

Designing Educational Learning Media through Android for Eighth Grade Junior High School

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ABSTRACT

This research is aimed to design an educational learning media for eighth grade junior high school. The educational learning media is developed using Articulate Storyline 3 software then it is converted to android application. The educational learning media developed 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 researchers use questionnaires given to students and conduct 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 2.88 and the score of materials validation is 4.28. The implementation score is 4.45. The score is categorized "good". In conclusion, the educational learning media is feasible for helping eighth grade students of junior high school in English learning.

Keywords: Educational; Learning Media; Android; Eighth Grade.

INTRODUCTION

Education is important thing in our life and also a part of basic human rights. Everyone should get an education to improve their life quality. In Indonesia, education is arranged under the law of education. That means education has a crucial role in this country. As we know, to improve the development of a country, human resource quality becomes one of important thing. That is why Education Ministry makes various efforts to support learning.

English as international language also influence education in Indonesia. English become one of learning subject from elementary school until senior high school. The purpose of English learning is in order to the students can communicate with foreigner. And also a lot of literatures or educational resource is in the form of English, so they must to learn English in order to can understand the literature to improve their educational quality (Muhith et al., 2020).

English is also the language of ICT. ICT is an abbreviation of Information, Communication and Technology. In this day, almost everyone must have used ICT in their daily life. Especially in this era of Covid-19 pandemic spreading, so all of learning process run from home using ICT as supporting media, where most of the devices using English, so English become one of languages that must be learned. But there are still many students who find it difficult to understand English because they think it is hard and bored (Bahtiar et al. 2020).

In this research, the researchers make a learning media based on ICT which provide the students in learning English, so the students do not feel bored anymore. Learning media is important to support English teaching-learning process to be more interesting. Learning media can motivate the students to learn the lesson and help them to understand the materials (Elmunsyah et al., 2018). The media developed is called Educational Learning Media (ELM) Apps. This media is expected to support learning process in student's English listening, speaking, reading and writing skills.

Listening, speaking, reading and writing are the four basic skills in English. They are related to each other. In language learning, active listening can help students to learn vocabulary, grammar and they

can understand speaker's accent or pronunciation (Luh & Handayani, n.d.). Through speaking, hopefully can improve the student's communication skills so that they can express themselves and learn how to use the language (Agus et al., 2014). Through reading, the students will gain benefits such as gaining a lot of information, improving their knowledge, solving problems, and getting new ideas by comprehending a reading passage (Manurung, 2019). According to Gaith (2002) as cited in (Syamsiah, 2017), writing allows the students to explore their thoughts, ideas, and make them visible and go through available for reflection.

Therefore, this media provide the materials in 4 skills. For the successful English learning, the 4 skills, reading, listening, speaking and writing, should be integrated in an effective way. By mastering listening and speaking with reading and writing will make learners good listeners, speakers, readers and writers and be able to communicate effectively.

METHOD

In this research, the researchers use Research & Development method. According to Borg & Gall (1983) as cited in (Gustiani, 2019) R&D is applied in the process of developing and validating educational products. According to Latief (2019) in his book, Research and Development in education is a research design that purposed to develop educational products, such as curriculum, syllabus, text book, instructional media, modules, assessment instruments, etc.

In this research, the researchers choose ADDIE model. ADDIE model is one of the common models that are used as a guide to developing a research. ADDIE stands for Analysis, Design, Development, Implementation, and Evaluation. Each step in ADDIE model is related to and interacts with other step. In analysis step, the researchers carry out the interview with the English teacher of eighth grades of junior high school and give questionnaires to the students.

In design step, the researchers decide the objective of the study and create the materials for ELM Apps. The researchers develop an application product that contains about the 2nd term materials of eighth grade of junior high school including listening, speaking, reading, and writing skills. The media contains of 8 materials. In development step, the product and the material are consulted to get validation. The validation experts are selected by the researchers are two English lecturers as guide in justifying the contents of the material in the product developed and guide in making the application.

In implementation step, the researchers test the product to the subject by provides them with explanation about the materials and gives them some quizzes that are already on the product. After that, the researchers give some questions in the form of questionnaires for the students which is purposed to know how effective the product developed by the researchers. The result of questionnaire is used as references for correcting the deficiency of product. So the product can be better. In evaluation step, the researchers evaluate the product in each its 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

From the observation, it shows that students have difficulties in learning English and need creative learning to support their English learning activity especially in this pandemic era. Moreover, ELM Apps can help to make it easier for teachers and students to convey and receive the material well. ELM Apps itself gets a good category in validation process and implementation process. It means that ELM Apps is worth to be a learning media that support the students in learning activity.

Result

In this research, the researchers developed an application product that contained about the 2nd term materials of eighth grade of junior high school including listening, speaking, reading, and writing skills. The product developed was made by Articulate Storyline 3 software and then it was converted to android application. The material that was used in this learning media was suitable with the 2013 curriculum syllabus for the 2nd semester of eighth grade of junior high school. The visualization of the media as follows:



Figure 1. Menu Page

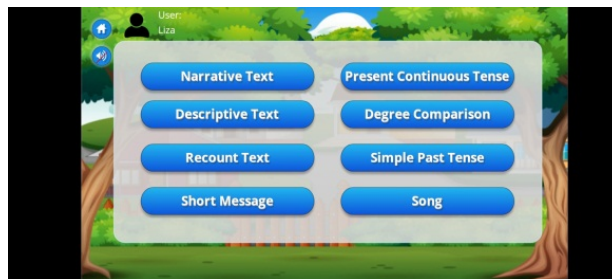


Figure 2. Materials Menu

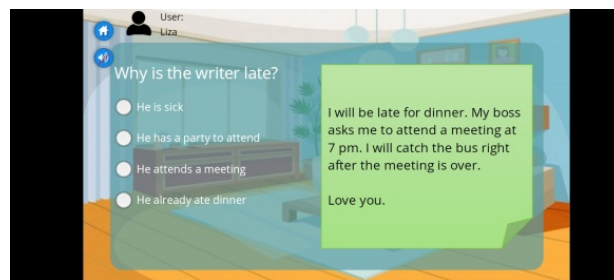


Figure 3. Quiz

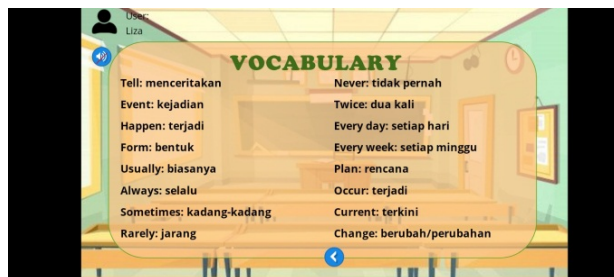


Figure 4. Vocabulary Page

After the researchers finished design ELM Apps, the researchers carried out validation process by two expert, those were material and media expert. Then the researchers did the suggestions from media expert and material expert to make this product to be better.

The results of material validation of this product as follows:

Table 1 Material Validation Results

Number	Aspects	Number of Question	Score
1	The relevancy of materials with SK,KD, and Indicator	1-5	21
2	The suitability of the language used	6-7	8
3	The relevancy of quiz or exercise with the competency	8-10	14
4	The suitability of presentation with students learning center	11-14	17
	Total Score		60

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

And the result of media validation as follows:

Table 2 Media Validation Results

Number	Aspects	Number of Question	Score
1	General quality	1-2	6
2	Language quality	3-5	9
3	The presentation of media	6-9	11
	Total Score		26

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of question}} = \frac{26}{9} = 2.88$$

The following is the result of the implementation:

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of question}} = \frac{534}{10} = 53.4$$

And then the result of the calculation above then divided by the number of student responses as follows:

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of student response}} = \frac{53.4}{12} = 4.45$$

Discussion

The researchers conducted an observation through questionnaire and interview to find out what students needed in English learning activity. From the result of interview to the English teacher and questionnaire of 12 eighth grade students of MTs. At-Taufiq Sambongdukuh Jombang, it shows that students have difficulties in learning English and need creative learning to support their English learning activity especially in this pandemic era. Based on the observation, the researchers want to give an innovative learning media called ELM Apps to support English learning activity in order to make it more active and interactive.

After learning media is designed, then it is validated by two experts (material and media). The material validation result based on the calculation above can be concluded that the materials in the media are in good category. Even so, the validator still gives suggestions for revising some parts. And the result of media validation based on the calculation above can be concluded that the media is in fair category. Even so, the validator still provides suggestions for revising some parts to make the media better. Then the product was implemented to eighth grade students of junior high school. The researchers carried out the implementation at MTs At-Taufiq Sambongdukuh 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 the materials that was contained in the product. Then, the researchers tested the students by using the quiz that was provided in the product. After that, the researchers gave a questionnaire which aimed to find out how feasible the product for learning process. The result of the questionnaire was used for the references to improving the product, so that the product could be better. The responses were calculated by using Likert scale.

Based on the calculation above, the result of trial ELM Apps obtained the average score is 4.45. It means that the product is in good category. So, the researchers concluded that the students enjoyed and interested with ELM Apps. The benefits that can be obtained from using ELM Apps as a learning media are this product can help the students to learn English anytime and anywhere because of android based application, can be used offline without internet connection, increase the student's learning interest and make it easier for the teachers to deliver the materials using this media.

CONCLUSION

This research is purposed to design a product namely Educational Learning Media (ELM Apps) for junior high school. This product is designed by using Articulate Storyline 3 software then it is converted to android 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 listening, reading, writing, and speaking skills. The subject of this research is the eighth grade students of junior high school. The product of this research is 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 score, 2.88 in media validation, and 4.45 in the implementation. That means the product is feasible to be a supporting media for English learning activity.

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