

**THE EFFECTIVENESS OF DIGITAL STORY TO TEACH LISTENING
VIEWED FROM THE STUDENTS' SCHEMATA
(An Experimental Study at the Second Semester of English Department in
IKIP PGRI Madiun in the Academic Year of 2012/2013)**



**A Thesis Proposal
By
DWI ROSITA SARI
S891108036**

**ENGLISH EDUCATION DEPARTMENT
GRADUATE SCHOOL
SEBELAS MARET UNIVERSITY
2012**

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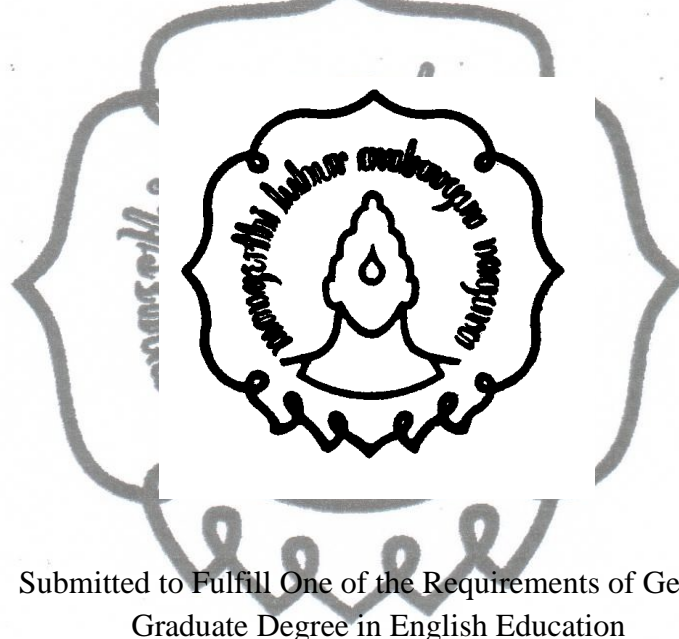
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THESIS



Submitted to Fulfill One of the Requirements of Getting
Graduate Degree in English Education

By:
DWIROSITA SARI
S891108036

DEPARTMENT OF ENGLISH EDUCATION
GRADUATE PROGRAM
SEBELAS MARET UNIVERSITY
2013

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ABSTRACT

DWI ROSITA SARI. NIM S891108036. 2013. *The Effectiveness of Digital Story to Teach Listening Viewed from the Students' Schemata (An Experimental Study at the Second Semester Students of English Department of IKIP PGRI Madiun in the Academic Year of 2012/2013)*. First Consultant : Dr. Abdul Asib, M.Pd. Second Consultant: Dra. Dewi Rochsantiningsih, M.Ed., Ph.D. Thesis. English Education Department Graduate School, Sebelas Maret University.

This research is aimed at finding out whether: (1) Digital Story is more effective than Animation Video to teach listening; (2) The students who have high schemata have better listening skill than those who have low schemata; and (3) there is an interaction between teaching media and schemata in teaching listening.

The method which was applied in this research was experimental study. It was conducted at the second semester Students of English Education Department IKIP PGRI Madiun, East Java in the Academic Year of 2012/2013 from January 2013 to June 2013. The population of the research was the second semester Students of English Education Department IKIP PGRI Madiun in the Academic Year of 2012/2013. It consisted of 4 classes, the total number of population was 132 students. The samples were two classes (experimental class which was taught using Digital Story and control class which was taught using Animation Video). In taking the sample, a cluster random sampling technique was used. Each class was divided into two groups (the students who have high and low schemata). Then, the instruments which were used to collect the data were a questionnaire for getting the data of the students' schemata and a multiple choice test for getting the data of the students' listening skill. The two instruments were tried out to get valid and reliable items. The data were analyzed by using Multifactor analysis of variance ANOVA 2x2 and Tukey test. Before conducting the ANOVA test, normality and homogeneity test were conducted.

Based on the result of the analysis, there are some research findings that can be taken: (1) Digital Story is more effective than direct Animation Video to teach listening; (2) The students who have high schemata have better listening skill than those who have low schemata; and (3) There is an interaction between teaching media and schemata in teaching listening.

Keywords: Digital Story, Animation Video, schemata, listening, experimental study

APPROVAL

**THE EFFECTIVENESS OF DIGITAL STORY TO TEACH LISTENING
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**(An Experimental Study at the Second Semester Students of English
Department of IKIP PGRI Madiun in the Academic Year of 2012/2013)**



By

DWI ROSITA SARI

S891108036

This thesis has been approved by the Board of Consultants of English Education Department of Graduate School of Sebelas Maret University Surakarta on July 13th, 2013.

Consultant 1

Consultant 2

Dr. Abdul Asib, M.Pd.
NIP. 195203071980031005

Dra. Dewi Rochsantiningsih, M.Ed., Ph.D
NIP. 19600918 198702 2 001

Acknowledged by,
The Head of English Education Department

Dr. Abdul Asib, M.Pd.
NIP. 195203071980031005

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LEGITIMATION FROM THE BOARD OF EXAMINATION

**THE EFFECTIVENESS OF DIGITAL STORY TO TEACH LISTENING
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By
DWIROSITA SARI
S891108036

This thesis has been examined by the Board of Thesis Examiners of English Education Department of Graduate School of Sebelas Maret University on August 10th, 2013.

Board of Examiners

Signature

Chairperson	Dr. Ngadiso, M.Pd. NIP. 19621231 198803 1 009	(.....)
Secretary	Dr. Sumardi, M.Hum. NIP. 19740608 199903 1 001	(.....)
Examiners 1.	Dr. Abdul Asib, M.Pd. NIP. 19520307 198003 1 005	(.....)
Examiners 2.	Dra. Dewi Rochsantiningsih, M.Ed.,Ph.D. NIP. 19600918 198702 2 001	(.....)

The Director of Graduate School
Sebelas Maret University,

The Head of English Education
Department of Graduate School
Sebelas Maret University,

Prof. Dr. Ir. Ahmad Yunus, M.S.
NIP. 196107171986011001

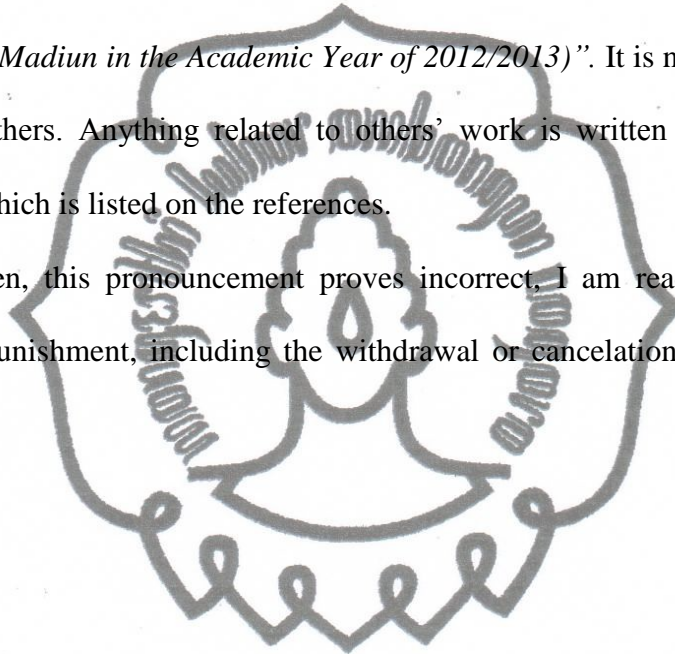
Dr. Abdul Asib, M.Pd.
NIP. 195203071980031005

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PRONOUNCEMENT

This is to certify that I myself write this thesis, entitled “*The Effectiveness of Digital Story to Teach Listening Viewed from the Students’ Schemata (An Experimental Study at the Second Semester Students of English Department of IKIP PGRI Madiun in the Academic Year of 2012/2013)*”. It is not a plagiarism or made by others. Anything related to others’ work is written in quotation, the source of which is listed on the references.

If, then, this pronouncement proves incorrect, I am ready to accept any academic punishment, including the withdrawal or cancelation of my academic degree.



Surakarta, July 13th 2013

Dwi Rosita Sari
NIM. S891108036

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MOTTO

Struggle, Sacrifice, and Belief
will lead you up
(Dwi Rosita Sari, 2013)



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DEDICATION

This thesis is proudly dedicated to:

My beloved husband and daughter:

Debi Aris Triyanto, Ameca Valamalya

Asyahada

My beloved family:

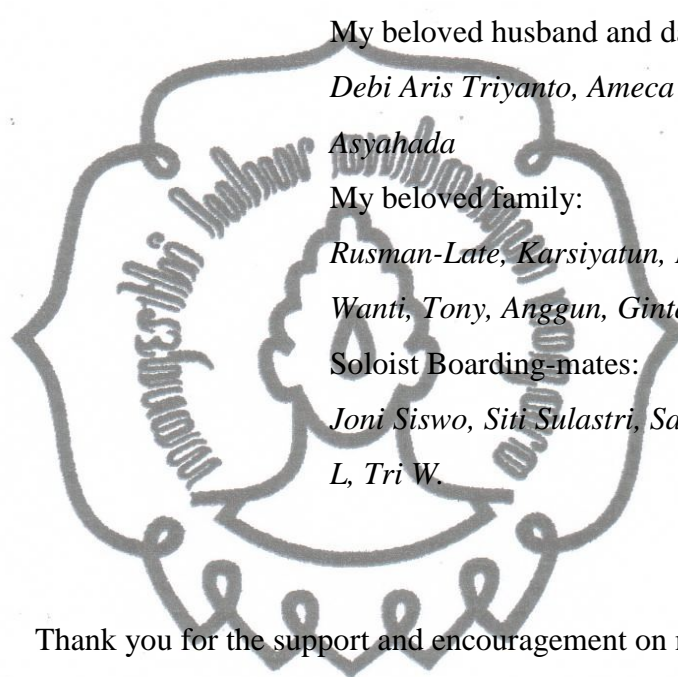
Rusman-Late, Karsiyatun, Pardan, Sri

Wanti, Tony, Anggun, Ginta, Joko, Anik

Soloist Boarding-mates:

Joni Siswo, Siti Sulastri, Samsul Arifin, Sri

L, Tri W.



Thank you for the support and encouragement on me.

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The writer accepts all constructive criticism and suggestion for the progress of the next study.

Surakarta, July 13th 2013

Dwi Rosita Sari

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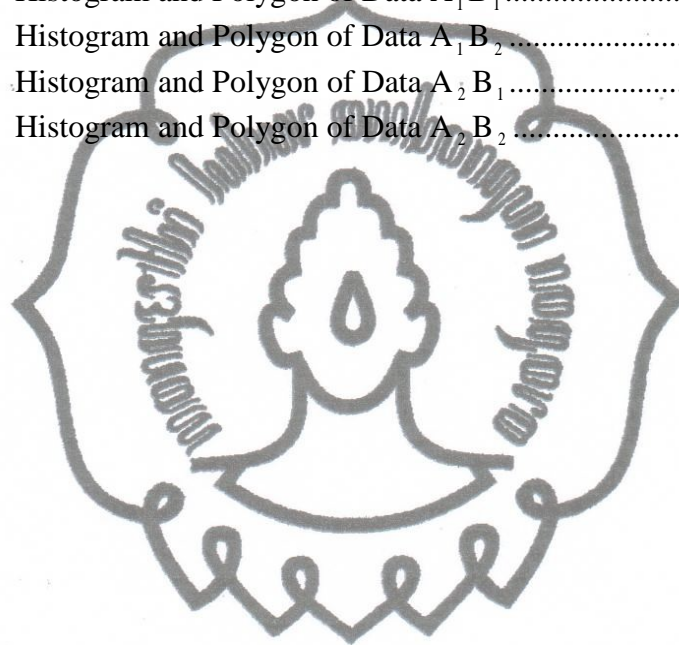
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ABSTRACT

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Based on the result of the research it implies that Digital Story is very effective media for teaching listening to the second semester Students of English Education Department IKIP PGRI Madiun in the Academic Year of 2012/2013. Therefore it is recommended that; (1) it is better for teachers to use Digital Story in teaching and learning process, (2) to improve the students' listening skills, Digital Story can be used to teach the students; and (3) future researchers can conduct research with different sample and different psychological aspect.

Keywords: Digital Story, Animation Video, Schemata

ABSTRAK

DWI ROSITA SARI. NIM S891108036. 2013. *The Effectiveness of Digital Story to Teach Listening Viewed from the Students' Schemata (An Experimental Study at the Second Semester Students of English Department of IKIP PGRI Madiun in the Academic Year of 2012/2013)*. Pembimbing I : Dr. Abdul Asib, M.Pd., Pembimbing II : Dra. Dewi Rochsantiningsih, M.Ed., Ph.D. Thesis: Program Pascasarjana Pendidikan Bahasa Inggris, Universitas Sebelas Maret, 2013.

Tujuan penelitian ini adalah untuk mengidentifikasi apakah : (1) *Digital Story* lebih efektif dari Video Animasi (*Animation Video*) dalam pembelajaran mendengarkan (*listening*); (2) siswa yang memiliki schemata yang tinggi memiliki kemampuan mendengarkan lebih baik daripada siswa yang memiliki tingkat schemata rendah; (3) Terdapat interaksi antara media pembelajaran dan tingkat schemata siswa dalam pembelajaran mendengarkan.

Metode yang digunakan dalam penelitian ini adalah penelitian eksperimental. Penelitian ini diselenggarakan di IKIP PGRI Madiun, Jawa Timur pada Januari 2013 sampai dengan Juni 2013. Adapun yang menjadi populasi di dalam penelitian ini adalah semua mahasiswa pada semester kedua IKIP PGRI Madiun. Terdiri dari 3 kelas, Total keseluruhan adalah 132 mahasiswa. Sampel yang digunakan terdiri dari dua kelas (kelas eksperimen yang pengajarannya menggunakan *Digital Story* dan kelas kontrol pengajarannya menggunakan Video Animasi). Pengambilan sampel menggunakan metode *cluster random sampling* (sampel acak). Masing-masing kelas dibagi menjadi dua kelompok (Mahasiswa yang mempunyai *schemata* tinggi dan rendah). Instrumen yang digunakan untuk pengumpulan data yaitu kuesioner *schemata* dan pilihan ganda dalam tes *listening*. Kedua instrument ini diujicobakan terlebih dahulu, untuk mengetahui tingkat validitas dan reliabilitasnya. Sementara itu, untuk menganalisis data menggunakan test 2×2 *Multifactor Analysis of Variance* (ANOVA) dan *Tukey*. Sebelum menganalisis menggunakan ANOVA, terlebih dahulu menganalisis normalitas dan homogenitasnya

Hasil dari analisis data pada saat tes *listening* menunjukkan bahwa: (1) *Digital Story* adalah media yang lebih efektif dari Video Animasi dalam pembelajaran mendengarkan.(2) siswa yang memiliki schemata yang tinggi memiliki kemampuan mendengarkan lebih baik daripada siswa yang memiliki tingkat schemata rendah. (3) Terdapat interaksi antara media pembelajaran dan tingkat schemata siswa dalam pembelajaran mendengarkan.

Berdasarkan hasil penelitian, dapat disimpulkan bahwa *Digital Story* adalah media yang efektif dalam pembelajaran mendengarkan pada mahasiswa semester kedua jurusan Pendidikan Bahasa Inggris IKIP PGRI Madiun, tahun akademik 2012/2013. Oleh karena itu, ini direkomendasikan: (1) pengajar Bahasa Inggris untuk mengaplikasikan media ini (2) untuk meningkatkan kemampuan *listening*, *Digital Story* dapat digunakan dalam pengajaran siswa. (3) Dan untuk kedepannya, diharapkan bahwa penelitian ini bisa menjadi masukan untuk peneliti selanjutnya dengan menggunakan sampel yang berbeda dan aspek psikologi yang berbeda.

Kata Kunci : *Digital Story, Animation Video, Schemata*

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