

## **Chapter One**

### **Introduction**

This chapter provides the introduction to this study. There are six points outlined in this chapter. Those points are the background of the study, the statement of the problem, the limitation of the study, the research question, the objective of the study, the significance of the study, and outline of the study.

### **Research Background**

Role-play is one of the most frequently used teaching techniques that the teachers can use to teach English language for the students. According to Lui and Ding (2009), role-play is one of the techniques which is mostly used by English language teachers. It is mostly used because it can gain students' attention and interest to learn particular subject. Thus, this technique surely helps an language teacher to teach particular language. Another definition of role-play is from Dorathy and Mahalakshmi (2011) who argued that "role-play is a technique in which students are presented with a real or artificial environment and they are exposed with some finding of case or situation and they need to exhibit the same in form of roles" (p. 1). It means that the student will learn in the real situation and it has a good impact on students in terms of their speaking skills.

Role-play is an important teaching technique. It should be applied by the teachers in helping their students to achieve their goals. According to Lui and Ding (2009), role-play gives many positive impacts. One of the impacts is vocabulary improvement. After doing role-play, the students' vocabularies are improved because they memorize and then they apply the vocabulary from the

presentation of new lesson. Another important thing which is improved by using role-play is student's speaking skill (Adipranata, 2009). Speaking skill can be improved by using role-play because in role-play, the students are required to act and to speak, so it trains them to speak fluently.

According to researcher's experience as a student, the researcher found that there were some of lecturers who used role-play to teach the students. However, the researcher realized a number of phenomena that happen during the process. There are times when the lecture managed the class to run effectively and make the student follow all the instruction clearly. On the other hand there are also the lecturers who seem rigid to manage the class to run smoothly. Besides that, the researcher also frequently witnessed some students who seemed lazy participating in role-play activity. By this case, the researcher is really interested to conduct this research about the teachers' perception in implementing role-play in order to know their reasons why they implemented role-play in their class and also the benefits and the problem in implementing role-play. The reasons why researcher chose this topic are the implementation of role-play have been used by some teachers continuously for several years. However not all students were interested and excited of this technique. And research personal experienced as the student, using role-play continuously as the technique teaching and learning was bored.

### **Identification of the Problem**

Role-play is a learning method that is often used by teachers. some teachers assume that role-play is one of the effective methods used for learning and

teaching. But there are also some cases that are often found when implementing role-play. Some cases were found related to role-play, such as the techniques and the strategies in implementing the role-play, the weaknesses and the strengths of the role-play, and the benefits and the problem in implementing the role-play. Based on the experience of the researcher as a student at ELED at one of private universities in Yogyakarta, the researcher felt that teachers' perception in implementing role-play in their class needs to be expost.

### **Limitation of the Problem**

In conducting the research, the researcher faces some restraint such as time and financial limitation. Therefore, based on several cases identified above, the researcher will limit only two cases problems. First, the researcher also was focus on finding the benefits that the teachers face in implementing role-play in their class. Second, this research is going to focus on the problem that the teachers face in implementing role-play.

### **Research Question**

1. What are the benefits of implementing Role-play at ELED at one of private universities in Yogyakarta?
2. What are the problems that the teachers face of implementing Role-play at ELED at one of private universities in Yogyakarta?

### **The Objectives of the Study**

Based on the research questions, the purpose of this research are:

1. To explore the benefits of implementing Role-play at ELED at one of private universities in Yogyakarta,

2. To identify the problems that the teachers face of implementing Role-play at ELED at one of private universities in Yogyakarta.

### **Significance of the Study**

This research brings some advantages to some people such as researcher, teachers, and also students.

**Teachers.** This research is meaningful for the teachers. This research aims to find out teachers' perception in implementing role-play. By this case, this research will reveal teachers' perspectives about the benefits and the problems in implementing role-play. Thus, the finding of this research will help the teacher to anticipate the problem in conducting the role-play, so that the teaching and learning process by role-play can be more effective.

**Students teacher.** This research is really useful for the students. By reading this research, the students will have better idea about roleplay. Thus, If they want to apply it in their classroom later, they will know what to prepare.

**Other researchers.** This research may be used as a reference for other researchers who want to conduct a further study related to the implementation of the role-play for English learning purpose.

### **Outline of the Research**

There will be five chapters which will be provided in this research proposal. First chapter will be about the introduction of the study. It consists of the background of the study, statement of the problem, limitation of the problem, research question, objective of the study, significance of the study, and limitation of the study. The second chapter will be about the literature review which shows

several related theories about the explanation role play, the importance of implementing role play, the challenges in implementing role play, and the strategy that can be used in implementing role play. The theory will be used to support this research.

The third chapter is research methodology which discusses how this research will be conducted. This chapter will explain the design of the research, the data collection method, the participant of the research, and the technique that will be used to analyse the data. The fourth chapter will be about the finding and discussion which reveal and discuss the answer of the research question of this study which is teachers' perception about the benefits and problem in implementing role-play in the classroom. The last chapter will be conclusion and recommendation. This chapter consist of the summary of the study. In this last chapter, the researcher will give some recommendation and suggestion for the next related researcher.