**THE USE OF ANIMATION MOVIE CLIP TO PRACTICE WRITING SKILLS NARRATIVE TEXT TO STUDENTS OF SMA ASSHOMADIYAH BANGKALAN**

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**Abstrak:**

Penelitian ini bertujuan untuk meningkatkan keterampilan menulis siswa kelas XA SMAS Asshomadiyah Bangkalan dengan menggunakan Animation movie clips “Toy Story 3” sebagai media pembelajaran. Penelitian ini merupakan penelitian kualitatif yang bertujuan untuk menemukan dan membuktikan bahwa penggunaan media ini dapat meningkatkan keterampilan menulis siswa. Metode penelitian yang digunakan adalah studi kasus yaitu suatu proses penelitian dimana peneliti mendapatkan secara sistematis, faktual dan akurat atas informasi yang sebenarnya tentang fakta dan fenomena yang terjadi. Peneliti dan guru juga berperan dalam proses penelitian ini untuk mengetahui proses belajar mengajar menggunakan media ini dan juga kelemahan dalam proses pembelajaran menulis. peneliti menggunakan 2 instrumen untuk mengumpulkan data, yaitu observasi dan wawancara. Peneliti melakukan 2 observasi karena pada observasi pertama tulisan siswa belum berhasil untuk tujuan penelitian ini. Guru bahasa Inggris dan 3 siswa menjadi objek wawancara ini. Pengamatan kedua menunjukkan bahwa keterampilan menulis siswa meningkat setelah melihat Animation Movie clips “Toy Story 3”. Ditemukan juga bahwa menonton film Animation lebih mungkin membantu mereka meningkatkan bahasa Inggris mereka. Siswa terus meningkatkan keterampilan menulis mereka dalam menemukan lebih banyak kata bahasa Inggris dengan menggunakan kartun sebagai media. Indikator keberhasilan pelaksanaan adalah: 1 siswa lebih menikmati proses pembelajaran dan 2 keterampilan menulis siswa meningkat. Selain itu, temuan ini juga didukung dengan hasil tulisan siswa setelah melihat Animation movie clips.

**Kata Kunci**: animasi movie clips, teks naratif, keterampilan menulis

***Abstract:***

*This study aims to improve the writing skills of class XA SMAS Asshomadiyah Bangkalan students by using "Toy Story 3" Animation movie clips as a learning medium. This research is a qualitative research that aims to find and prove that the use of this media can improve students' writing skills. The research method used is a case study, namely a research process in which researchers obtain systematically, factually and accurately the actual information about the facts and phenomena that occur. Researchers and teachers also played a role in this research process to find out the teaching and learning process using this media and also the weaknesses in the writing learning process. researchers used 2 instruments to collect data, namely observation and interviews. The researcher made 2 observations because in the first observation the students' writing was not successful for the purpose of this study. English teacher and 3 students became the object of this interview. The second observation showed that the students' writing skills increased after seeing the Animation Movie clips “Toy Story 3”. It was also found that watching Animation films was more likely to help them improve their English. Students continue to improve their writing skills in finding more many English words using cartoons as a medium. Indicators of successful implementation are: 1 students enjoy the learning process more and 2 students' writing skills improve. In addition, this finding is also supported by the results of students' writing after viewing Animation movie clips.*

***Keywords:*** *animasion movie clips, narrative text, writing skills*

INTRODUCTION

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nglish has become the most important foreign language in the world. Currently, English is the language of international communication. In addition, in the era of "globalism" that we live in today, the interdependence of nations and peoples creates a demand for a global language, and there is no better language than English. English is the most spoken language online, with nearly 1 billion people speaking it. If someone can understand and read English, they will be able to access and enjoy more online resources and be able to read world news, participate in discussions on forums. If someone can understand English, then he will be able to communicate with more people online using English (Ilyosovna, N.A, 2020). Writing is one of the four language skills that can be used as a benchmark for literacy development in a country. Writing skills are considered the most difficult and complex language skills, because they require a range of perceptions and involve a broad thought process to produce ideas, words, sentences, paragraphs, and wording (Nurhajah Tia Sarifah & Yanuarti Absari, 2020). Writing is an activity of expressing thoughts and feelings through writing using language as the medium. Writing products must use clear language so that the text can be read and understood by readers. Therefore, writing skills require seriousness and sincerity in relation to learning. To make students interested in learning English, teachers must use some interesting media. Here the teacher uses Animation movie clips as a medium in the teaching and learning process in class at SMAS Asshomadiyah Bangkalan. The use of this media is able to make students enjoy learning to write. A teacher showed Animation movie clips to students 2 times, after that students were asked to write down what they got after seeing the toy story 3 film. By using this cartoon film it is easier for students to write because they think about what they will write after seeing the silent cartoon film. Based on the phenomenon above, the researcher is interested in conducting research with the title "Use of Animation movie clips on Students' Writing Skills in Narrative Texts". In this study, this study will explain to describe the use of Animation movie clips on students' writing skills in narrative texts and also to find out the responses of students using Animation movie clips "Toy Story 3" towards students' writing skills in narrative texts. In this study, to be able to carry out research in a more directed, perfect, and in-depth manner, it is necessary to limit the views of researchers on research problems. The scope of this research is class XA SMAS Asshomadiyah Bangkalan, East Java, totaling 30 students. The limitation of this research is writing skills, especially by using the media Animation movie clips “Toy Story 3” in teaching narrative

RESEARCH METHOD

This research is a qualitative research using case study research. According to (Mack & Balqia, N, 2019) qualitative research is very effective in obtaining culture-specific information about values, opinions, behaviors, and social contexts in certain populations. The main aim of qualitative research is to explore and discover the setting as it really is. Qualitative research products are generally in the form of narrative reports and very detailed and clear descriptions. The case study research design is used to obtain an overview of systematic, factual, and accurate information about the facts, nature and relationships between the phenomena being investigated (Goddard & Melville in Balqis, N, 2019). The subjects of this study were class XA SMAS Asshomadiyah Bangkalan in the 2021/2022 academic year. The students were observed by the researcher in their English lesson especially in writing class. There are 30 students in the class consisting of 25 girls and 5 boys. But in this study, researchers only took 3 students as subjects. The English teacher suggested that I interview 2 students who were not active in class and 1 student who was active in class to be the subject of this research. There are two steps in data collection, the first is classroom observation using a video recorder, researchers can get data from the actual situation. In qualitative research, data collection techniques that are commonly used by researchers are participant observation, in-depth interviews, documentation, and triangulation. The research data will be collected from observations and interviews which will be collected through several data collection techniques. In the process of collecting data, researchers will make observations from the beginning of class to the end of student activities watching the animation movie clips "Toy Story 3" displayed by the teacher in class. There are several parts that the researcher will observe; a) how to use animation movie clips; b) how students respond to the use of animation movie clips. After the students finished watching the animation movie clips, the teacher asked the students to start writing narrative text related to the storyline in the cartoon film. The teacher also asked students not to copy and paste the results of their friends' writing. This interview is more loose than a structured interview. The main purpose of in-depth interviews is to find problems more openly where the sample will be asked for their opinions, ideas and feelings. In conducting this interview, the researcher needs to listen carefully and record the conversation. The questions in this interview are not just questions that have been prepared, but can be followed up with other new questions to get a detailed picture of the sample. The interviews will involve three selected samples (two boys and one girl) from class XA SMAS Asshomadiyah Bangkalan through a purposive sampling technique. After the data was collected through observation and interviews, then the data was analyzed. Data reduction is a selective process, focusing on simplifying, abstracting, and transforming data that emerges from records. In the field of education, after researchers enter schools to carry out the data collection process and designate classrooms as research sites, in data reduction researchers will reduce unnecessary data, then focus on students who have high intelligence by categorizing the aspects such as learning style, social behavior, social interaction, and behavior in the classroom as a researcher's life in data. Data Presentation After reducing the data, the step in analyzing the data is displaying the data. The process of presenting data is simple in the form of narration, tables and graphs. In this study, the data displayed are the results of observations and interviews. Researchers display data based on the formulation of research problems**.**

**Conclusion**

Based on the analysis and discussion, it can be concluded that Animation movie clips have been used by teachers and students in the classroom in the face-to-face learning that the teacher uses. This media is intended so that students can learn and do their assignments individually where the teacher asks students to write narrative texts by watching the "Toy Story 3" animation movie clips in class. besides that students can watch cartoons at home as learning material to help students learn English. Through the use of animation movie clips in teaching writing, teachers can invite students to discuss the meaning of narrative text, how it is structured, formulas and also the parts in sentences of narrative text. students also expressed their opinions about what was discussed in using animation movie clips that they really enjoyed the learning process by using the media, they enjoyed it and did not get bored in class, but the weakness in using the media lay in its strengths. signal, the rest they can do their job independently. Students and teachers also stated that the use of animation movie clips had a positive effect which could make students expand on writing peacocks and motivate students to write, develop students' writing skills, and make learning activities more interesting and fun. After conducting this research, the researcher made suggestions to the English teacher and other researchers, namely that the teacher must always monitor the results of student writing and always provide comments on what students write. The teacher's comments can correct student writing to make it more precise and perfect. In addition, teachers should try other types of films besides animation movie clips so that the learning process in writing classes can be varied so that students can find many ways to develop their writing by using the various kinds of films used. This research can be used as a reference for other researchers who wish to conduct similar research regarding the use of animation movie clips in teaching writing. In this case the researcher hopes that future researchers can conduct research using other English skills with different research designs and also using different strategies.

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