Designing Students' Writing Skill with the Help of the LEB Android Application

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ABSTRACT

Language ability consists of four abilities to master it. The four abilities are speaking, listening, writing, and reading. Speaking can be done spontaneously, but writing must be planned and organized. The purpose of this research is to design an appropriate android application-based learning media to help students develop their English writing skills. This study uses the Research and Development method which was adapted in the development of the ADDIE model. The researcher designed a learning media called "Learn English Better". This learning media has been validated by media experts and material experts before being tried out on students. The data collection instruments used were questionnaires and interviews. The results of media validation obtained a value of 84,6, for material validation a value of 76,36 was obtained, and the results of the implementation of this media obtained a value of 73,2. Based on the results above, the researcher concludes that the Learn English Better android application is suitable for use in MA Al-Asy'ari.

Key words: Learn English Better, English Writing Skill, Android

INTRODUCTION

English is the language of communication used by people around the world because English is an international language. English has four abilities. The four abilities are speaking, listening, writing, and reading. Speaking can be done spontaneously, but writing must be planned and organized. Researcher analyzed the English writing skill of first grade senior high school students from words to form a sentence. During this pandemic, when in teaching and learning activities both online and offline at school, students often complain that it is difficult to understand, learn and do English (Ma'arif, 2019). The teachers also have difficulty in providing understanding of English material to their students, especially for schools that learn online (Bahtiyar, 2020).

The researcher designed Android Application "Learn English Better" that is a software that uses the Android operating system that can be used on computers or laptops and smart phones as an application to make it easier and students can develop their English writing skills. According to Islam & Mazumder (2010) stated that the mobile application runs on a small handheld mobile device that is portable, easy to use, and can be accessed from anywhere and at any time. By using this android application, researchers expect students to learn English well. Teachers are also helped by this application (Nur & Ma'arif, 2019). This application can also be an additional guideline for students learning English.

This study is aimed designing students' writing skills with the help of the android application "Learn English Better". The researcher designed an android application called "Learn English Better (LEB)" to develop their English writing skill so that they can be more assisted in understanding, studying and doing English assignments as well as a guideline for their English writing skill that they can use in the future.

METHOD

The subjects in this study were 39 students and the sample were 10 students of grade X in MA Al-Asy'ari. The method used Research and Development (R&D). The development model used is ADDIE. This model consists of five stages, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. Needs analysis was conducted by interviewing the English teacher of class X and

providing a questionnaire via google form which was given to students to find out the needs and difficulties of students. The researcher was designed an android application based on data from interviews and questionnaires. The design of the android application reflected in the class X student worksheets which included some materials, exercises, and assessments. The design of android application "Learn English Better" used Adobe Photoshop, Adobe Illustrator to edit and create the assets. The researcher created a product through Construct 2 to develop the product, and Java, Android Studio, Node.js, Gradle 4.10, and Cordova cli to build product to application (Sugiyono, 2017). The researcher implemented the product for class X students by online trough the school's Whatsapp group. The researcher gave instructions to do the exercise and shared the results of their work to the researcher. The researcher used likert scale to get the score from the product data that has been tried out by the students. The results of the evaluation were redesigned to be a better learning media.

RESULT AND DISCUSSION
The result assessment from media were as follows:

Table 4. The Result of Media Validation

Expert	Score													Total	Percentage
	1	2	3	4	5	6	7	8	9	10	11	12	13		
Media	5	4	4	4	4	4	4	4	4	5	5	4	4	55	84,6%

Based on the results of the media expert's assessment, he results of media validation obtained a value of 84,6 for the "Very Good" category. These meant that the results of the Android-based Learn English Better media validation deserved to be tried out with revisions according to suggestions. The results of the material assessment were as follows:

Table 5. The Result of Material Validation

Expert	Score																						Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
Materi	3	4	3	4	4	5	5	5	4	4	4	3	3	3	4	3	3	3	5	4	4	4	84
Percentage																							76,36%

Based on the results of the material expert assessment, the results of material validation obtained a value of 76,36 for the "Good" category. These meant that the results of the validation of the Android-based Learn English Better material deserved to be tried out with revisions according to suggestions. The results of the implementation were in the form of an assessment of student work and suggestions from the learning media "Learn English Better" in the form of a google form containing a questionnaire that has been provided by the researcher.

Table 7. The Result of the Implementation

No	Aspect	Description	Score
1	Material	The suitability of the material, the material, images, and audio are easy to understand	135
2	Visual Communication	Font, navigation/buttons, display, background, and animation	403
3	Software	Media and quiz	121
		SUM	659
		Total Score	87,9
		Percentage	73,2%

The results of the implementation showed that these media got a score of 73,2 in the "Good" category. These meant that the results of the student response questionnaires stated that Learn English Better could help students practice writing English both at school and anywhere.

Discussion

In this discussion, based on the results of materials validation, media validation and implementation showed that these media "Learn English Better" could help students practice writing

English both at school and anywhere and can be said to be feasible to use as a learning English media at MA Al-Asy'ari.

CONCLUSIONS

Based on the results of this research and development, it can be concluded that the first was these Research and Development program designed Learn English Better to help the 10th grade students of MA Al-Asy'ari. The research method used is the ADDIE theory (2014). After the researcher collected information by giving a student needs questionnaire. The second was Learn English Better was designed by researchers using Adobe Photoshop, Illustrator, Construct 2, Java, Android Studio, and Cordova cli. There are 3 main features in the Learn English Better menu, namely; Learn, Exercise, and Drag & Drop.

Final, based on the results of media validation, a score of 84,6 was obtained in the category of very good, and the results of material validation obtained a score of 76,36 in the category of good. The researcher conducted tried out on 10 students and the results of the students response questionnaires obtained a score of 73,2 with a good category. Therefore, it could be said that Learn English Better was worth using.

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