CHAPTER I

INTRODUCTION

1.1 Background of Final Report

The development of Information and Communication Technology brings many changes in human life, especially in the field of information systems. It cannot be denied, today's progress in the field of information system has a lot of influence on other areas of technology. One of those technologies is the development of software applications especially for mobile devices.

Recently, mobile devices that have significant developments are mobile devices with Android as its operating system. Currently Android OS is the most popular OS in the world, runs on over 400 million devices worldwide. This technology consists of various components and is designed to empower developers and device manufacturers to write innovative application independently (Krajci, 2014:2). Android Operating System (OS) is an open source technology. With the open source distribution system used, it allows developers to create a variety of interesting applications that can be enjoyed by users. Developers itself is an individual that builds and create software and applications.

Android operating system is very impactful to mobile devices, and one of them is handphone which has the most rapid development. Handphone used to be a mere communication tool, but currently it has various functions and other

features. It is because android comes with a variety of great applications that support daily phone needs, such as messaging, e-mail, internet browsing, and various third-party applications (Krajci, 2014:3).

One of the applications that has been using Android is an electronic mobile learning system or commonly called mobile learning. The definition for mobile learning is "learning across multiple contexts, through social and content interactions, using personal electronic devices." (Crompton, et al. 2013:4). Mobile learning is a system or educational concept that utilizes information technology in teaching and learning process. Mobile learning can be used to learn everything including learning languages. Learning languages will be easy with mobile learning concept. It will train students more independent in learning languages.

Language is a fundamental human ability that is used to communicate with each other. In all aspects of human life, language has an important role because it connects people. Without language human will not be able to communicate with each other or even interact with each other, this is also supported by the statement of linguists, one of them is Walija. Walija in Hidayatullah (2009) states, "The definition of language is the most complete and effective communication to convey ideas, messages, intentions, feelings and opinions to others". There is one language that is spoken by most people around the world, it is English.

English as an international language is spoken as the primary language and as a second or foreign language in many countries around the world (Thirumalai, 2002). As we know, in Indonesia English considered as the first foreign language.

English language has been used as the first foreign language in Indonesia since 1955. In order to develop modern science and technology for the advancement of Indonesia, the need for learning English language has been increasingly recognized during recent years. On December 12, 1967, the Minister of Education issued Decree No 096/1967, stipulating English as the first foreign language to be taught in Indonesian schools (Pusat Pembinaan & Pengembangan Bahasa, 1984: p.126) in Mochtar (2012).

In Indonesia English language is taught in elementary school up to university, but it does not mean students can speak English fluently. The biggest problem is so many Indonesian students cannot pronounce English words properly. The pronunciation mistakes of English words by Indonesian students occur because of the different phonetics rules between Indonesian and English spelling. The differences are pretty much significant, most of Indonesian alphabets have similar sound and spelling as in International Phonetics Alphabets, but in English some alphabets can be pronounced differently. Related to that differences, Indonesian students will find them difficult to follow English spelling's 'inconsistency' (Sulistyo, 2013).

Then, one of the solutions for the problem is Tongue twister. Tongue twister is kind of spoken wordplay. Zehara Jabeen in Khilwin (2015) states, "Tongue Twisters constitute diction/articulation exercises which help you learn how to speak clearly". Based on previous statement, we know that tongue twister can be used as a way to improve English skills especially students' speaking fluency. Tongue twister offers an interesting way for the students to learn to speak English. Students

of all ages will be excited to do tongue twister, and it is a very good method for language development. Then based on writer's experience, at first it was not easy to practice tongue twister, but later the writer found that it was fun to learn tongue twister and the result is tongue twister can improve the writer's speaking skills so the writer can speak English a little more fluently. The writer's experience is obtained when the writer learns tongue twister in the 2nd semester of her English D3 program.

The last, students with the best age for learning a foreign language is when they at early adolescence or 11-13 years of age. It is based on a study of 17.000 British children who learn French at school at that age performed better profiency tests. These findings were consistent with those studies of Danish students learning English and Swiss children learning French.

Based on that above background description, the writer is interested in writing a final report entitled "**Designing an Android-Based Application Tongue Twister for Adolescence Students**".

1.2   Objectives of Final Report

This final report has two aims; those are for D3 English Program itself and for students as the users of this application. The purpose of this final report for D3 English Program is as a partial fulfillment of the requirements for the writer graduation from D3 English Program.

Apart from that, as the student of Faculty of Information Technology the purpose of this final report is to create Android-Based Application Tongue Twister

as a learning medium that aims to facilitate, especially adolescence students in Indonesia so that they can learn English independently. The application itself is intended to help adolescence students improve their speaking skill by practicing tongue twister.

1.3   Significance of Final Report

The writer hopes the results of this final report will be useful for many parties such as first for D3 English Program, the results of this final project are expected to be a useful academic document to be used as a reference for the academic community and become useful scientific materials. Second for students as users of the application, the results of this final report are expected to be a useful input to increase the students' interest in learning English. Third for the writer, the whole series of activities and the writing of this final report are expected to enhance and strengthen the mastery of scientific functions that have been studied during the course lecture. The last for other final report writers, it is expected that this final report can provide useful knowledge and information about the similar topics.