Designing Gravid (Grammar Video) for Beginner Level

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ABSTRACT

This research is aimed to design a learning media that called Gravid (Grammar Video) for beginner level. The grammar video is designed using CapCut Application. The grammar video designed consists of 2nd term materials of eighth grade of junior high school. This research uses Research and Development (R&D) method with ADDIE model. In data collection, the researcher uses questionnaires given to students and conducts an interview to English teachers. The subject of this research is the eighth grade students of MTs. At-Taufiq Sambongdukuh Jombang. In validation process involves 2 experts of media and materials. The result of media validation is 3.77 and the score of materials validation is 4.28. The implementation score is 4.4. The score is categorized "good". In conclusion, Gravid (Grammar Video) is feasible for helping eighth grade students of junior high school in English learning.

Keywords: Educational Video, Grammar, Beginner Level.

INTRODUCTION

Language is a tool to communicate by human to interact with each other. Communication is a way of interchanging messages or information between two or more people, focusing on the message. Everybody communicate to understand each other.Without language human will be difficult to express what they want to tell.

In this global era, English is one of the important language, because English is International language that everybody uses to interact when they go abroad. It is the lingua franca, international language of the world, the language almost used by everyone cross-culturally to communicate with each other. English will open so many doors for the average person, it is easier for them to access to better jobs, more people, and migration opportunities (Hidayat et al, 2021).

In Indonesia , be able to speak English is needed. That is why English is taught in Indonesia, also English is included in Indonesian curriculum that every students must learn about English also it is grammar. The reason why grammar is important because before everyone starts to speak they have to know the structure of sentence. So that the people can understand what they say (Afidah et al, 2021).

Talking about grammar, grammar is the key of language. Grammar is very important as it helps increase accuracy. Grammar forms the habit in the mind of the learners and when combined with logic and rhetoric skills, it accustoms the learner to language accuracy and slowy it help them.

Grammar is the set of rules that explain how words are used in a language. Also grammar is the structure and system of a language, usually considered to consist of syntax and morphology (Muhith et al, 2020). People sometimes describe grammar as the rules of a language, but in fact no language has rules. According to Doff (2000) as cited in (Widodo, 2006) says that students can learn grammar to express meanings in the form of phrases, clauses and sentences. While Penny UR as cited in (Emmaryana, 2010) stated that "Grammar is sometimes defined as the way words are put together to make correct sentences.

The aim of this research is to design grammar video as learning media for beginner level. This learning media is for junior high school eighth grade. Then the researcher collected data which some of students have difficulties to learn grammar in English. The researher hopes the media that has created can help the students to learn English grammar.

METHOD

This research is Research and Development (R&D) design. According to Borg & Gall (1983) as cited in (Rochmahwati, 2019), R&D is a process used to develop and validate educational products.. This means that in order to create a product and measure its efficacy, researcher perform a needs research. The researcher uses the ADDIE model, which consisted of analysis, design, development, implementation, and evaluation phases. There are some main steps in R & D cycle.
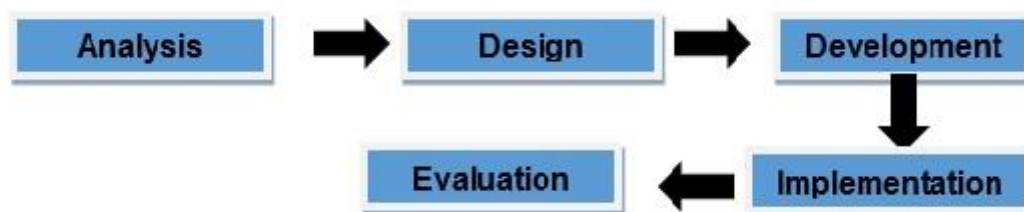
Figure 1. R and D Procedure of ADDIE Model

The researcher uses a student questionnaire that includes a number of questions about difficulties learning grammar in English. The analysis is aimed at eighth grade of MTs. At-Taufiq Sambongdukuh Jombang. The distribution through of online using Google Form. The product is made by Capcut application. Capcut application is an amazing video edit application, which is can add clips, trim clips, adjust values, add music and stikers. This application is very usefull and easy to use. Furthermore, this design phase is done by determining the materials needed. The material that is used in this learning media is suitable with the 2013 curriculum syllabus for the 2nd semester of eight grade of junior high school. In designing this learning media, the researcher uses Capcut application to make this product. In the menu, there are ; goals, materials, and quiz. After the product is designed, the product and the material are consulted to get validation. The validation experts are selected by the researcher are two English lecturers as guide in justifying the contents of the material in the product developed and guide in making the application. After revising the product, the product can be implemented for students. The researcher try out "Gravid (Grammar Video)" to eighth grade students of MTs. At-Taufiq Sambongdukuh Jombang. Furthermore, the researchers collect the data on product feasibility use Likert scale to get the result of student's response.

The steps of data analysis as follow:

The data collected then analyzed by finding the average score or mean as follows :

$$xi = \frac{\sum x}{N}$$

Description :
Xi   = Average Score (Mean)
∑x   = Total Score
N   = Number of question

Table 1. Likert Scale

Meaning Score	Score
Very Good	5
Good	4
Fair	3
Low	2
Very Low	1

Then the researcher evaluate the product in each step in order to make the final product. This evaluation is carried out to improve the product based on the result of suggestion from the experts and the information which is obtained through questionnaire.

RESULT AND DISCUSSION
Result

According to assessment result by material expert, the total scores get 60, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$Average\ Score = \frac{Total\ Score}{Number\ of\ question} = \frac{60}{14} = 4.28$$

So, the result of the due diligence from material experts is 4.28 which is included in the category good and worth to use with revision. According to assessment result by media expert, the total scores get 34, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$Average\ Score = \frac{Total\ Score}{Number\ of\ question} = \frac{34}{9} = 3.77$$

So, the result of the due diligence from material experts is 3.77 which is included in the category fair and worth to use with revision. According to assessment result by respondences, the total score get are 466, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$Average\ Score = \frac{Total\ Score}{Number\ of\ question} = \frac{466}{13} = 35.8$$

According to result of task evaluation, the total scores get 466. The average score get from the resondence are 35,8 the data then again calculate with the following formula :

$$Average\ Score = \frac{Total\ Score}{Number\ of\ student\ response} = \frac{35.8}{8} = 4.4$$

So, the asssessment result by respondences is 4,4 which is included in the category fair and worth to use.The purpose of the evaluation is to see the reliability of Grammar Video as a learning media and can be use as a reference material for similar research in the future. Based on the data obtained from the implementation stage, the researcher concluded that the students enjoyed and interested with Grammar Video.

Figure 2. Title, Materials, and Goals

Discussion

The researcher concluded of the questionnaire result that the students have problems in their grammar skill, and they need a media to help them understand more about grammar. The researcher used validation sheet to evaluation. The measurement scale used is the Likert Scale as explained earlier. After testing, improvements are made according to the advice of the experts. The researcher get 4.28 from material validation which is included in the good category and worth to use with revision. The reseacher get from material experts is 3.77 which is included in the category fair and worth to use with revision. After that researcher revise the product according to the suggestion and inputs that have been given by media and material expert validated it. Then the reseacher implemented to 8 students to be respondents and tried out GRAVID (Grammar Video) The researcher used questionnaire by google form. The researcher sent the link video to students by WhatsApp, so the students can watch GRAVID (Grammar Video) on YouTube. The asssessment result by respondences is 4,4 which is included in the category fair

and worth to use.The purpose of the evaluation is to see the reliability of Grammar Video as a learning media and can be use as a reference material for similar research in the future. The strenght of the product is presented with various animation, typography, music, picture, audio and video which attract students to watch and learn grammar. According to Harmer as cited in (Sari, 2016) says that student can respond to a writing activity by video, they can describe what they see in video (for example make a procedure text from video). They can write about what they get in video. So, the researcher believe that the students can understand grammar easily by watching video.

CONCLUSION

This research is designed a product namely Designing Grammar Video for eighth grade of MTs. At-Taufiq Sambongdukuh Jombang. This product is designed by using CapCut Application. This research use research and development method with ADDIE models. The purpose of this research is to help teachers and students make an interesting learning media to support their English learning activity in writing skills. The subject of this research is the eighth grade students of junior high school.The product of this research was validated by two experts in media and materials. Both of the experts or validators are the English lecturer in KH. A. Wahab Hasbullah University. The product obtained the score 4.28 in materials validation, 3.77 in media validation, and 4.4 in the implementation. That means the product is feasible to be supporting media for English learning activity.

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