Sega (Speaking English Games) Media for Mentally Disable Student of Junior High School At SLB MUHAMMADIYAH JOMBANG

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ABSTRACT

The aim of this research is to design learning media named SEGA (Speaking English Games) to help mentally disable students of 7thgrade Junior High School at SLB Muhammadiyah Jombang. This research focuses on student's vocabulary mastery by using games as learning media. The research method used is Research and Development (R&D). This development used ADDIE model which consist of: Analysis, Design, Development, Implementation, and Evaluation. The research result was got through the process of need analysis, material validation, media validation, and students' responses. To collect the data, researcher used observation, interviews, and questionnaire. The result average material validation got 92% and it was in "Very Good" category, while the result average media validation got 92,5% and it was in "Very Good" category. Subject of this research was mentally disable students in 7thgrade Junior High School at SLB Muhammadiyah Jombang. The students' responses of tried out result got 95% was in "Very Good" category. Based on those result, it can be concluded that SEGA (Speaking Eglish Games) learning media is feasible or deserved to be used as learning media to improve students' vocabulary mastery.

KEYWORDS: Learning media, SEGA, mentally disable student, Junior high

ABSTRAK

Tujuan penelitian ini adalah merancang media pembelajaran SEGA (Speaking English Games) untuk membantu siswa tuna grahita kelas 7 SMP di SLB Muhammadiyah Jombang. Penelitian ini berfokus pada penguasaan kosakata siswa dengan menggunakan permainan sebagai media pembelajaran. Metode penelitian yang digunakan adalah Research and Development (R&D). Pengembangan ini menggunakan model ADDIE yang terdiri dari: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Hasil penelitian diperoleh melalui proses analisis kebutuhan, validasi materi, validasi media, dan respon siswa. Untuk mengumpulkan data, peneliti menggunakan observasi, wawancara, dan angket. Rata-rata hasil validasi materi memperoleh nilai sebesar 92% dan masuk dalam kategori "Sangat Baik", sedangkan rata-rata hasil validasi media memperoleh nilai sebesar 92,5% dan masuk dalam kategori "Sangat Baik". Subyek penelitian ini adalah siswa tunagrahita kelas VII SMP di SLB Muhammadiyah Jombang. Respon siswa terhadap hasil uji coba diperoleh 95% berada pada kategori "Sangat Baik". Berdasarkan hasil tersebut dapat disimpulkan bahwa media pembelajaran SEGA (Speaking Eglish Games) layak atau layak digunakan sebagai media pembelajaran untuk meningkatkan penguasaan kosakata siswa.

KATA KUNCI: *Media pembelajaran, SEGA, Siswa Tunagrahita, SMP*

INTRODUCTION

Education is very important for children specifically for their future. Education is a universal aspect which has to exist in human life. Moreover (Baroroh Ma et al., 2021) stated education has an essential role in the development of a country. The progress of a country is largely determined by the progress of the education system in that country, especially education for children as the younger generation. Therefore the government must really pay attention to the educational curriculum implemented in schools.

According to (Parviz, 2022) English is widely used in educational system. English is an international language and it becomes one of the important subjects that must be mastered by children. Even though English is as foreign language in Indonesia, but it is one of the language that must be learned in school.

There are four skills that need to learn in English: speaking, listening, writing, and reading skill. Mastery of language for children starts from mastery of vocabulary which then develops into communication. In communication, students should master first about speaking.

Learning speaking is very important because it can improve ability of speaking. Speaking proficiency has received the greatest attention among both the language teacher as well as the language learning. Speaking is a functional spoken language skill in everyday human life because by speaking we can obtain and convey information. (Agustina & Muslimah, 2021) stated that speaking is one of the English abilities that play a significant part in language studies since it relates to the growth of communication skills. Speaking is one of the four language skills which are interpreted as an expression of idea, opinion, or message with oral language. Speaking is the most important skill to acquire foreign or second language learning among the four key language skills, speaking is deemed to be the most important skill in learning a foreign or second language (Hussain, 2019). Speaking is defined by the use verbal and oral forms as a process of constructing.

Speaking is the delivery language through the mouth. Speaking is using many parts of our body, including the lungs, vocal tract, vocal chords, tongue, teeth, and lips. (Wahyuni, 2016) as cited in (Farizi & Herwiana, 2022) speaking is the capability to be able to fluently speak and presupposes not only the features of language.

In this case, especially in the process of learning, there is a difference between formal school and informal school and not only for speaking skill but also all of the subjects of learning in the school. The learning method of a special school must be

adopted to need of the students and should pay more attention for them.

In a study, it is concluded that teaching children with special need includes one of which is communication. The teacher must focus on their flaws and give them a good teaching. Especially for mentally disable, teacher must be able to teach how to communicate in English. Mentally disable is experience low level of intelligence, It is pursue the developmental task of children with intellectual disabilities really need special guidance education services. According to (Burhaein et al., 2018) mentally disable is children who have an intellectual, social, and emotional side, children need for appropriate services to optimize the ability of intellectual disability children. According to (Students et al., 2020)Children with intellectual disabilities are identified as having a level of intelligence that development requires special assistance or services, especially the need for educational programs and guidance.

According to WHO (World Health Organization) children with intellectual disabilities is a child that has two essential components, namely function Intellectuals are markedly below average and exist inability to conform to the norms prevailing in community.

The kinds of mentally disable: mild mentally disable, moderate mentally disable, severe mentally disable, and very severe mentally disable. So, we can conclude from the identification that the mentally disable really need to improve their speaking skill to get good communication with others.

For the reason, after understanding about the problem of mentally disable and know about what their need now, the researcher conduct a research by making a learning media product that can be used by students in order to be able to help them in the learning process especially English for speaking skill where this product can be useful for mentally disable students. The researcher makes a study to help students learning English in understanding speaking skill by games from Hyperlink PowerPoint media called SEGA (Speaking English Games) Media for Mentally Disable Student Junior High School at SLB Muhammadiyah Jombang as a learning media and it is more effective and interesting.

RESEARCH METHOD

This research was utilized the development method where the researcher utilized the SEGA as learning media. Researcher would discuss about how students with mentally disable can improve their vocabulary mastery and acquiring speaking skill by using this media. As the research tool, researcher used observation log and questionnaires. The questionnaires would be given to the teacher, experts and also students while the SEGA media as the product would be implemented in the class.

Research Design

The product designed as a learning media in this research is SEGA media that will be used to improve students' speaking skill. This research used Research and Development (R&D) method while the development model used ADDIE. (Raiser &Mollenda, 1990) as cited in (Nurbintang, 2021) stated that ADDIE model is stand for five words. They are Analysis, Design, Development, Implementation, and Evaluation.

The concept of this ADDIE model applies to build basic performance in learning, namely the concept of developing a learning product design.

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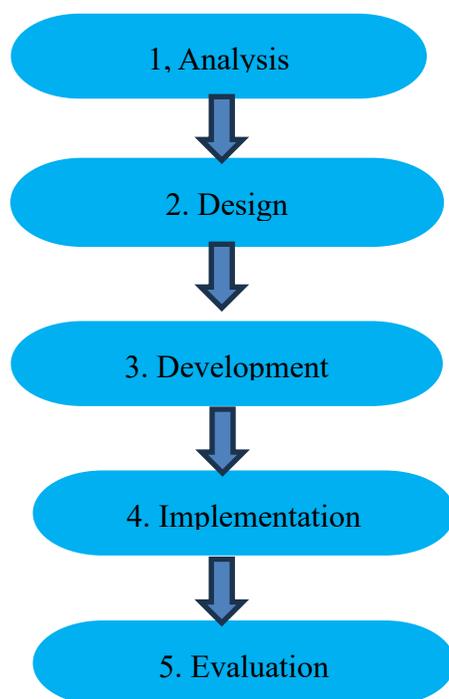
Figure 1. ADDIE Model

Population and Sample

The population of this research were students of mentally disable from 7th grade at SLB Muhammadiyah Jombang. It located at the central of Jombang city. The researcher choose that grade because students are transition from Elementary school to Junior High School and the students need interest and creative learning, especially speaking skill.

Instruments

The researcher conducted the research by providing questionnaires for the research subjects. The questionnaire sheet was used and given to the media expert, material expert

the English teacher and students of mentally disable from 7th grade as the subjects of this research. The questionnaires were used to collect the data in determining the feasibility of the product. There were two kinds of questionnaires used, those were a need analysis questionnaire which used in the preliminary research, and the other was the students' responses questionnaire which used after the implementation of the product in class.

Data Analysis

The researcher was designed the product based on data of questionnaires. The design of product used PPT Hyperlink and iSpring suite. The research implemented the product for 7th grade students by given questionnaires. The researcher used Likert scale to get the score from the product data that has been tried out by the students. The result of the evaluation was designed to be a better learning media especially for mentally disable.

RESEARCH FINDINGS AND DISCUSSION

Research Findings

The design of learning media was done by an application. The application used to design SEGA Media is PowerPoint Hyperlink. PowerPoint was a toll for making application in the form of slide. While Hyperlink was a tool for connecting one slide to another to make it easier.

Figure 2. The Beginning Preview of SEGA Media
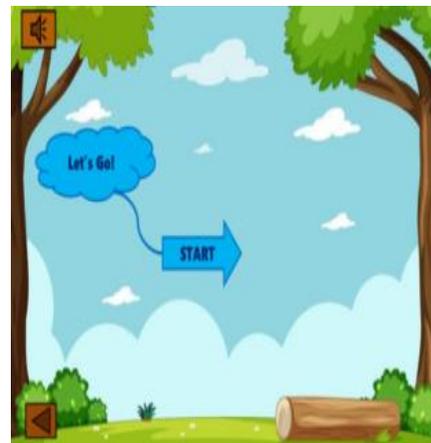
Figure 3. Login view of SEGA Media

Figure 4. Menu of SEGA Media

Figure 5. Content about SEGA Media

Figure 6. Content about author

Figure 7. Display SK and KD

Figure 8. Display about the goal.

Figure 9. Material menu display

Figure 10. Content of number

Figure 11. Animal material cover

Figure 12. Display ten animal materials

Figure 13. Time material cover

Figure 14. Display about one of four animal materials

Figure 15. Exercise cover of materials

Figure 16. Exercise video of time material

Figure 17. Exercise video of animal material

After the design was fixed then verified by the experts. The researcher finished assessment SEGA Media to media expert and material expert. The questionnaire result obtained from students, media expert, and material expert were analyzed using the Likert scale. The percentages were into criteria of feasibility. This was important to know whether the media be able to revise or not. The criteria were follows:

According to (Agustina et al., 2021)

Table 1. Likert Scale

Meaning Score	Score
Very Good	81-100%
Good	61-80%
Fair	41-60%
Low	21-40%
Very Low	0-20%

The following were an assessment guide lines with the likert scale which was described as follows:

Table 2. Guidelines for Assessment

Scale	Quality
5	Very Good
4	Good
3	Fair
2	Low
1	Very Low

The calculation of the questionnaire result used the following formula: According to (Agustina et al., 2021)

$$P = \frac{Score}{Maximum\ Score} \times 100\%$$

Table 3. The Result of First Media Validation

No.	Aspect	Total Score
1	Layout Design	10
2	Typography	14
3	Image	24
4	Audio	10
5	Packing	10
6	Usage	9
7	Navigation and Interactive link	9
8	SUM	85
	TOTAL SCORE	94

The total score of observation= score of observation (number x SB score) + (number x B score) + (number x CB score) + (number x KB score) + (number x TB)= (13 x 5) + (5 x 4) + (0 x 3) + (0 x 2) + (0 x 1)= 85. The maximum score was = the maximum score on the likert scale multiplied by the number of items, so that 5 x 18= 90

According to (Agustina et al., 2021) :

$$P = \frac{Score}{Maximum\ Score} \times 100\%$$

The calculation of the percentage of the feasibility of media experts was as follows:

$$P = \frac{85}{90} \times 100\% = 94\%$$

Based on Table 1. The researcher got score 94%, it was "Very Good" category. It meant that the result of validation sheet or the result of SEGA Media based on media was Deserve to be Tested.

Table 4. The Result of Second Media Validation

No.	Aspect	Total Score
1	Layout Design	9
2	Typography	15
3	Image	21
4	Audio	10
5	Packing	8
6	Usage	9
7	Navigation and Interactive link	10
8	SUM	82
	TOTAL SCORE	91

The total score of observation= score of observation (number x SB score) + (number x B score) + (number x CB score) + (number x KB score) + (number x TB)= (10 x 5) + (8 x 4) + (0 x 3) + (0 x 2) + (0 x 1)= 82. The maximum score was = the maximum score on the likert scale multiplied by the number of items, so that 5 x 18= 90

According to (Agustina et al., 2021)

$$P = \frac{Score}{Maximum\ Score} \times 100\%$$

The calculation of the percentage of the feasibility of media experts was as follows:

$$P = \frac{82}{90} \times 100\% = 91\%$$

Based on Table 2. The researcher got score 91%, it was "Very Good" category. It meant that the result of validation sheet or the result of SEGA Media based on media was Deserve to be Tested.

Table 5. The Result of First Material Validation

No.	Aspect	Total Score
1	Relevance	29
2	Accuracy	9
3	Completeness of Serving	5
4	Basic Concepts of the Material	10
5	Suitability of Presentation to Students Centered Learning Objectives	19
	SUM	72
	Total Score	96

The total score of observation= score of observation (number x SB score) + (number x B score) + (number x CB score) + (number x KB score) + (number x TB)= (12 x 5) + (3 x 4) + (0 x 3) + (0 x 2) + (0 x 1)= 72. The maximum score was = the maximum score on the likert scale multiplied by the number of items, so that 5 x 15= 75
According to (Agustina et al., 2021)

$$P = \frac{Score}{Maximum\ Score} \times 100\%$$

The calculation of the percentage of the feasibility of media experts was as follows:
$$P = \frac{72}{75} \times 100\% = 96\%$$

Based on Table 3. The researcher got score 96%, it was "Very Good" category. It meant that the result of validation sheet or the result of SEGA Media based on material was Deserve to be Tested.

Table 6. The Result of Second Material Validation

No.	Aspect	Total Score
1	Relevance	27
2	Accuracy	9
3	Completeness of Serving	4
4	Basic Concepts of the Material	9
5	Suitability of Presentation to Student Centered Learning Objectives	18
6	SUM	66
	Total Score	88

The total score of observation= score of observation (number x SB score) + (number x B score) + (number x CB score) + (number x KB score) + (number x TB)= (6 x 5) + (9 x 4) + (0 x 3) + (0 x 2) + (0 x 1)= 66. The maximum score was = the maximum score on the likert scale multiplied by the number of items, so that 5 x 15= 75
According to (Agustina et al., 2021)

$$P = \frac{Score}{Maximum\ Score} \times 100\%$$

The calculation of the percentage of the feasibility of media experts was as follows:

$$P = \frac{66}{75} \times 100\% = 88\%$$

Based on Table 4. The researcher got score, it was "Very Good" category. It meant that the result of validation sheet or the result of SEGA Media based on material was Deserve to be Tested.

Discussion

The SEGA Media was tested to 8 students from 7th grade Junior High School at SLB Muhammadiyah Jombang. They filled out the questionnaire after using SEGA Media in learning English.

The researcher discussed the result of try out. SEGA Media applied for 7th grade Junior High School at SLB Muhammadiyah Jombang. They were gathered by the result of observation, need analysis, and interviewing the teacher because the ability of students in speaking skill had a different skill start from low, middle, and high level.

The researcher implement on May 30, 2023. The researcher used laptop and sound to implement the media. The activity was done on 7th grade. The researcher was as the teacher in class. There were 8 students that filled out the questionnaire for students responses. The researcher got the data as follows:

Table 10. The Result of Questionnaires for Students Responses

No.	Description	Questionnaires Score
1.	Do you like games in learning English using SEGA (Speaking English Games) Media?	88
2.	SEGA (Speaking Englih Games) Media interesting	93
3.	SEGA (Speaking English Games) Media is easy to understand.	98
4.	Do materials in SEGA (Speaking English Games) Media makeeasier for you to learn English?	95
5.	Does SEGA (Speaking English Games) Media materials in accordance with the lessons in class?	98
6.	Does learn using SEGA (Speaking English Games) application be	98

	effective in learning English?	
7.	Does SEGA (Speaking English Games) Media make it easier for you to master ability to speak in English?	95
	SUM	665
	AVERAGE	95

Total score of observation= score of observation (the result of number items x likert scale)=665. The maximum score was= number of questions.

According to (Agustina et al., 2021)

$$P = \frac{Total\ Score}{Maximum\ Score} \times 100\%$$

$$P = \frac{665}{7} \times 100\% = 95\%$$

Based on the table the results of media testing obtained the average score 95% It means that the media is in the "Very Good" category. Based on the result of questionnaires for students' responses, the researcher concluded that students were interested in learning English using technology media and they enjoyed using SEGA Media to support their learning process.

The part of the evaluation discussed how SEGA Media can help 7th grade Junior High School at SLB Muhammadiyah Jombang. The evaluation got from the result of the questionnaire for student responses.

Based on the explanation above, SEGA Media application on Number, Animal, and Time materials were very interesting and effective enough to be applied as a medium for mentally disable students Junior High School learning, according to the results of the data analysis that have been listed by the researcher.

CONCLUSION

This research was finished by having SEGA media as learning media for 7th grade mentally disable students Junior High School at SLB Muhamadiyah Jombang. This media used PowerPoint Hyperlink and iSpring suite while the research method used is Research and Development (R&D) method with ADDIE model. The purpose of this research is to help the teacher and students being more interested in learning especially in speaking skill. Feasibility result got based on:

a. The result of first material validation was 96% in very good category.

b. The result of second material validation was 88% in very good category.

c. The result average material validation was 92% in very good category.

d. The result of first media validation was 94% in very good category.

e. The result of second media validation was 91% in very good category.

f. The result average media validation was 92,5% in very good category.

g. The result of questionnaire for student responses was 955 in very good category.

Based on result above, the researcher concluded that the students were enjoy and interested in learning English used SEGA media as learning media.

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