

Chapter One

Introduction

There are several things or points that are explained in this chapter, the things that are discussed in this chapter are the background of the research that is carried out by the researcher. In this chapter, the researcher also presents research questions that lead to the research. The researcher also includes several research objectives achieved in this research.

Background of the Research

Corona Virus Disease (COVID-19) came from Hubei Province, and in Indonesia the first case was announced on March 2, 2020 (Kompas, 2020). The cases began to increase in 2021 so that Large-Scale Social Restrictions (LSSR) were implemented by the government of the Republic of Indonesia. With the implementation of Large-Scale Social Restrictions (LSSR), almost all government and non-government services temporarily discontinued. There is no exception for educational services that must be carried out to in the Form of Distance Learning (Kemendikbud, 2020). Therefore, the teaching and learning process was done online.

Due to the COVID-19 pandemic, teaching and learning is required online. COVID-19 online education takes place in two different modes: synchronous and asynchronous. Learning that takes place in real time using synchronous communication system is called synchronous learning. This allows educators to give presentations to their students during class time. Asynchronous learning, on the other hand, requires the acquisition of proficiency in a form of communication that is not done in real-time. In other words, students have access to reference materials provided by the instructor.

Teachers have the flexibility to modify the approach based on the specifics of each class. Realtime, or synchronous, online learning is the process of acquiring knowledge using a computer. Real-time learning is illustrated with text conversations and video chat. To communicate and connect in real time with other online users (those who now also use the Internet), while video chat is a tool for holding face-to-face or audio-only conversations in real time between individuals in various locations. The most common platforms for video chatting are personal computers, tablets, and smartphones (which can double as video calling phones). Point-to-point (one-on-one) video conversations include services such as FaceTime, Skype, Zoom, WhatsApp, Google Meet, and Microsoft Teams, while multipoint (one-to-many or many-to-many) services include Google+ Hangout.

Asynchronous learning occurs later and is carried out using electronic devices and networks such as the Internet. Email, online discussion groups, weblogs, and social networking sites are examples of asynchronous learning. Nearly every service available online today requires a working email address. Gmail is a popular free choice for email services. One of Google's offerings is an email service called Gmail.

Educators and trainers in the online world are facing many challenges during the COVID-19 pandemic. Due to this outbreak, a lot of learning that is usually done face-to-face (offline) is now done digitally (online). Delivery of learning materials, student interaction during learning, quality of empowering facilities and elements, management of learning materials during learning, and creating a curriculum that reflects current realities are problems that need to be addressed (Rezky, 2020).

Schools have been working on solutions, such as providing training for instructors on the use of online learning resources including Google Classroom, Google Forms, and YouTube-based learning films. Therefore, to carry out their duties

well, teachers need to understand and apply certain pedagogical principles. Among them is the ability to engage students in existing material and mastery of various teaching tools and resources. Second, teachers can arouse students' curiosity and motivate them to think critically and creatively about the problems they face. Third, educators must cultivate students' dispositions to improve their perception educators who have participated in online COVID-19 pandemic education. Therefore, academics are curious as to what kinds of learning environments, activities, and difficulties educators have encountered during the current COVID-19 epidemic.

Statement of the Problem

The online learning process has a big impact on schools. All learning activities are carried out online. Teachers who work from home (WFH) are held to the same high standards as other professional teachers who work from home. Both students and educators must be able to adapt to new technological developments. Based on the preliminary interview with teachers in the setting of the study, several teachers use several online learning platforms to attract students' attention to online learning, teachers look for ways so that students don't get bored studying online. secondly, teachers must also develop activities in their online learning. and third, teachers overcome many obstacles that occur in online learning because online learning is something new for students and teachers. Both students and teachers believe that there is room for improvement in the online mentoring process. Based on the problems described above, the researchers were interested in conducting further research and gave the research title "English Language Teaching and Learning During the COVID-19 Pandemic in Yogyakarta Secondary Schools".

Delimitation of the Problem

In this study, the researcher focused on identifying what platforms teachers used in teaching online during the COVID-19 pandemic, what activities teachers used in teaching online during the COVID-19 pandemic, and what the challenges that the teachers faced while teaching online during COVID-19 pandemic. The researcher conducted interviews with teachers at secondary schools to explore more deeply about teachers' perceptions of online learning during the COVID-19 pandemic.

Research Questions:

Based on the research background above, the research questions are written as follows:

1. What learning platforms were used by the English teachers during COVID-19 pandemic?
2. What activities were used by the English teachers in teaching and learning processes?
3. What kind of challenges occurring in teaching and learning processes during COVID-19 pandemic?

Purpose of the Research

This research contains three purposes, namely:

1. To find out the platform are used by the teacher in teaching and learning processes.
2. To find out what activities used by the teacher in teaching and learning processes.
3. To find out what the challenges faced by teacher in teaching and learning processes during COVID-19 pandemic.

Significance of the Research

The findings of this research are hoped can give the benefits for the students in the English Language Department and for the lecturer or teacher.

The pre-service teachers

This study is expected to help pre-service English teachers to use platforms for the teaching and learning processes and to apply some activities in teaching and learning processes.

The secondary school students

This research open students' preferences on using platforms in this situation and the activities in teaching and learning processes.

Other researchers

The result of this research hopefully can be beneficial for other research as a tool help them conduct research related to this topic.

Organization of The Chapter

This thesis consists of five chapters: an introduction that sets the stage for the research, a problem statement that identifies the scope and limitations of the study, research questions that guide the investigation, research objectives that stem from the questions, a discussion of the study's significance, and an outline of the research. This study's literature review is presented in Chapter 2. This study is based on a solid conceptual foundation. The research methods described in this chapter. Research design, context and participants, data collection, and analysis are the four subheadings that make up this section. The results of the data analysis and subsequent discussion are presented in chapter four. The final chapter synthesizes the study's findings and the author's suggestions.