

Designing “PRONISH” (Pronunciation of English) for Beginner as Learning Media in Pronunciation Practice at Unwaha University

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ABSTRACT

Speaking is considered to be the most challenging skill, because it covers many aspects of English language skills as, pronunciation, listening, grammar, and also vocabulary. To master English speaking skill, students should master all these aspects. Unfortunately, in the practice at the second semester of English Department students of University of KH. A. Wahab Hasbullah Jombang, most of the students have difficulties in pronunciation aspect. This researches is focus on designing pronish as learning media in pronunciation practice for beginner. this research using RND method (research and development) using ADDIE procedure which is contain analysis, design, development, implementation and evaluation. The result of this research is PRONISH app are worth to use as learning media in English Pronunciation course at University of KH. A. Wahab Hasbullah Jombang. This is proved by the result of material expert the result of the due diligence from material experts is 3.35 which is included in the category fair and worth to use. Besides that the result of the due diligence from material experts is 3.88 which is included in the category fair and worth to use And the result from user is the assessment result by responses is 4.11 which is included in the category good and worth to use this learning media for pronunciation.

Keywords: *Pronunciation English (Pronish), Beginner, Learning Media.*

INTRODUCTION

Speaking is considered to be the most challenging skill (Zaim et al., 2020) because it covers many aspects of English language skills, Speaking skills are the most demanded thing in mastering English, because at this time English is used in active communication (Sulasih, 2017). To master English speaking skill, students should master all the aspects of English language. Unfortunately, in the practice at the second semester of English Department students of University of KH. A. Wahab Hasbullah Jombang, most of the students have difficulties in pronunciation aspect. From the observation, what's causing the problem is inadequate learning media in English pronunciation courses. The students are only provided with textbooks as their learning material. Researchers assume that the use of book as a visual media is less effective for teaching pronunciation, because in the pronunciation course there are several sub-chapters that require audio media as a means of delivering material such as, vowel, consonant, intonation, etc.

Pronunciation is the act or result of producing the sound that we use to make meaning in speech a language, including articulation, stress, and intonation, with reference to standard of correctness and acceptability. Due to avoid a misunderstanding in a communication, the delivery of a speech must be acceptable. Bachman (1990) as cited in (Wibawa, 2014) states that language competence consists of two main competences. According to Bachman (1990), pronunciation or phonology is a part of grammatical competence There are two main problem with pronunciation teaching. Firstly, it tends to be neglected. And secondly, when it is not neglected, it tends to be reactive or particular problem that has arisen from the classroom rather than being strategically planned (Kelly, 2000). The word media comes from latin which is the plural form of medium the restrictions on the media is very broad, However, in this study the researchers limited the media to learning media, namely the media used in teaching and learning activities So learning media are anything that can be used to transmit messages (learning materials), to stimulate students' attention, interest, thoughts, and feelings in learning activities to achieve learning goals.

So, the objective of this research is to designing and developing learning media of English Pronunciation Course at University of KH. A. Wahab Hasbullah Jombang Hopefully, this learning media be feasible and can make it easier for students to understand the English Pronunciation Course, and also it can be used by the students of KH.A. Wahab Hasbullah University for following years.

METHOD

In this research, researcher use *Research and Development (R&D)* method. By using this method, researcher aim to create a product and test the feasibility of the product. Researcher use ADDIE (*Analysis, Design, Development and Implementation, Evaluation*) as the development model for this learning media.

The Development Procedure use for this research is ADDIE (*Analysis, Design, Development and Implementation, Evaluation*). The ADDIE instructional model is a process instructional which consists of five phases, namely : analysis, design, development, implementation and evaluation. The stages of the ADDIE Model are implemented as follows:

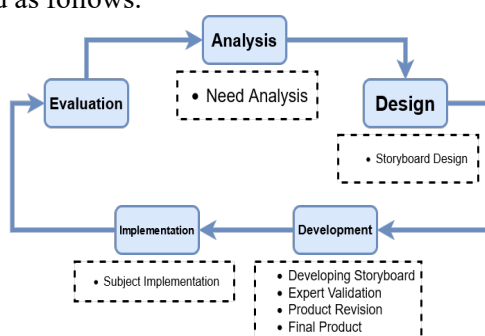


Figure 1. ADDIE Method

The Researcher conducted a need analysis on the subject by distributing questionnaires and conducting interviews. The distribution of the questionnaire was carried out online using Google Form. From the need analysis result, researcher known that the main difficulty of students in learning pronunciation was at Phonetic Transcription.

From need analysis the researcher decided to design of the product at design stage based from the results of the needs analysis by using the storyboard design then develop it in development stage. After the design has been developed then the researcher validates the product to the expert which is media expert and material expert.

After the product being validated the researcher apply the product to get the data. Then the data analyzed by finding the average score or mean. The following is the calculation of means:

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

Description :

Xi = Average Score (Mean)

∑x = Total Score

N = Number of participants

The data analysis technique used to calculate the score from the questionnaire used the Linkert's scale technique with 5 answer choices. Furthermore, the score obtained is converted into a value with a linkert's scale as shown in the table below:

Table 1 Likert's Scale

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

RESULT AND DISCUSSION

Result of Need Analysis

At this stage the researchers conducted a need analysis on students. Data collection techniques at this stage used interviews and questionnaires. The purpose of the need analysis is to obtain data on students needs in the English Pronunciation course. The data from the results of the need analysis obtained are then used as a reference for designing the product storyboard. The results of the need are as follows:

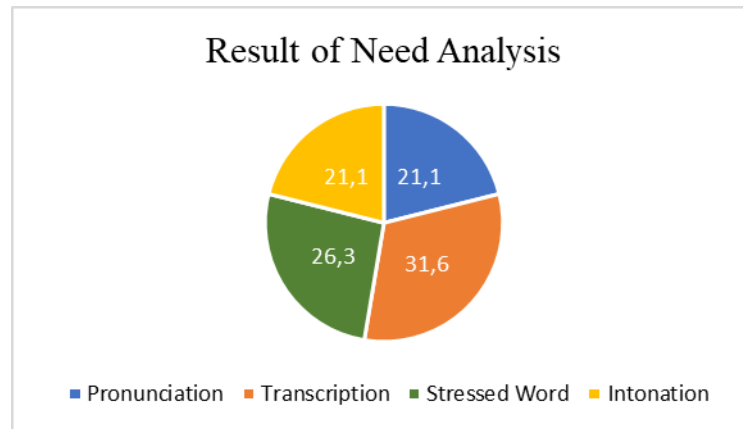


Figure 2. Result of Need Analysis

Result of Design

From the results of the need analysis carried out at the beginning of the data obtained, it is used as a reference for making product storyboards. The storyboard is an initial description of the product to be developed. The detail of the storyboard is as follows :

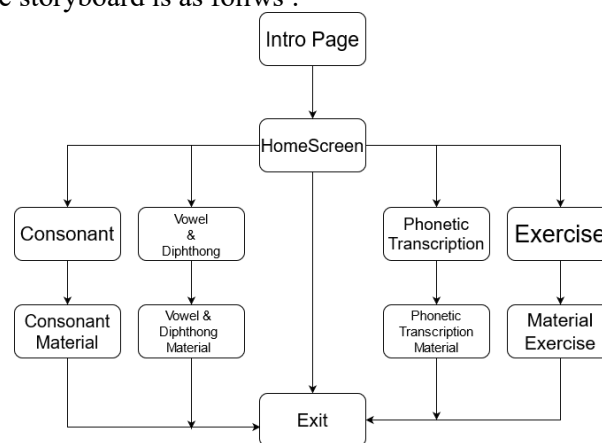


Figure 3. PRONISH Storyboard

Result of Development

- Result of product development

From the storyboard created by the researcher, the Storyboard then began to develop. At the product development stage, the researcher uses the Construct 2 program, the stages of product development and application of the design according to the storyboard are as follows:

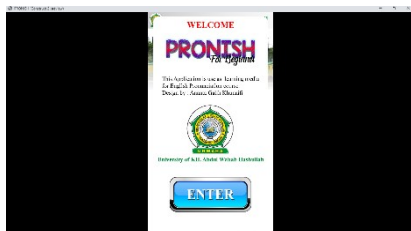


Figure 4 Intro Page



Figure 5 Main Menu

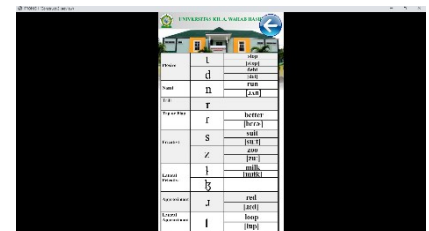


Figure 6 Material Page

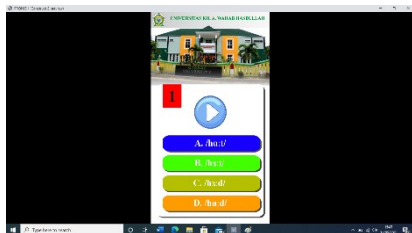


Figure 7 Exercise Page

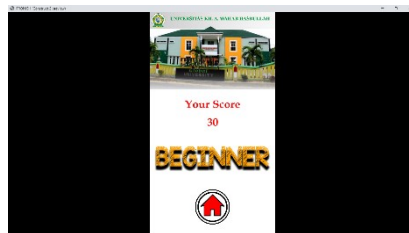


Figure 8 Scoring Page

- The result of material validation

The material from learning media is tested for its feasibility by material experts which consists of 1 examiner who is a lecturer of English Education Department

According to assessment result by material expert, the total score get are 47, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of Question}} = \frac{47}{14} = 3.35$$

So, the result of the due diligence from material experts is 3.35 which is included in the category fair andworth to use with revision.

- The result of Media Validation

The material from learning media is tested for its feasibility by material experts which consists of 1 examiner who is a lecturer of English Education Department

According to assessment result by media expert, the total score get are 35, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of Question}} = \frac{35}{9} = 3.88$$

So, the result of the due diligence from material experts is 3.88 which is included in the category fair andworth to use with revision.

- **Result of Implementation**

At this stage after the product being validated the researcher implemented it into some students and According to assessment result by respondences, the total score get are 1036, the total score then calculate using the formula explained earlier to know the eligibility of the learning media. The calculation are as follows :

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of participans}} = \frac{1036}{14} = 74$$

The average score get from the resonance are 74, the data then again calculate with the following formula :

$$\text{Average Score} = \frac{\text{Total Score}}{\text{Number of Question}} = \frac{74}{18} = 4.11$$

So, the assessment result by respondences is 4.11 which is included in the category good andworth to use.

- **Result of Evaluation**

After conduct the researches there were some revisions of the product which hope can be develop by other researcher.

Discussion

This research was focus on designing product of “pronish “as learning media for pronunciation practice. At analysis stage we can found that most of the problem which was happen is about how to pronounce the word well. Based on this analysis so the researcher develops it into some story board. The storyboard is an initial description of the product to be developed. Then From the storyboard created by the researcher, the Storyboard began to develop as a product. The intro page is the initial page before the main menu on the PRONISH app, this page contains the title of the application, the description of the Application. Home screen page are the main menu page of PRONISH app, In this page there are three

material menu buttons : Consonant, Vowel & Diphthong, and Phonetic Transcription, also one evaluation menu button (Exercise). Each button are lead users to different page when touched.

At Consonant Page contains eleven materials of English consonant who visualize as a button for each material. Vowel and diphthong button contain of the material such as IPA vowel, English Vowel and Diphthong.

- IPA Vowel : This page are explain about the vowels based on International Phonetic Association (IPA) which all of the letters shown here are not used on English Vowels. Each letters here are as same as consonant which is produced sound if it touched.
- English Vowel : This page are explain about the vowels used in English language, same as consonant and IPA vowels materials layout, each letters of this layout also produced sound when its touched.
- Diphthong : This page are explain about the English Diphthong, same as before, each letters in this layout also produced sound when its touched.

From the result of material validation shows that the mean or average of the product was 3.35. from this result we can see from Likert's Scale. It was include fair category or able to use with some revision. So after did some revision the product was able to apply for students. While from media validation shows that means or average of the product was 3,88 and from linkert scale it was include fair category or able to use with some revision. Then after did some revision the product was able to apply for students. Besides that from the implementation result shows that the average of the product was 4.11 and it was include a good categories. This data got afte using product the researcher gave some questionnaire which used to measure about the product.

CONCLUSION

Based on the finding and discussion most of students in second semester of English Department of University of KH. A. Wahab Hasbullah Jombang have difficulty in learning English Pronunciation Course, especially in Phonetic Transcription aspect. The problems are caused by limitations of learning media used. This research was done According to that finding; the objective of this research is to design PRONISH (Pronunciation of English) for Beginner as a learning media for second semester of English Department students of University of KH. A. Wahab Hasbullah Jombang. Based on the research data and discussion that has been described, then the researcher can conclude that PRONISH app are worth to use as learning media in English Pronunciation course at University of KH. A. Wahab Hasbullah Jombang. For the future researcher the result of the research may become a reference and contribute informative input to solve the similar problem.

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