

Developing *Hale (Happy to Learn English)* as Interactive Learning Media for Junior High Students Grade VIII

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ABSTRACT

The purpose of this research is developing HALE (Happy to Learn English) as Interactive Learning Media for Junior High Students Grade VIII. This English learning media consists of some materials and exercises which is appropriate and feasible to be studied for students. All materials in this media are based on junior high school syllabus of 2013 curriculum. The research method used in this research is Research and Development. This development used ADDIE model which have several steps, those are; 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The result of this research shows that from the media validation result got 4.88 score it was in "good" category, and the material validation got 3.42 score it was in "fair and worth" category. The students' responses of try out result 4.01 score were in "good" category. By having those result, this HALE (Happy to Learn English) as Interactive Learning Media is feasible to be used as a learning media for students grade VIII. Furthermore this research can be used as reference to other researcher in developing English learning media in different level of students.

Keywords: Learning Media, HALE (Happy to Learn English), Junior High School.

INTRODUCTION

English is the international language. Most of the people use it as communication to other people in the world. English became an important thing especially for education automatically. In Indonesia, English has been the most important foreign language which is taught from elementary school to university, that's the reason why mastering English is a must at present. Learning English is very important, especially in terms of education. In addition, through English, we can introduce the diversity of cultures and languages of this nation to those who of course want to know about this nation. There is a great need for English in the national and international arena.

According to (Ma'arif, 2018) English as second or foreign language has four skills; they are speaking, reading, listening and writing skill. Reading and listening are considered as receptive skill while speaking and writing skills are considered as productive skill. Both those receptive and productive skills have the same degree of importance. No skill is more important than others. This research focuses on one skill to develop the learning media. This focus is on writing skill. Writing is the process of describing a language so that the message the writer conveys can be understood by the reader. According to (Hartfiel, *et al.*, 1985: 102) as cited in (Cahyono, n.d.) it has been widely believed that writing, among the four language skills, is the most difficult skill. This is because it involves several components which have to be considered while a learner is writing, for example contents, rhetorics, vocabularies, grammatical structures, and writing mechanics such as punctuation and capitalization.

In Indonesia, in practicing English both the teacher and students still face many problems during the learning process. Various responses can be found in the classroom regarding these problems, especially in the attitude of the students during the process learning, student learning outcomes, and participation in carrying out group activities. This research aims to facilitate students in learning English by developing learning media.

Media is a tool used to convey material to students. In learning activities the use of media is needed, because basically teaching and learning is communication process. Media for teachers and students make creative and practical ideas. They enable teachers to meet the various needs and interests of students. There are several kinds of media such as newspaper, magazines, pictures, poster, radio, tape, compact disc, VCD, video, television, computer, etc.

According to (Professional & Foundation, 2007) media Education is important because it develops students' creative powers for those images, words and sounds that come to the students from various media. Thus, creating more active and critical media users, who will always be more demanding in the future. Today's media has had a huge impact. They have become so important that we rarely can live without them. In the next few years, the media will become more and more common. Understanding them and their impact is essential to using them wisely (Anandita, 2020).

Furthermore according to Experts as cited in (Setuju et al., 2020) said learning media can be influential in; 1) teaching will attract more attention of students so that it can foster student motivation; 2) teaching materials will be more explicit in meaning so that they can be better understood by students, and enable students to better master learning objectives; 3) the learning method will be more varied, not merely verbal communication through words spoken by the teacher, so students are not bored and the teacher is not exhausted; 4) students do more learning activities, because not only listen to the teacher's description but also other activities such as observing, doing, demonstrating and others.

The researchers design learning media in order to clarify the presentation of messages and information so as to facilitate and improve learning processes and outcomes. Through learning media, it can increase and direct children's attention so that it can lead to learning motivation, a more direct interaction between students and the environment.

The main concept of this research is to develop English learning media for junior high school students. The researchers develop learning media by using iSpring Suite and then it was converted to android. iSpring Suite has many features and complete enough to design HALE (*Happy to Learn English*) to make this media interested. Every materials be completed with 3 buttons, and there are materials, quizzes, and about the author. Materials button used to explain the material. Quiz button used to give mini quiz for students to improve the ability for the students. The author is about media creators.

In this research, the researchers provide the student's learning English in improving their writing skills. The materials in this product consist of six materials, those are expressing attention, state in capability, giving suggestions and obligations, expression of invitation, greeting card, there is and there are (Muhith, Agustina, Bahtiar & Afidah, 2020).

This learning media named "HALE" in an abbreviation of *Happy to Learn English*. It is media mobile learning for eight grade of junior high school. It helps students learn English easier. The contents of this media are explanation about 1st term material of grade VIII of junior high school which contains of six materials and quiz. The product has some benefits, those are: this media is easy to be used because it has many examples inside it, the students can learn it everywhere, the students can practice for exam preparation and the main point is the students can improve their writing skills.

METHOD

In this research, the researchers use Research and Development (R&D) method. By using this method, the researchers aim to create product and test the feasibility of the product. The product is named "HALE" (*Happy to Learn English*) for Junior High School especially for Grade VIII at first semester. In this research, the researchers choose ADDIE Model. ADDIE is acronym of Analysis, Design, Development, Implementation, and Evaluation.

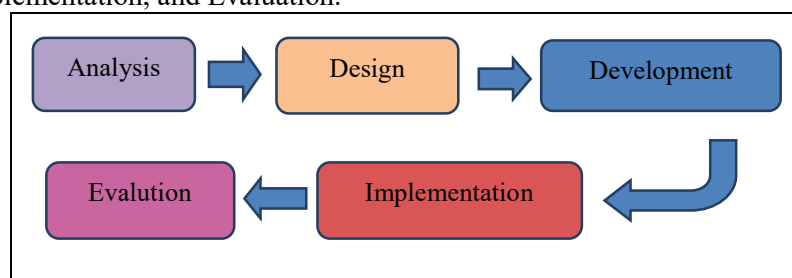


Figure 1. ADDIE Model

Analysis

The researcher uses a student questionnaire that includes a number of questions about difficulties in learning English. The analysis is aimed 8th grade students at MTs Nizhamiyah Ploso Jombang. The distribution through of online using Google Form

Design

The researcher make storyboard based on analysis. At this stage researcher planned the product's features using PowerPoint application and convert to iSpring Suite. The results of the application that was created on iSpring Suite can later be installed on Android phone and we can even publish it to Playstore as long as you ready have a Playstore Developer account.

Development

After the initial product is finished, then the next stage is the validity test to a team of experts consisting of material experts and media experts aimed at to produce learning media products that are worth to use.

Implementation

After revising the application, the researcher try out "HALE (*Happy to Lean English*) Apps to 17 students of MTs Nizhamiyah Ploso. Furthermore, the researcher collect the data on product feasibility use Likert scale to get the result of student's response.

Data Analysis Technique

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)

$\sum x$ = 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

Evaluation

The final objective of evaluation is to measure the achievement of development goals. From the data collected, the researcher can conclude that the product developed is feasible and can be used by 8th grade students.

RESULT AND DISCUSSION

Result of Need Analysis

The researchers conducted an observation through questionnaire to find out what students needed in English learning activity. The researchers prepared some questions in the form of questionnaire to the students grade VIII at MTs Nizhamiyah Ploso. Based on the observation, the researchers want to create an innovative learning media to support English learning activity in order to make students more active in studying. The data from the result of the need analysis obtained are then used as a reference for designing the product storyboard. Then HALE (*Happy to Learn English*) is designed to help the students' problem.

Result of Design

In this research, the researchers developed an application product that contains about the 1st term materials of grade VIII of Junior High School including writing skill. The researchers designed HALE (*Happy to Learn English*) by iSpring Suite and then it was converted to android. iSpring Suite has many features and complete enough to design HALE (*Happy to Learn English*). This design phase was done by determining the materials needed. The material that was used in this learning media was suitable with the 2013 curriculum syllabus for the 1st semester of grade VIII of Junior High School.

Result of Development

Page revised	Before revision	After revision
Intro page		
Menu		
Materials		
Goals	None	
Materi		
Materi		
Video	None	

Figure 2. Product Development

Result of Expert Validation

The researchers finished assesment HALE (*Happy to Learn English*) to the Material Expert and Media Expert. The expert validator of media was Mrs. Nur Khafidhoh, M.Kom as a Lecturer of Faculty of Information Technology at KH.A. Wahab Hasbullah University. The researchers used validation sheet to evaluate HALE (*Happy to Learn English*) and the expert validator of material was Mrs. Luluk Choirun Nisak Nur, M.Pd as a Lecturer of English education department at KH. A. Wahab Hasbullah University. Validation results in assessments and suggestions for learning media contained in the questionnaire submitted by the researchers, which will subsequently be fixed based on expert opinion. The Likert's scale approach was used to determine the score from the questionnaire, which had five answer options. Furthermore, the score obtained is converted into a value with a Likert's scale as shown in the table below:

Table 2. Likert's Scale

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

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

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

Description :

Xi = Average Score (Mean)

$\sum x$ = Total Score

N = Number of question

Result of Material Validation

In this part the researchers discussed about material validation of HALE (*Happy to Learn English*). The researchers 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. Result assessment from material is shown as follows:

Table 3. Result of Material Validation

No	Aspek Penilaian	Skor
Kualitas materi		
1	Tidak ada aspek indikator yang menyimpang	4
2	Kejelasan isi materi (termasuk SK,KD, dan Indikator	4
3	Uraian isi materi	4
4	Kejelasan contoh yang disertakan	3
5	Kecakupan contoh yang disertakan	3
Kualitas bahasa		
6	Kejelasan bahasa yang digunakan	4
7	Kesesuaian bahasa dengan sasaran pengguna	4
Kualitas soal latihan		
8	Kesesuaian soal latihan dengan kompetensi	3
9	Keseimbangan soal latihan dengan materi	3
10	Runtutan soal latihan yang disajikan	4
Kesesuaian sajian dengan tuntutan pembelajaran berpusat di peserta didik		
11	Mendorong rasa keinginan peserta didik	2
12	Mendorong terjadinya interaksi peserta didik	3
13	Mendorong peserta didik membangun pengetahuannya sendiri	3
14	Mendorong peserta didik belajar secara mandiri	4
Total		48

According to assessment result by material expert, the total score get are 48, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows:

$$Average\ Score = \frac{Total\ Score}{Number\ of\ Question} = \frac{48}{14} = 3.42$$

So, the result of the due diligence from material experts is 3.42 which is included in the category *fair* and *worth* to use with revision. Based on the questionnaire responses from material experts, the following suggestions for improvements were obtained:

Table 4. Material Expert Suggestions

No	Validator	Saran Perbaikan		
1	Luluk Choirun Nisak Nur, M.Pd	<ul style="list-style-type: none"> Dilampirkan goals/tujuan pembelajaran di awal materi Disertakan vidio percakapan pada materi 		
Kesimpulan		Tidak layak digunakan	Layak digunakan dengan revisi	Layak digunakan tanpa revisi
			√	

Result of Media Validation

This part discussed about media validation of HALE (*Happy to Learn English*). The researchers 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. Result assessment from material are as follows:

Table 5. Result of Media Validation

No	Aspek Penilaian	Skor
Kualitas Umum		
1	Kesesuaian media dengan Materi	5
2	Keteraturan dan Konsistensi Tampilan Tombol	4
Kualitas bahasa		
3	Tata letak teks, gambar, dan animasi	5
4	Kesesuaian pemilihan ukuran font	5
5	Kesesuaian pemilihan background	5
Penyajian Media		
6	Tampilan media yang menarik	5
7	Sajian media yang menarik	5
8	Terdapat judul/keterangan media	5
9	Mampu Mendorong peserta didik belajar secara mandiri	5
Total		44

According to assessment result by media expert, the total score get are 44, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$Average\ Score = \frac{Total\ Score}{Number\ of\ Question} = \frac{44}{9} = 4.88$$

So, the result of the due diligence from material experts is 4.88 which is included in the category *fair* and *worth* to use with revision. Based on the questionnaire responses from media experts, the following suggestions for improvements were obtained:

Table 6. Media Expert suggestions

No	Validator	Saran Perbaikan		
1	Nur Khafidhoh, M.Kom	Tombol home pada tampilan materi belum sesuai kembali ke menu		
Kesimpulan		Tidak layak digunakan	Layak digunakan dengan revisi	Layak digunakan tanpa revisi
			√	

The Result of Implementation

After HALE (*Happy to Learn English*) was designed, validated, and revised, the next step was implementation. The researchers carried out trial product into 17 students of grade VIII at MTs Nizhamiyah Ploso Jombang. The researchers used android smartphone and laptop to apply the product. The researchers implemented the product by explaining how to use the product and explaining about materials that was contained in the product. The result of the questionnaire was used for references to improving the product, so that the product can be better. The responses were calculated by using Likert Scale. From the result of the students responses questionnaire, the researchers got the data as follow:

Table 7. Result of The Students Responses

Student	Question										Score
	1	2	3	4	5	6	7	8	9	10	
1	4	4	4	5	4	4	5	4	4	4	42
2	4	4	4	4	4	3	3	4	4	4	38
3	5	5	5	4	4	4	4	4	4	4	43
4	4	5	3	3	4	4	5	4	4	4	40
5	4	4	4	4	4	4	4	4	4	4	40
6	5	5	5	4	4	4	5	4	4	4	44
7	4	4	4	3	3	4	4	4	4	4	38
8	3	3	4	4	3	3	4	4	3	4	35
9	4	3	4	3	4	4	3	3	4	4	36
10	4	5	5	5	4	4	4	4	5	5	45
11	3	3	4	4	4	4	3	3	4	4	36
12	4	3	3	4	3	4	4	4	5	5	39
13	4	4	4	4	4	4	4	4	4	4	40
14	4	4	4	4	4	3	3	4	4	4	38
15	4	4	5	4	4	4	4	5	4	3	41
16	5	4	5	5	4	5	5	5	4	5	47
17	4	4	5	4	4	4	4	4	4	3	40
Total Score											682

According to assesment result by responses, the total score get are 682, the total score then calculate using the formula explained to know eligibility of learning media. The calculation are as follows:

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of Question}} = \frac{682}{17} = 4.01$$

Based on the table above, the result of trial HALE (*Happy to Learn English*) Apps obtained the total score 682 and the average score is 4.01, it means that the product is in *good* category. So, the researchers concluded that the students enjoyed and interested with HALE Apps.

The Result of Evaluation

In this part, the researchers discuss the explanation of how the product can help the students grade VIII of Junior High School in English learning. From the data obtained through student questionnaire responses, it shows that the product is feasible to be used as a supporting media for English learning.

Discussion

According to assessment result by material expert, the total score get are 48, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows:

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CONCLUSION

This research was aimed at developing HALE (Happy to Learn English) learning media that can be used to support students grade VIII junior high school in learning English. The result of material validation got score 3.42 and the result of media validation was 4.88 which were in “fair and good” category. It meant that this product (HALE) was worthy to use.

By having those conclusions, this research can give benefits for other people. For junior high students, they can use this *HALE* English learning media for supporting them in learning English while for the teachers can use it as a reference in giving their students material and exercise. Furthermore for other researchers, this learning media can be a reference to develop a new product in English learning.

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