DESIGNING SPACECATION (SPEAKING APPLICATION) FOR NON ENGLISH DEPARTMENT STUDENTS

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ABSTRACT
This study aims to design a learning media for non English department students named SPACECATION (Speaking Application), thislearning media application can help students in learning speaking skills. The method used in this research is Research and Development .This development used ADDIE models which have 5 steps : 1) Analysis, 2) Design, 3) Development, 4) Implementation, 5) Evaluation. This media was validated by media expert and material expert before trying out to the students. The instrument of this research, were questionnaires and interviews to media expert, material expert, and students. The result of this research are : 1) the result of media expert was 94,1 scores in "Very good" category, 2) the result of material expert was 84 scoresin "Very good" category, 3) the result of a questionnaire for students responses was 89 in "Very good" classification. Based on the result, the researcher conclude that students are interested in learning English speaking skill and SPACECATION(Speaking Application) can helps students in their learning process in speaking skill. Furthermore, this research can be used as a reference to another researcher with different skills or subjects of the research.

KEYWORDS: Speaking skill, Learning media, SPACECATION

ABSTRAK

Penelitian ini bertujuan untuk mendesin media pembelajaran untuk selain mahasiswa pendidikan bahasa inggris dengan nama SPACECATION (Speaking Application), media aplikasi ini dapat membantu mahasiswa untuk pembelajaran speaking. Metode yang digunakan dalam penelitian ini adalah Research and Development. Pengembangan ini menggunakan model ADDIE yang memiliki 5 step : 1) Analysis 2) Design 3) Development 4) Implementation 5) Evaluation. Media ini sudah divalidasi dengan validasi media dan validasi materi sebelum uji coba kepada mahasiswa. Instrumen dari penelitian ini adalah kuestioner dan interview untu kahli media, ahli materi, dan mahasiswa. Hasil dari penelitian ini adalah : 1) hasil dari ahli media adalah 94,1 dengan kategori "sangat bagus", 2) hasil dari ahli materi adalah 84 dengan kategori "sangat bagus", 3) hasil dari kuestioer respon mahasiswa adalah 89 dengan klasifikasi "sangat bagus". Berdasarkan hasil penelitian, peneliti menyimpulkan bahwa mahasiswa tertarik dengan pembelajaran bahasa inggris dan SPACECATION (Speaking Application) dapat membantu mahasiswa dalam proses pembelajaran speaking skill. Selanjutnya, penelitian ini dapat digunakan sebagai referensi dengan kemampuan yang berbeda data subjek yang berbeda dari penelitian.

KEYWORDS : speaking skill, learning media, SPACECATION.

INTRODUCTION

In this world have many languages in every country, because language is an important tool to communication with the others. As a foreign language English has benefits for communication with other people in this world. In Indonesia, learning English starts from elementary school until university.

According to the Oxford learner's

poket dictionary defined that speaking is; to say things; to talk about something; to know and be able to use language; to express ideas or feelings. As (Hornby,2002) in (Nurlinda 2017) said that speaking is an activity to communicate, give ideas, or share information with other people. It means that speaking is speak to communicate and give some information in the other people. Not only that, speaker must be able to make the listener understand about the meaning and get feedback from the other.

Widyawan and Hartati (2016:26) in (Suadi 2019) stated that the modern education approach is generally focused on a student orientation and not material orientation. Because of this statement, the lecturer must facilitate of learning approach that can be done to enhance students speaking skill. Media is one of the solution to make students enjoy learning speaking skill, learning media is a part of the teaching process that can easily understand in the learning process, it is a new model in the learning process.

Meanwhile (Ahlan 2021) stated that learning media is a part of the teaching and learning process to achieve educational goals, especially school learning goals. Media in the learning process is interpreted as electronic devices to capture, process, and reassemble information visually in pictures or video. Based on the statement, the learning media is a tool that can help to think and the teaching process clarifies the information presented, so that the purpose of learning is better and more perfectly.

In this research the researcher used a reference from a related research by (Umam 2020) and the title is "BROSH (Broken English) media for non-English department students. He adopt the R&D model by ADDIE and the instrument, he use questionnaires and interviews for material validation, media validation, and students. And the result of his media can help students in learning English, as additional media for non-English department students.

The researcher chooses to review these references because the purpose was same and to improve students speaking skill, during the teaching learning process. It has similarity with tose reference, the students used media as additional media to enhance students speaking skill in the classroom.

By concluding all explanation above, the researcher want to design an interactive learning media that can

help students in learning English. The learning media named SPACECATION (Speaking Application). It is an English learning media for non English department students. The researcher uses the PowerPoint Hyperlink, iSpring suite and Plotagon. The researcher converts it from PowerPoint Hyperlink to iSpring suite then android application in mobile phone. The materials is for non English department students in 2nd semester of Islamic religion education at KH. A. Wahab Hasbullah University.

METODE

Research Design

Educational research and Development is a research design aimed at developing educational products, like curriculum, syllabus, textbooks, instructional media, modules, assessment instruments, etc. (Latief, 2016).

According to Sugiono (2009:407) in (Oktaviana, Baroroh, and Wulan 2018) said that Research and Development is a research method used to make product and test the effectiveness of the product.

Borg and Gall (1998) in (Sugiono 2019) Books said that Research and

Development is a process used to develop and validate educational products by the product. It means that not only such as textbooks, or computer software but also methods of teaching.

Based on the definition above, Research and Development is a process to design and develop product and validate the product has been done. Researcher have used Research and Development method to produce SPACECATION (Speaking Application) for non English department students.

Research Procedure

Researcher used ADDIE model as a source of development for various models of instructional design models. Therefore, there are five steps for data collection research :
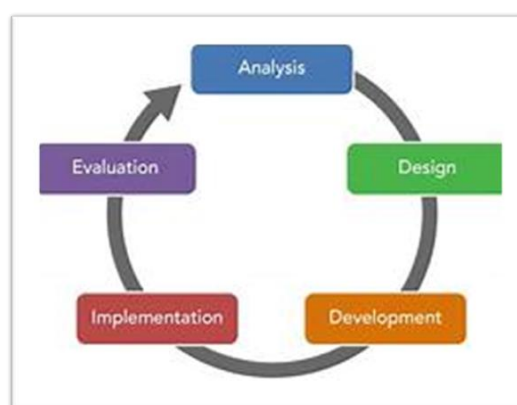

Figure 1. ADDIE Models

Analysis

In this step, researcher using

interviews and questionnaires to collecting the data, researcher conduct need analysis to know about something needed in the English learning process. Based on analysis that the students need a new media to improve their speaking skills in learning English.

Design

The application used to design SPACECATION (Speaking Application) was PowerPoint, Hyperlink, and Plotagon. Before continuing to make the product, the researcher use a storyboard to help the design product.

Development

The researcher makes learning media as additional media using material from English. Researcher chooses asking and offering help, asking and giving direction and expressing an opinion to make them understand when they learning material in 2nd semester. In this product have 3 chapter, On the first page is opening and the title of media and bottom to continue in the second page. The second page contains SPECACITION, material, exercises and references. In the SPECACITION there are 3 subchapters. Subchapter 1 contains of about SPACECATION, subchapter 2 contains goal and subchapter 3 contains profile creator. In the material have 3 subchapters. Subchapter 1 contains of explanation and definition asking and offering help, subchapter 2 contains of explanation and definition asking and giving direction and subchapter 3 contains of explanation and definition expressing an opinion. In the exercise have 2 subchapter, there are exercise using multiple choice and roleplay.

After the product has been develop, researcher need to validate product and validate about material. The media expert is a lecturer in English education and the material expert is an English lecturer in Islamic religion at KH. A. Wahab Hasbullah university. Both of them are lectures at KH. A. Wahab Hasbullah university.

Implementation

After developing the product, researcher can tried out the product in Islamic religion 2nd semester at KH. A. Wahab Hasbullah university. After the students trying out the product, researcher gives a questionnaire in the google form to get feedback and revision from the students about this product.

Evaluation

In the final steps, the researcher

revises this product after getting comments and suggestions from students and lecturers.

RESULT AND DISCUSSION

Result of need analysis

In this stage, the researcher need an instrument to get some analysis. The instrument of this analysis used some interviews for lecturer and questionnaires for students. The result of instrument conclude that some students had difficulties communicating in English. They want new teaching model using interactive media like an application or video learning. Furthermoreresearcher designed SPACACATION (Speaking Application) as an alternative way to make new models in the learning process.

Result of Design

After need analysis the researcher used need anlysis as a refernce to make storyboard of this media. This is a storyboard of SPACECATION :
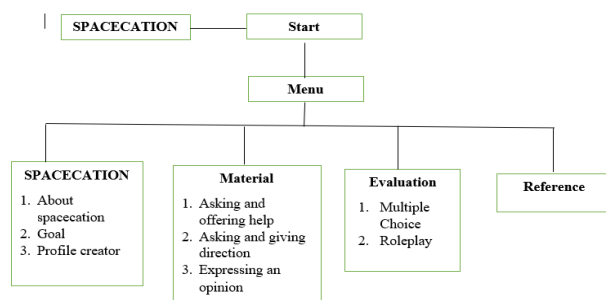

Figure 2. Design SPACECATION

Result of Development

After desgning product using storyboard, researcher began to develop it. At this product stage, researcher use PowerPoint Hyperlink. Then for video learning using Plotagon. Researcher converts this media to be application using iSpring suite and Web2apk Builder. The stage of this product according to storyboard are follows :

1) Introduction

In this page before main menu of SPACECATION, this page contains of the title of this product. There are 2 button. The firt button is sound, students can pull sound button to hearing music when they learn in SPACECATION. While, second button is play button, this button is to play this application.
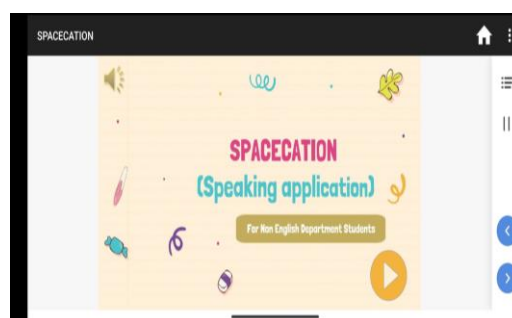

Figure 3. First page of SPACECATION

2) Home screen

This page is about main menu

of this meida. On this page have 4 menu, they are : SPACECATION, Materials, Exercise and Reference. Every button is lead users to different page when touched.

Figure 4. Main menu

3) SPACECATION

SPACECATION page is a page that explain about this media or about SPACECATION, goal of this media for the students and profile creathors of this media.
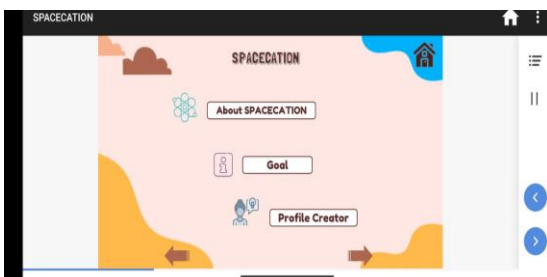

Figure 5. Submenu of SPACECATION

Figure 6. About SPACECATION

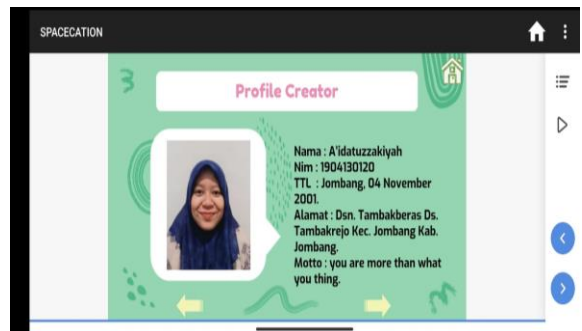**Figure 7. Goal of SPACECATION**

Figure 8. Profile Creathors

4) Materials

This page expalin about materials of SPACECATION. This media have 3 materials: Asking and Offering Help,Asking and Giving Direction and Expression an Opinion. Every materials have the explain about material, and video learning about example of all materials.

Figure 9. Menu Materials

5) Exercise

This page contain 2 level in

exercise. Level 1 is about multiple choice, students must answer some of animation to get question it os for one student. Level 2 is about roleplay, this level for 2 students. Students must make conversation with the patner than in front of the class.
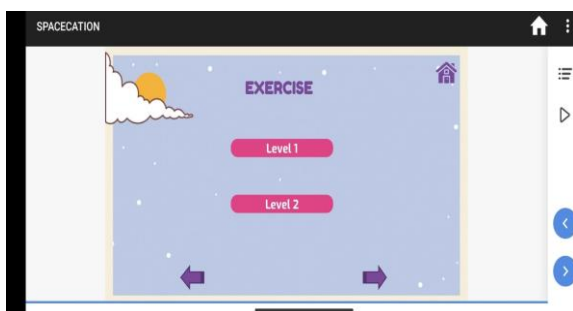

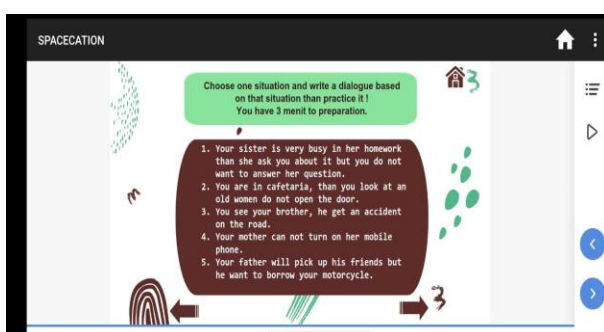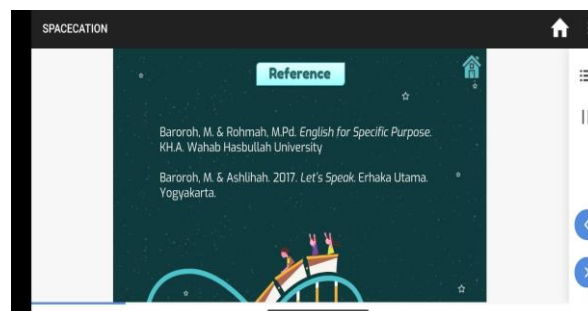**Figure 10. Exercise Level**

Figure 11. Exercise Level 1

Figure 12. Exercise Level 2

6) Reference

This page about the reference of the materials in SPACECATION.

Resul of Expert Validations

The media expert validator was Mrs. Iin Baroroh Ma'arif S.S.,M.Pd as a leader of the english department at KH. A. Wahab Hasbullah University and also, a lecturer on learning media development lessons at KH. A. Wahab Hasbullah University and material expert validation was Mrs. Hidayatur Rohmah M.Pd the english lecturer in the islamic religion department 2nd semester at KH. A. Wahab Hasbullah university. In this research, researcher used a validation sheet arquestionnaire. For the result is this mediawas "can be tested" although this media were some suggestions and critiques to consider the product. Researcher revised the product before trying out the product for students. Furthermore, here is the table of Likert's scale :

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

Table 1. Likert's Scale

For calculation of the questionnaire result used the

$$P = \frac{f \times 100\%}{N} =$$

following formula :

P = Percentage of the item

f = Collected scores/observed frequency

N = Number of cases/ expected frequency

Result of Media Validation

The learning media is tested for by media expert, it is consisting 1 validator of lecturer. The analysis using questionnaire for the content of media development based on 8 aspects namely : 1) Design layout, 2) Typography, 3) Image, 4)Video, 5)Audio, 6) Packing, 7)Use, 8) Navigation. The measurement of this aspect use liker's scale, as explained before. The result of media validation:

No.	Aspect	Total Score
1.	Design layout	8
2.	Tipografi	11
3.	Image	8
4.	Video	12
5.	Audio	6
6.	Packing	8
7.	Use	8
8.	Navigation	3
	SUM	64
	TOTAL SCORE	94,1

Table 2. Result of Media Validation

Table 3. Result of Media Validation Based onTable

Before	After
The expert validator was to suggested adding the slowly audio to make students interested and enjoy reading the material.	The revision was done depending on expert suggestions.

The calculation of the percentage of the feasibility of media experts was as follows:

Expected score x 100

$$P = \frac{64 \times 100\%}{68} = 94,1\%$$

The researcher got 94, 1 % score, which was "Very good" category. It means that the result media validation sheet or the result of SPACECATION (Speaking Application) based on media expert "Can be Tested". Based on the

result of media validation, this application needed revision. The validation added the suggestion as follows:

- The backsound of the audio should not be powerful.

Result of Material Validation

The material of this product is tested by material expert, it consisting 1validator. The questionnaire of this material have 5 aspect : 1) Relevance of Curriculum, 2) Use,3) The suitable the topic, 4) Main material, 5) The suitableexercise. The measurement of this aspect use likert's scale, as explained before.The result of material validation :

Table 4. Result of Material Validation

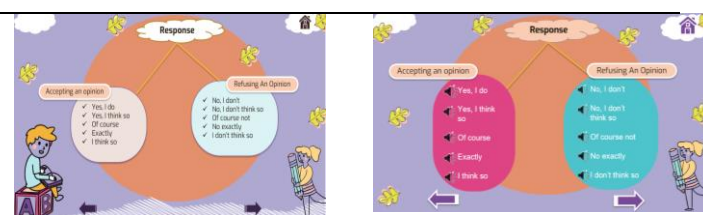| No.	Aspect	Total Score
1.	Relevance of curriculum	4
2.	Use	10
3.	The suitable the topic	7
4.	Main material	24
5.	The suitable exercise	12
	SUM	57
	Total	84

Table 5. Result of Media Validation Based on Table

Before	After

The expert validation suggests to give more than 1 example.

After revision, the researcher gives 2 examples in the next slide.

Expert validation suggests to gave voice to the side of the word.

After revision, the researcher gave voice to the side of the word.

The calculation of the percentage of the feasibility of media experts is as follows:

Expected score x 100%

$$P = 57 \frac{X\ 100\%}{68} = 84\%$$

Based on the table, the researcher got 84 scores, which was "Very good" category. It means that the resulting material validation sheet or the result of SPACECATION (Speaking Application) based on media expert "Can be Tested". Based on the result this media needed revision about grammatical

and correlation exercises with the material.

The validate added the suggestion as follows:

- More explains about the example of the topic
- Sound of video learning must slowly

Result Implementation

In this stage, this learning media has been development that already to implemented by the students in 2nd semester of Islamic religion at KH. A. Wah ab hasbullah university. The implementation of this product is trying out in the classroom. Before trying out this product, researcher share a link to download the SPACECATION, that is uploaded by researcher in Google Drive. The students install this application, than researcher demonstrate this learning media about how to use and explain the material. The last of the implementation, students try to do exercise in front of the class. Researcher gives link to fill out a respondent questionnaire using Google Form to know about the respond of this learning media.

Table 6. Result of Implementation

No.	Description	Questionnaires Score
1.	The design of SPACECATION media is interesting	**74**
2.	Does the SPACECATION easy to use?	**71**
3.	The video material in SPACECATION helps you to understand about asking and offering help, asking and giving direction, and expressing an opinion.	**71**
4.	Does SPACECATION can enhance your motivation to learn about asking and offering help, asking and giving direction, and expressing an opinion.	**71**
5.	Does the presentation of material in this media the same as your handbook?	**74**
6.	The material in this media is easy to understand.	**68**
7.	These media have exercises to evaluate you about asking and offering help, asking and giving direction, and expressing an opinion.	**70**
8.	The material of this media can help you to answer questions?	**67**
9.	The shape, style, and font size used are simple and easy to read	**73**
10.	This media easy to understand	**71**
SUM		**710**
AVERAGE		**89**

$$P = \frac{f}{N} \times 100\% =$$

$$P = \frac{710}{80} \times 100\% = 89\%$$

From students responses, the researcher got an average score "of 89", which was a "Very good" classification. It means that the result of questionnaires for students' responses stated that the product of SPACECATION (Speaking Application) can help students in learning English, especially in speaking skills.

Conclusion

The result of this research and discussions in the need analysis researcher concluded that SPACECATION (Speaking Application) media designed by the researcher can help the non English department students in learning English, especially in speaking skill. The feasibility was based on :

1. The result of media validation is "94,1" score in very good category.
2. The result of material validation is "84" scores in very good category.
3. The result of a questionnaire for students responses is "89" in very good classification.

Based on the result of validation, these media need revision. Hopefully, the other researcher can be used this media as a reference with different skills or subjects in their research.

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