

Designing ‘Gring-Med’ Grammar Learning Media for Intermediate Students

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ABSTRACT

This research aims to design ‘Gring-Med’ Grammar Learning Media which focused on intermediate students in learning English at school. The research method used a Research and Development (R&D) method using ADDIE model, this model consists of five sections which are analysis, design, development, implementation, and evaluation. In this research, the researcher used two validation of the feasibility of this product media. First, validation of materials, and then validation of media. Both of the had validated by each expert validator before trying this learning media to the student. The data collection was carried out using questionnaires and interviews. The results of material validation obtained a value of 74, the result of media validation a value of 85.5 was obtained, and the result of the implementation of this media indicated that the acquisition average score was 72,7%. So, based on the result of this research, it can be concluded that Gring-Med as a based-learning android application of grammar learning media is suitable for class X students in intermediate level of MA Al – Asy’ari Jombang.

Keywords: *Gring – Med; Learning Media; Intermediate Students.*

INTRODUCTION

Basically, English is the first foreign language in Indonesia, due to the fact English is regarded as important for the goal of absorbing and developing science, technology, and culture, as well as to develop a relationship with other countries around the world. English is needed by Indonesian students if they are to take part effectively in many areas of the national economy, social and political life (Zamai et al., 2016). Students have to conduct in mastering and producing the 4 language competencies: listening, speaking, reading, and writing. All the skills are very important to learn at the start of mastering the skills. Therefore, grammar is one of the helping elements in English skills for a learning process to students.

Grammar is an important role in communication. Most students have more difficulties after they study grammar than in other classes (Ma’arif et al, 2021). According to Harmer (2000:12) as cited in the journal of (Sahila et al., 2019) grammar is the description of words that can change their forms and can be combined into sentences in the language. So that, grammar is the study of classes of words and their relations in the sentence (Shofiyani & Rahmawati, 2019). Learning media is an instrument that is used by teachers so that learning activities both inside and outside class take place effectively (Bahtiar, 2019). One of the learning media that can be used by educators is by using based-learning media on Information and Communication Technology (ICT) that helps students in the teaching and learning process (Khotimah & Satiti, 2019).

Students at the intermediate level are the student has excellent comprehension but makes some grammatical errors. The researcher wants to make grammar learning media to help their grammar ability in learning English at the intermediate level. Based on the need analysis of the researcher’s interview with English teacher of MA Al - Asy’ari Jombang the results of the interview it was found that students had difficulties to study vocabulary, spelling, translation and one of them is grammar. Realizing in the problems which may happen, the English teacher of MA Al-Asy’ari Jombang has agreed with the importance to create new learning with the researcher’s media learning. Grammar learning media as a means of solving all the problems in English skills. From the background described above, the researcher is interested to design Grammar Learning Media ‘Gring- Med’ For Intermediate Students. It was designed

as a tool that is used as android application media for learning English grammar in this era. Because nowadays, gadget starts to stick in people's daily life. Students will feel bored when they just learn from the book. With the use of this media, the students are possible to get exposure when learning English and achieve of learning goals.

METHOD

In this research, this researcher used a Research and Development (R&D) method using ADDIE model. Further, Peterson (2003) as cited in the journal of (Iswati, 2019) asserts that ADDIE model can be applied in various teaching contexts which employ instructional design. The procedures of this study are divided into five parts, as follow:

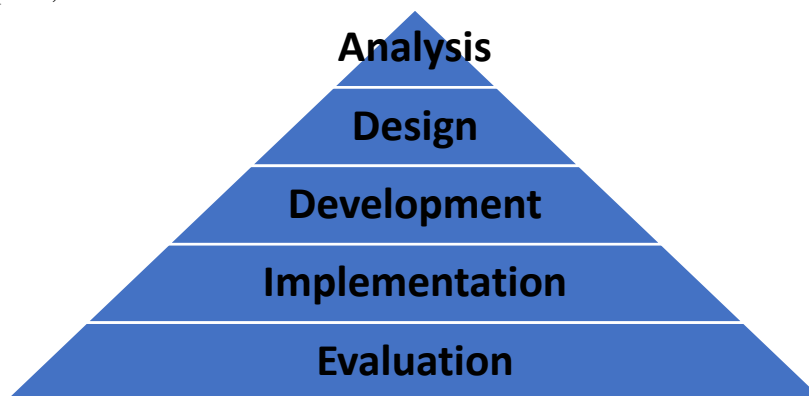


Figure 1. Model of ADDIE

Analysis

First, in the analysis phase, the researcher conducted the needs analysis in order to find out the students' needs and difficulties. The needs analysis was conducted by interviewing the English teacher of the MA Al-Asy'ari Jombang. The researcher makes a need analysis in google form aimed to understand the need and difficulties of students and about learning media and the materials when they study English, especially in grammar.

Design

Second, in the design phase, the quiz and the materials were designed based on the data of interviews with the English teacher and need analysis to the students' needs and difficulties. The materials of the media was reflected in the English syllabus in class X such as phrases, pronouns, passive voice, and prepositions.

Development

In the development phase, the researcher uses Ispring 9 Application as the next part of making the quiz. Then after the media have published the researcher uses Website 2 Apk Builder Pro to make it in form of an android application.

Implementation

In the implementation phase, the researcher was designed Gring- Med which was implemented to grade all of class X students in the intermediate level. The implementation of the product through the Whatsapp group of class X with instructions of the researcher. While the population in grade X in MA Al-Asy'ari was 39 students and the sample of this research was 10 students.

• Data analysis technique

The data of this research were collected through a questionnaire. The questionnaire had been given before and after they tried the media. The design of this questionnaire used a Likert scale. The steps of data analysis as follows:

- The collected data is analyzed to find the average score or mean as follows:

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100 \%$$

(Sugiyono, 2017)

- Description

p = percentage

ideal score = highest score x number of respondents x number of questionnaire

- The score obtained is converted into a value using a Likert scale , as follows:

Table 1. Likert Scale

Avarage Score	Category
0 – 20	Very Low
21 – 40	Low
41 – 60	Enough
61 – 80	Good
81 – 100	Very Good

Evaluation

The evaluation was done by collecting information concerning the use of the designed ‘Gring-Med’ Grammar Learning Media. The evaluation aimed to evaluate the features, materials, and display from the learning media. The results of this evaluation become a reference for the redesign of the learning media. For the next, this product will make better as learning media.

RESULT AND DISCUSSION

Based on the implementation that was done to the student of MA Al- Asy’ari Jombang with model of ADDIE, the researcher collected the information of need analysis. The need analysis was done by questionnaires and interviews.

Result of Analysis

Before conducting the research, the researcher made need analysis with interview and questionnaire that supported the research as the materials to design this media according to the data. Based on the need analysis, it was found that students there had difficulties in vocabulary, translation, and the more important one was grammar. So, the researcher was decided to design the product.

Result of Design

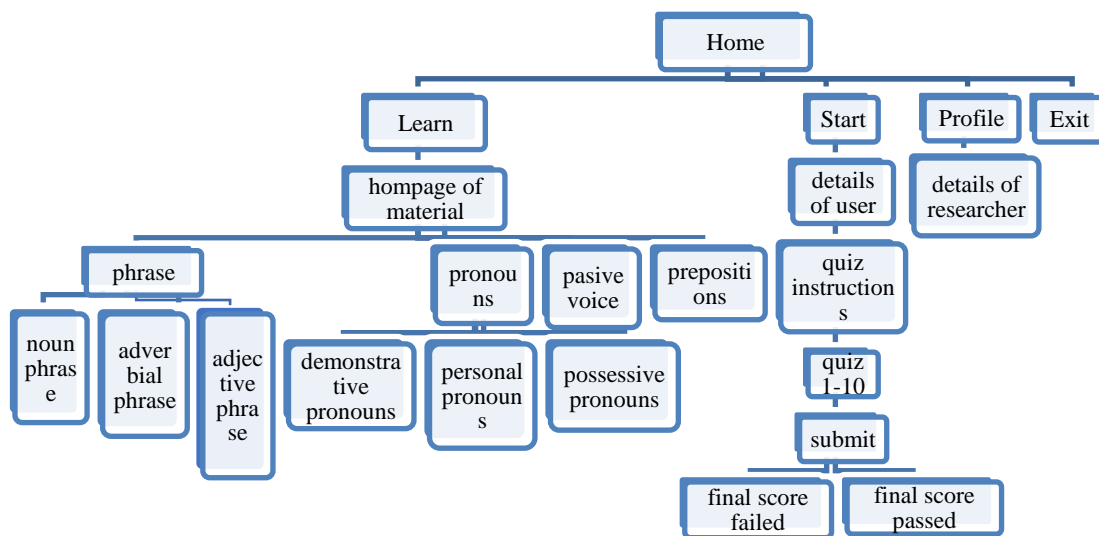


Figure 2. Storyboard of Gring-Med

Result of Development

The result of development was taken by expert validation of Gring-Med android application that had given before the implementation to the student.

Table 2.The Material Validation

Expert Material	Score										Total
	1	2	3	4	5	6	7	8	9	10	
	4	3	3	4	3	4	4	4	4	4	37

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

ideal score = highest score x number of respondents X number of questionnaire

$$\text{ideal score} = 5 \times 1 \times 10 = 50$$

$$p = \frac{37}{50} \times 100\% = 74$$

Based on the calculation for the result of material validation, the researcher got 74.

Table 3.The Media Validation

Expert Media	Score																		Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	4	4	5	4	4	3	4	5	5	4	3	5	5	4	4	5	4	5	77

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

ideal score = highest score x number of respondents X number of questionnaire

$$\text{ideal score} = 5 \times 1 \times 18 = 90$$

$$p = \frac{77}{90} \times 100\% = 85,5$$

Based on the calculation for the result of media validation, the researcher got 85,5.

Result of Implementation

The result of the implementation was in the form of assessment of student's work and suggestion of media Gring- Med through questionnaire that had given to the student by using Google form.

Table 4.The Result of Implementation

No	Name	Score																	Total
1	Respondent 1	4	4	4	4	4	4	4	2	4	4	4	4	4	4	2	4	4	64
2	Respondent 2	5	3	3	4	4	4	3	3	3	4	3	4	4	5	4	3	3	62
3	Respondent 3	4	3	3	5	5	5	4	3	5	5	5	4	3	4	5	5	4	72
4	Respondent 4	4	3	3	2	4	4	4	4	3	4	2	4	4	2	5	4	4	60
5	Respondent 5	3	4	4	4	3	3	3	3	3	3	3	3	4	4	4	3	4	58
6	Respondent 6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	85
7	Respondent 7	2	1	2	1	2	1	1	2	1	2	1	2	1	2	5	5	5	36
8	Respondent 8	3	4	3	5	4	3	3	3	4	4	4	3	3	5	4	2	4	61
9	Respondent 9	4	4	3	3	3	3	4	4	3	3	3	4	5	4	4	2	3	59
10	Respondent 10	4	4	4	5	3	3	3	4	4	3	4	4	3	2	3	4	4	61
Total Score																			618

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

ideal score = highest score x number of respondents x number of questionnaire

$$\text{ideal score} = 5 \times 10 \times 17 = 850$$

$$p = \frac{618}{850} \times 100\% = 72,7$$

Based on the table of implementation above, the result was 72,7 %.

Result of Evaluation

The advantages of using Gring-Med Application of learning media as a goal of this evaluation that can be used as a reference for other researchers in media or material in future. For the next, this product will make better as learning media application. This stage involved several teachers, students, and lecturers.

Discussion

In this discussion, based on the result of material validation got 74, the category of this validation was 'Good'. The result of media validation got 85,5, the category of this validation was 'Very Good'. And on the result of implementation got 72,7 %, the category of this implementation was "Good".

CONCLUSION

After making the research and development as the steps by ADDIE, Gring-Med can be applied for intermediate level in grade X. The result of implementation was in the form of an assessment of student work and suggestion of media Gring- Med. The result of this media implementation is 72,7 in the 'Good' category. So, based on the result of this research, it can be concluded that Gring-Med as an android application of grammar learning media is suitable for grade X students of MA Al – Asy'ari Jombang.

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