CHAPTER I

INTRODUCTION

This chapter describes the general part of my job training report entitled "*The Process of Choosing Themes, Sequencing and Scoring Systems in Fun With English Application***"**. This chapter also consist some sub-chapters that explain why, how, what and when concerning the process of making the "*Fun With English*" application or game. First, background to the topic describes the reason for making the game, while the scope describes the limitation of this report. In addition, objective describes the report's goal. Then, significance to knowledge describes the use and advantage of this report to the readers and the writer itself. Finally, research method describes the way the data was gathered and how it was composed in this writing.

1.1 Background to the Topic

To observe the surrounding, especially how people speak and react to each other is an obligation of an English student. In my daily activity, I found many mispronounced English when people do their conversation. This problem could happen for some reason and the lack of learning process since the children stage might be the cause of their unfamiliarity with English.

To see many mispronounced English in my daily activity has triggered me to create an application in my job training that would help them improve their English, particularly for children. However, to design and to create an application that would attract children to use or play it was not an easy thing to do. There are things to consider with when making the application, such as the themes restriction, the length of the sequences and the reward for playing the application.

As mentioned above, there are things to consider when making the application such as themes restriction that involves decision in choosing the appropriate themes when making the application. Then, the length of the sequences that involves decision in determining the required duration on the application. Finally, the reward for playing the application or game involves decision in attracting the children to play the application by giving them a reward within the system. This general description is further described in the Chapter 2 of the report; therefore, the name of the report is "*The Process of Choosing Themes, Sequencing and Scoring System in Fun With English Application*".

1.2 Scope

This job training report describes the process of choosing the themes, sequencing and scoring system in *Fun With English* application to help the children improve or familiarize themselves with English. Therefore, the discussion involves the description of the process of elaborating the games to

comply the needs as suggested by the supervisor at *Balai Bahasa Provinsi Jawa Barat*.

1.3 Objectives

Based on the scope of this report, the objectives are:

- To explain the process of making the application entitled "*Fun With English*".
- To describe the application's content that is used in this application.

1.4 Significance to Knowledge

The process of creating the game has significant benefit to my knowledge extensions. Through the process, I could learn how to create a game with not just only fun but also educating and how to operate Macromedia Flash 8 as a simple game engine and combined it with language element, as an English student, to help children familiarize themselves with English. Therefore, the report is expected to be able to give the reader understanding in making an application as educational tool and could help the children in improving their English by playing the application to reduce mispronouncing in the future. In addition, this report may help *Balai Bahasa Provinsi Jawa Barat* as language institution in their researches in the future by showing the process so they could develop the

application further. This report could also be used as reference for English students in their job training as well as those who will make application in the future to be better and more sophisticated.

1.5 Research Method

The method used in this report is descriptive narrative. According to Dawson (2002), *"Descriptive research attempts to describe systematically a situation, problem, phenomenon, service or program, or provides information about, say, living condition of a community, or describes attitudes towards an issue."* The data in this report are described descriptively based on the nature of the information. The data is also narrated based on the time of event since my first time making the application in my job training and put it all in chronological order.

Firstly, all gathered materials when making the game in my first try were put in the report and describe it. Then, all new materials that replaced the inappropriate one were put in the report with the reason behind the replacement, also the changes that were made in sequencing. Finally, the reason for making a scoring system and describe how it was made in this report.

The data is collected from *"Fun With English"* application that was created on Macromedia Flash 8 during my job training in *Balai Bahasa Provinsi Jawa Barat*, which was conducted from 21st July 2014 until 11th September 2014

and started from Monday till Friday at 09.00 to 15.00 with two hours break from 11.00 to 13.00.