

Chapter One

Introduction

There are some points that are explained in this chapter. The first is background of the study which explains the reason why the researcher is interested in conducting this research. The second is statement of the problem which presents the problem that researcher wants to solve. This chapter also presents the research questions which mentions the questions that researcher wants to answer. This chapter also presents objective of the study which describes the specific objective or purpose that is researched. The last is significances of the research which explain the benefits of this research toward particular people.

Background of the study

Speaking is a language skill which is useful for a person to build a communication to others. Harmer (2007) stated that most speaking involves interaction with one or more participants. It means that speaking is one of the activities that involves interaction between the person. An effective speaking also includes a good deal of listening, an understanding of how the other participants are feeling, and a knowledge of how linguistically to take turns or allow others to do so (Harmer, 2007). This means that communicating with other involves several skills including listening skill, communicative skill, and knowledge of linguistic.

In improving speaking skills, there are some techniques that teacher can use and one of them is roleplay. In roleplay students act as they are in the real condition for society in various social contexts and have a variety of roles (Harmer, 2007). It means that in roleplay activity students act to be someone else in or they act to themselves but in different situation. Budden (2006) said that roleplay is any speaking activity when the students either put themselves into somebody else's or put themselves into an imaginary situation. It means that roleplay is not only as classroom activity but also one of the effective teaching methods that can be used by the teachers.

Liu and Ding (2009) argued that roleplay is an effective technique to build the teaching and learning atmosphere, improve the interest of learners, and make the language acquisition impressive. This means that by applying roleplay in teaching and learning process teacher can animate the atmosphere, can enhance the learners motivation to learn, and make the language acquisition impressive. Moreover, Qing (2011) stated that roleplay could progress students' intercultural consciousness and also develop overall communicative competence.

In addition, Nizar (2011) argued that roleplay increases the confidence of L2 learner in conversation with other without feeling ashamed, afraid or inferior. Based on the study that was conducted by Nizar (2011) it was found that roleplay can help L2 learners to solve their problem on confidence and make the conversation easy without feeling ashamed, afraid, or inferior. Alabsi (2016) mentioned that roleplay

potentially offers an enjoyable way to encourage students to use vocabulary appropriately. It means that roleplay has many advantages one of them is encourage students vocabulary.

Moreover, Saptono (2010) found that by implementing the roleplay in a learning process could improve students' enjoyment level and test scores, more positive about school, subject areas, and teachers or professors when they are structured to work cooperatively. It means roleplay can motivated the students in learning because they learned cooperatively that when they learned alone, competitively, or individualistically. He also stated that student are more able to take the perspective of others, are more positive about taking part in controversy, are better development in interaction skills, and have a more positive exspectations about working with others than students from competitive or individualistic settings.

Roleplay is useful for the students because it can be used as a item to enhance speaking skills of students. Roleplay can improve learners speaking skills in any situation, and helps learners to interact. It also can improve the learning and teaching atmosphere more interest. However in roleplay also there are a lot of things to consider which is preparation, different level of language of students, and many things. The researcher is interested to conduct this research because based on the researcher experience. The researcher found some problems that happen in the classroom when the students performing the roleplay. Some of students are good to express their ideas and good in speaking. But, some students feel not confident it look

from how they speak not fluently and do not know how to respond their partner the researcher want to know the reason why in performing roleplay there are some students could not be able to have a good performance in roleplay. So, the researcher want to conduct a research about the students perception on the use of roleplay in english language learning especially on the challenges, strategies, and benefits by performing a roleplay.

Statement of the problem

Roleplay is one of the teaching techniques that can be used to improve student speaking skill. Roleplay is a teaching technique that applied in English Language Education Department in one of universities in Yogyakarta. Roleplay is used in a course of English for Tourism class as an assessment. The students are assessed by performing roleplay in Tourism context. The students are divided by several groups and teacher give a topic and time then students should making a preparation with their friends based on the topic they have discussed.

Based on the researcher experience when researcher take tourism class there were some things that makes the researcher confuse and curious about that. The students were asked to be more creative and more active in this situation. In fact, some students found some challenges in doing roleplay. Students who lack of confidence about their english speaking ability seen difficult in groping for words (vocabulary), making grammatical mistakes in speaking. Some of the students have problems in translating ideas to the target language because they do not have enough

vocabulary when using the language this makes them feel ashamed to speak English. There are some students who cannot act and speak spontaneously like the other students who are good in speaking they can speak fluently. They do not have any ideas to say in how to respond their members of group asked the question. Sometimes they used codes switching to explain it. But, sometimes they were kept silent when they did not understand about their partners' questions. Every student has their own way to learn based on their ability. Every student has different skills, some students said that speaking English as a foreign language is difficult because they have to think about the vocabulary and how to pronounce correctly. Related to the explanation above, this research was important to be done because this research is aimed to know the student's perception on the use of roleplay in English for Tourism class.

However, there is no data or information that is related to students' perception related to the use of roleplay in English for Tourism class. So, why the researcher is interested in conducting the research entitled students' perception on the use of roleplay in English Language Learning.

Delimitation of the research

The current research focuses on finding out the students' perception on the use of roleplay in English language learning in English Education Department at one of the private universities in Yogyakarta. It focuses on the benefits of roleplay, challenges of roleplay, and also the strategies of doing roleplay.

Research Question

There are three research questions of the study. The questions are as follows:

1. What are the challenges students faced in doing roleplay in English for Tourism Class ?
2. What are the strategies that students used to overcome the challenges in doing roleplay in English for Tourism Class ?
3. What are the benefits of using roleplay in English for Tourism Class ?

The Objectives of the research

Based on the research question, there are three purposes of this research. First is to find out the challenges in doing roleplay. Second is to investigate the strategies that students used to doing roleplay. Third is to find out the benefits of using roleplay in teaching and learning.

Significance of the research

This research has several advantages and positive contributions. These advantages are as follows:

For the students. This research can give information about how to overcome the challenges when the students doing roleplay in the future. Also, it is expected that the students especially English Students can be motivated in doing roleplay and be more confident to perform in front of the class . The researcher hopes that the students can get the knowledge about the strategies in using roleplay so they can do their best in

doing roleplay and preparing well before they do the roleplay after they read this research.

For the teachers. This research can be a reference for the teacher to help teachers know more about the challenges that faced by the students in performing a roleplay. So, the teacher can found the strategies to overcome the challenges in doing roleplay in English Language Learning.

For the other researcher. This research can use by the other researcher as theoretical overview with the same topic and can repair or add some information related with this research. In addition, the finding of this study also give an issue about the challenges and strategies face by the students in doing roleplay. The other researchers can do further research relate with this study to demonstrate the challenges and the strategies.

Research Outline

This research is consist five chapters. The first chapter is about an introduction. In Introduction this research elaborated background, statement of the problem, delimitation of the problem, the research questions, the objective of the research, significance of this research and research outline.

Second chapter is about the literature review of the study, some definition of roleplay, the types of roleplay, challenges in doing roleplay, the advantages on using roleplay and theories of roleplay.

Third chapter is about the research methodology consists of research design, research setting, research participants, data collection technique, data collection procedure, and data analysis.

Fourth chapter includes findings and discussion of the research. In this chapter the researcher explained about the results oh this research based on the data collecting by doing interview with the participants. The problem of this research will be describe clearly.

In chapter five, it includes conclusion and suggestion of the researcher. It will present the summary of this research. The summary will covers the main idea of the findings.