CHAPTER 1
INTRODUCTION

1.1 Background of the Research

In today's world, knowing English is crucial for everyone, including in Indonesia where it's a required subject in schools. The fast-paced changes in society make English a key element for researchers to gather information and communicate effectively. Even in kindergarten and early childhood education, English is introduced to students using various teaching methods. This approach impacts the learning system, creating opportunities for students to succeed in gaining knowledge and understanding diverse learning processes.

The four essential language skills, speaking,, listening, reading, and writing, are crucial pillars in English learning. Reading, a significant process in comprehending study materials, exposes students to new knowledge and enhances their speaking skills. According to Dole (1991), in the classic view of reading, rookie readers develop a set of hierarchically ordered sub-skills that gradually lead to comprehension ability. After mastering these skills, readers are regarded as experts who understand what they read. Speaking, in turn, allows individuals to express their thoughts and hones critical thinking. Following speaking, students engage in listening, enabling them to acquire new information and understand the perspectives of others. Additionally, writing is an important English skill as it allows students to articulate what they have learned, creating interest for both themselves and others.

To grasp the English language effectively, students need to acquire proficiency in the four crucial skills mentioned earlier. This mastery not only aids in understanding the learning process but also facilitates the acquisition of new knowledge and insights. In senior high school where there is one of the many learning materials that teach about the types of text in English, one of which is narrative text. A narrative text recounts a sequence of past events, presenting a story that can either be fictional or based on a legend. According to Gallant (2008), narrative text tell the reader about information and a story and help the reader to understand characters feeling. Based on researcher's observation in SMA N 8 Muaro Jambi in 2023, it found that several students still not understand reading a text well, students still do not know the parts of a text such as the general structure and also the language feature. They simply read the material without understanding the concept or details it included. Some student encountered challenges understanding the provided text and responding to the questions regarding it. Furthermore, the fact that the learning process continued to teach reading using a typical technique made them less interested in reading texts. Therefore, the researcher should employ the appropriate strategies or tactics to help students improve their reading comprehension.

One of the style in learning process is visual learning style, According to DePorter and Hernacki (2005) Visual learning style (visual learner) emphasizes visual activity. visual activity. This implies that students need tangible proof initially to comprehend concepts. Individuals with a visual learning style exhibit a strong inclination to visually perceive and capture information before achieving

understanding. Students with a visual learning style absorb lessons through the use of visual aids and illustrated materials. In addition, they have A heightened responsiveness to color, coupled with a satisfactory grasp of artistic matters.. It's just that they usually have problems with direct dialogue because they are too reactive to sound. because students is too reactive to sound, making it difficult for him to follow instructions and often misinterprets words or speech. Visual learning style can avoid monotonous learning procces in class.

According to Morisssy (2019) MangaPlus is a digital manga/comic is one of the technological advancement of reading manga. that will be employed to enhance students understanding of narrative text. Information technology is expanding quickly these days. Internet technology, which was formerly limited to specific circles, is now available for usage in nearly every part of Indonesia. The younger generation has easy access to the information they require thanks to the internet. Additionally, the internet 1 makes it simple and affordable to experience a variety of foreign media, including music and movies. Pop culture fans also experience the convenience of this convenience. Cultural items from the realm of popularity such as Manga (Japanese comics), anime (Japanese animated cartoons), dramas (Japanese TV dramas), and Japanese popular music (J-pop and J-rock).are examples of Japanese popular culture goods.

According to Budi (2015) While textbooks are undeniably important, especially in EFL schools, they can contain words or idioms that are overly formal or outdated and are rarely used in everyday life. Manga stories, on the other hand, tend to depict everyday life (even if set in a fantasy location) and contain authentic language,

including slang. Since all Japanese animated shows and nationally televised dramas were rendered into the Indonesian language, these products could only be consumed in that language. The translations even include the opening and closing theme tunes for the anime/dorama. Manga is a similar product that is limited to its fans' reading and is only available in printed, Indonesian-English Version

Based on the Field practice teaching the researcher concludes that the lack of student motivation in learning material and understanding what the context of a reading is a problem or phenomenon that occurs, therefore the researcher wants to conduct a study using the latest learning media that follows the times, namely with mangaplus or online digital reading comics.

1.2 Identification of the Problems

Given the background information provided, the researcher articulates the issues as follows:

1. A number of students struggle to understand the text, which affect their comprehension of the ideas or information in the narrative text.

2. Some students find it challenging to respond to the question on the assigned literature

3. The students interest in reading a material has decrease

1.3 Limitation of the Research

Concerning the background of the research, the research focus on the effect of using mangaplus toward reading comprehension of narrative text that used in mangaplus digital comic online to assist them to get better comprehension in reading a narrative text at tenth grade students of SMAN 8 Muaro Jmabi

1.4 Formulation of the Research

Based on the background of thr problem, formulation of this research is "is there any significant effect of using mangapus application towards students' reading comprehension in narrative text at the tenth grade students of SMAN 8 Muaro Jambi?

1.5 The Objective of the Research

The purpose of this study . "is to find out the effect of using MangaPlus toward students reading comprehension in narrative text at the tenth grade students of SMAN 8 Muaro Jambi. This is based on how the challenges above were formulated

1.6 The Significance Of The Research

The two intended benefits of this research are theoretically and practically.

1. Theoritically

This study might improve knowledge and understanding in the field of education and provide information on the suitable media to employ while teaching reading.

2. Practically

a. For the teacher the findings of this study should provide educators with fresh guidance on selecting appropriate teaching materials for reading instruction, particularly for reading comprehension instruction.

b. For the students as the subject of the research through the experiment technique, it is anticipated that the students, who are the subject of the study, would directly experience reading as a joyful learning experience.

c. For the next researcher this study is supposed to provide more information for the next researcher, as well as sources or references for other researchers wishing to carry out more research in the same topic.

1.7 Definition of Key Terms

Some terms are defined to give basic comprhension related to this research. Those are:

1. MangaPlus

MangaPlus is one of the online reading media used by researchers to study reading comprehension of narrative text, this media provides many types of reading such as comics and manga in particular, mangaplus can also be one of the tools as a learning medium so that students can more easily understand reading students feel more curious, become concentrated and can even increase student learning motivation According to Morissy (2019) Mangaplus
It's a Japanese online platform that vends e-book editions of Jump manga titles and

provides a digital form of *Weekly Shonen Jump* for mobile device reading. Users can access a substantial preview of Jump manga at no cost and can also follow original titles serialized independently from the printed magazine.

2. Reading Comprehension

Reading comprehension which student should be able to read comprehension in order to take in information from the text they are reading and comprehend or know the meaning of the text so that the reader may grasp it. According to Gardner and Mclntyre (1978) describe reading comprehension as the skill to transform written language into forms closely resembling those employed in internal thinking of conversation

3. Narrative Text

Narrative text is one of the english text the researcher used to gauge the students comprehension skills was a narrative piece. This literature tells the tale of historical occurences. The researcher can measure the students understanding after reading the book by utilizing its social purpose, generic structure, and linguistic aspect. According to According to Pardiyono (2007: 67), Narrative text serves the purposes of providing amusement, entertainment, and addressing real or imagined experiences in various manners.