpha = 0.05$ with the degrees of freedom (df) = 34, H_0 is rejected and H_a is accepted. It means that The using of Animation Movies Media effect significantly in improving the students' Writing Skill at the tenth grade of SMA Negeri 4 Pematangsiantar.

THE CONCLUSION AND SUGGESTION

Conclusion

The population of this research is 105 students where the sample is 71 students which get from two class X PIS 1 as the experimental class and the X PIS 3 as the control class. Then the researcher found the result of this research that total of pre-test score in control class is 1895 with mean score is 52,64 and post-test control 2118 with mean score 58,83. While pre-test in experimental class 1970 with mean score 56,29 and post-test experimental 2380 with mean 68,00. Then the researcher found that $t_{count}(6.407) > t_{table}(1.994)$ at the significance level $\alpha = 0.05$ with the degrees of freedom (df) = 34, H_0 is rejected and H_a is accepted. It means that that the using of Animation Movies Media effect significantly in improving the students' Writing Skill at the tenth grade of SMA Negeri 4 Pematangsiantar.

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