

ENHANCING SPEAKING SKILL THROUGH EXI (ENGLISH EXPRESSING OPINION) APPLICATION

Iin Baroroh Ma'arif¹, Khusni Fakhriyyah²,
English Department, Faculty of Education,
KH. A. Wahab Hasbullah University
e-mail korepondensi: iinmaarif@unwaha.ac.id

ABSTRACT

This research aims at designing an English learning application which called EXI (English Expressing Opinion). This product consists of some materials and exercises which is appropriate and feasible to be studied for students. All materials in this product are based on senior high school Geade XI. The purpose of designing this product is to enhance students' speaking skill. The research method used in this research is Research and Development. This development used ADDIE model which have several steps, those are; 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The result of this research shows that both the media validation and the material validation are in "very good" category. The students' responses of try out result also shows in "very good" category. By having those result, this EXI (English Expressing Opinion) application is feasible to be used as a supplementary learning media for students at grade XI. Furthermore this research can be used as reference to other researcher in developing English learning media in different level of students.

Key words: *EXI (English Expressing Opinion), Learning Media, Speaking skill, Senior High School*

ABSTRAK

Penelitian ini bertujuan untuk merancang sebuah aplikasi pembelajaran bahasa Inggris yang diberi nama EXI (English Expressing Opinion). Produk ini terdiri dari beberapa materi dan latihan yang layak dan layak untuk dipelajari siswa. Semua bahan dalam produk ini didasarkan pada SMA Geade XI. Tujuan dari perancangan produk ini adalah untuk meningkatkan keterampilan berbicara siswa. Metode penelitian yang digunakan dalam penelitian ini adalah Research and Development. Pengembangan ini menggunakan model ADDIE yang memiliki beberapa tahapan, yaitu; 1) Analisis, 2) Desain, 3) Pengembangan, 4) Implementasi, dan 5) Evaluasi. Hasil penelitian menunjukkan bahwa validasi media dan validasi materi berada pada kategori "sangat baik". Respon siswa terhadap hasil try out juga termasuk dalam kategori "sangat baik". Dengan hasil tersebut maka aplikasi EXI (English Expressing Opinion) ini layak untuk digunakan sebagai media pembelajaran tambahan bagi siswa kelas XI. Selanjutnya penelitian ini dapat digunakan sebagai referensi bagi peneliti lain dalam mengembangkan media pembelajaran bahasa Inggris pada tingkat siswa yang berbeda.

Kata kunci: EXI (English Expressing Opinion), Media Pembelajaran, Keterampilan Berbicara, SMA

English in the global era was already became the international communication. English usually easy to find in the textbook, mass media, public service and etc. people purpose in learning English also various depend on their need. For the example, students learn English because English is their compulsory material, and the employee of an office

know that communicate through English is easier to use when talk to the international client (Baroroh Ma et al., 2021).

The educational tools to use for interact with other people is language. Language is the important role in human life for socializing, language also use in social communication. English as the global language can be

found almost in every place and region. Books is the very easier way to find where the most language in it is English. Many crucial books are written in English. Through mastering English, people can start it from reading a book in English, they can find new information and also can learn about the new cultures, open their minds, and they can also communicate with people in other parts of the world easily using English language. (Baroroh Ma et al., 2018).

Education in Indonesia have been improved to gain students ability and achievement more easily. Students already been given the media development, the improvement of the teacher skill, and the curriculum reform. The government really support students achievement through this development in the teaching and learning (Baroroh Ma et al., 2021).

English has four common skills, there was speaking, reading, writing, and listening. This part of skill is important to learn and always useful for every English teaching and learning. (1) Listening, teaching listening activities to the student is a good way to enlarging their vocabulary, because communication is used most widely in daily lives. (2) Speaking, the speaker can see the listener expression and the body language whether the listener pay attention or understand what the speaking talking about. With this face-to-face situation the listener always had a chance to ask for

repetition, clarification, or slower the speech of the speaker. (3) Reading, is a basic skill for gaining information in language learning. Reading can help listening activities way more accurate and precise. (4) Writing, students improve their achievement in physical evidence. Writing is more complicated that it seems even for the native speakers, because the word needed to be written precisely and the word is not always easy. (Wibowo & Khairunas, 2019). From those explanations above, in this research researcher wants to use speaking and listening skill into the learning media that the researcher made. Those two skills above will help students learn in English with all the basic that needed in learning English.

During the research, researcher finds students did not ask much and tend to be quiet. This can be a problem because teacher will never know whether the students undertstand about the material or not. When they filled out the questionnaire there are a few of them that did not understand the question, and they just filled out the questionnaire as they can without asking to the researcher. But there are also a few from them who did not understand trying to ask to the researcher. From this student that asks to the researcher, the quiet student can listen and understand the question that the other student mentioned. But it still not enough if the researcher also did not know which question that seems difficult to the

student. There are another problem when they spell the word in English, they can not spell it correctly and did not understand what is the word meant.

Media can help teacher say less in teaching, because the present of media already give so much information in the media itself. Students also able to gain material and became more easily in gain knowledge in the present of media. Media is given to made students understand material so easily, and make teaching and learning have the purpose to only teach in specific material only (Baroroh Ma et al., 2021). Media based on presentation is a very familiar learning media to the teachers, where the images, text, animation, sound and video are in one form of a computer program (Musfiqon & Widodo, 2015, as cited in Sulasteri et al., 2018). To teach media about English, teacher can discover the skills in English and then with the present of media for example in listening, in the media will have some audio that can become the media learning for students.

Media here also known as describes any way of communication. This can also come from news, art, educational tools and the other communication form. This means media is not only for education but also for the other purpose, but media here also have one meaning in communication. Media in this research means some tools for educational purpose which can make the students easier in learning English.

Multimedia is a technology that combined between text, images, video, audio and animation into system information in messages delivering. For the public or related parties to know or view the multimedia in a positive way (Thamarana, 2017).

From all mentioned above, researcher wants to do research on creating innovative media to enhance students' speaking skill. Then the purpose of this research is to design EXI (*English Expressing Opinion*) Application for students grade XI at SMK Ar-Rahmah Peterongan.

Designing EXI (*English Expressing Opinion*) Application will produce an application on android as a learning media in English. There are some specifications of this product:

- The product will be transfer from powerpoint to application, in order to make this product can be used as a learning media students need to install this product application on their smartphone.
- The product will contain the material of the product, example in dialogue, exercise in multiple choice, and conversation game.
- Main purpose for the product is to make students able expressing their opinion, the example are provided with sound that can improve their listening skill, also the text will be visible and students can also read the text instead of listening. When students play the game there will be exercise to make students

speak and this will improve student's speaking ability too.

- The product is made with powerpoint, iSpring Suite 10, and Website 2 APK Builder.

METHODOLOGY

Research Design

This research is categorized as Research and Development (R&D). According to (Sugiyono, 2014 as cited in Koriaty & Agustani, 2016), that Research and Development (R&D) method was used to design a certain product and examine the effectiveness of the product.

In order to design a certain product, the researcher needs to conduct Need Analysis. Then, to examine the effectiveness of the product, the product needs to be tried. After the product is tried, then next step is the product to be applied. After the product have been applied, then changed into an Application with the revision of the product.

In this research, researcher designs an Application to help students in speaking and listening skill. The product is named EXI (*English Expressing Opinion*) Application, which use ADDIE model in research design.

Research Procedure

In ADDIE model, there are five steps that become the part of ADDIE itself, there are Analysis, Design, Development, Implementation, and Evaluation (Branch, 2010 as cited in Alnajdi, 2018).

Analysis

At this analysis step, identification of needs or need analysis be conducted by giving questionnaire. The subject of this research is students at class XI SMK Ar-Rahmah. In this research, the questionnaire give students information about student's abilities in understanding English from the media that the school already have. The questionnaire that the researcher gives to the teacher consist of the opinion about English lesson at the school, the focus in learning speaking, the media that used in the class, the obstacle in teaching English used the media that the school already have, and the teacher opinion about using smartphone as a learning media in English lesson. The result of the questionnaire can be used to determine the material that will going to be distributed on media development.

Design

In this step, the researcher starts to design the product concept to be developed. The develop is began with the storyboard that can help to make learning media Application. The storyboard is written in flowchart. The following was the flowchart of the EXI (*English Expressing Opinion*) Application that using iSpring Suite 10:

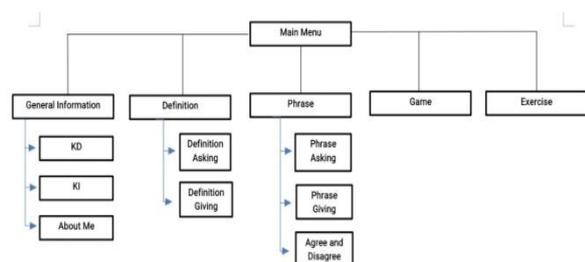


Figure 1. The flowchart of the EXI

EXI (*English Expressing Opinion*) Application taken from the word “*Expressing Opinion*”. The material inside this learning media is about asking and giving opinion in general or in personal.

The Application used in making this product is PowerPoint, and then transferred to iSpring Suite 10 to make this learning media able to become EXI (*English Expressing Opinion*) Application itself. For the video learning is using Kinemaster, also provided with the text of the sound in the video.

iSpring Suite 10 is the learning application with the web basis that can change file presentation from PowerPoint into HTML, that can make the media more interesting and interactive. With the various fitur provided by iSpring Suite 10 it can help the researcher planning the material for learning and teaching process in online or offline. The benefit using iSpring Suite 10 is create interactive in interesting media for the teacher and students.

Provided with the audio or video editor, to operate audio or video can start from Windows Menu Start without

open the PowerPoint. Quiz also provided in the iSpring Suite 10 where researcher can make a quiz with drag and drop, multimedia, flowchart, and the other that provided in the quiz page. Use the quiz button in the toolbar menu to make a quiz or survey with tool iSpring QuizMaker that have been integrated. In form editor iSpring QuizMaker add a new question and the researcher can also make another property in it. After the quiz already made then click save button and return to course in toolbar QuizMaker.

With iSpring Suite 10 the researcher can make the PowerPoint become way more interactive with the support of media that provided, the elements that provided in iSpring Suite 10 consist of: audio and video narrations; quizzes and surveys; interactions; dialogue simulations; screen recordings; youtube videos; web objects; assets from the iSpring Suite 10 content library; presenter info; and embedded files and links to external resources.

The Website 2 APK Builder can make application from the media, the media that already in HTML form from iSpring Suite 10, the format can become Application using this Website 2 APK Builder. After become an Application the media can be share to the other android smartphone, also if researcher already have Developer Playstore account, researcher can upload the Application to the Playstore to be mass circulated.

The feature of this Application included the auto updating where this

Application can always synchronized with the latest content for the website, gesture pull to refresh or swipe to refresh in the Application that have created, become the Application feel more native. For the material colors there are provided 21 different styles to choose, no ads in the application after the Application ready, various set of tools that can make the builder customize everything, no coding required, and for the last, Website 2 APK Builder can create offline working application using the HTML files that the Website 2 APK Builder already have.

This Application is very simple, because everything in this Application is automatic. The step to make the media become Application is quite easy with choosing the mode or template of the media, add URL web media, choose the tittle for the application, and then click generate where the startup page in it. With changing the media from iSpring Suite 10 that already in a HTML form to an Application, it can make it easier to access for the students whether online or offline.

Development

Development step is where the design start process to become a product, it can be said that this is the realization product. The instrument is about the aspect content, language, graphic, and presentation. The instruments will be validated to get a valid assessment instrument.

The EXI (*English Expressing Opinion*) Application will be validated by two experts, those are the material expert and the media expert. The expert will look through the appearance and material, is it suitable for the students to use or not. Then the revision of the EXI (*English Expressing Opinion*) Application that have been validated will be used to teach media learning to students. At this stage, the researcher also conducts data analysis of the result product obtained from the validators. The following table is the table that used to obtain validation:

Table 1. Experts' questionnaire

No	Material Aspect	Media Aspect
1	The Relevance	General Display
2	The Accuracy	Main Display
3	The Basic Concept	The Media Presentation
4	Presentation of the Material	Text

Implementations

Implementation is a way to implement the product to the students. The subject is students grade XI at SMK Ar-Rahmah, they be given questionnaire about the EXI (*English Expressing Opinion*) Application that they have been used. They learn about the material in the media, there are games and exercises. In this media they can practice some conversations with their friends. Also, there provided the phrase used in

asking opinion and giving opinion. The phrase to answer asking opinion and giving opinion is provided with agree and disagree. After they use the EXI (*English Expressing Opinion*) Application, then the students need to fill in the questionnaire about the accuracy and determine the effectiveness of the product.

The Implementation of the Student's Score

The implementation will have the Likert Scale, the Likert Scale is design to examine how strongly students agree or disagree with the statement, also it can make sure whether the EXI (*English Expressing Opinion*) Application useful enough or not. According to (Sugiyono, 2014:136 as cited in Koriaty & Agustani, 2016) this is for the Likert Scale:

Table 2. Likert scale

Description	Score
Sangat Setuju (SS)	4
Setuju (S)	3
Tidak Setuju (TS)	2
Sangat Tidak Setuju (STS)	1

Technique of Data Analysis

This implementation will be use to count the total score of the validation expert's answer, according to (Masruri, 2017) the total score from the questionnaire will be analyze with this formula:

$$P = \frac{\sum x}{\sum y} \times 100\%$$

Descriptions:

P = percentage of the score
 $\sum x$ = total score from the validator answer
 $\sum y$ = total maximal from the validator x total validator
 100 = constant

Then the total answer will be divided into percentage score, the percentage score from the experts table is as follows:

Table 3. The percentage score:

Percentages %	Level of Validity
90 – 100	Very Valid, no revision
75 – 89	Valid, with revision
65 – 74	Enough Valid, need revision
55 – 64	Less Valid, need revision
0 – 54	Very less Valid, totally need revision

Evaluation

The researcher made a final revision of the media. According to the answer of the questionnaire that given to the students, researcher can evaluate that the product is suitable for use.

RESULT

The Result of the Analysis

In this step, the researcher needed instruments to help analysis. The researcher gave a questionnaire to the teacher and students. The analysis was completed by giving a questionnaire to the teacher and the students, the research was conducted at SMK Ar-Rahmah Peterongan and 9 students filled in the questionnaire from grade XI. It was shown that most

(English Expressing Opinion) Application.

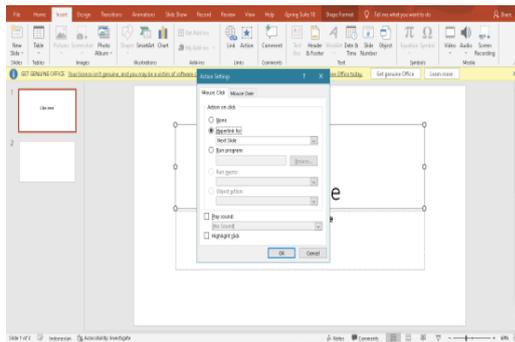


Figure 3. The Hyperlink layout

For the next step, the researcher added a button and then hyperlink it from one material to others, the button could become the alternative or the easy way to use the Application better. Using the Hyperlink could help the students easier to operate the EXI (English Expressing Opinion) Application.

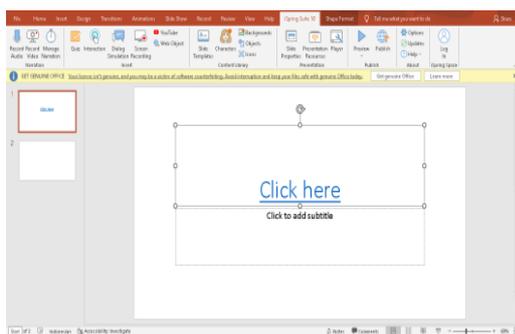


Figure 4. The iSpring Suite 10 layout

After all the material and the button were already changed to hyperlink one to another, the next step was to preview the material in the I Spring Suite 10. In I Spring Suite 10 the media was changed to HTML web.

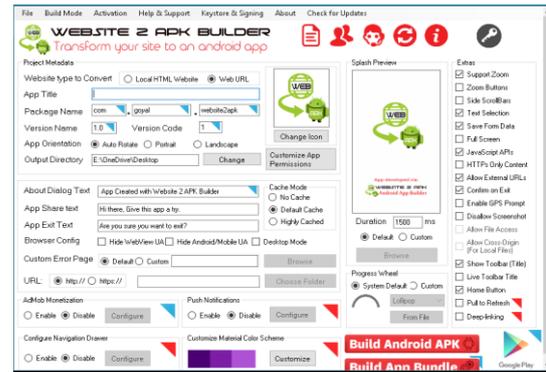


Figure 5. The Website 2 Apk Builder layout

The last step, it was in the Website 2 APK Builder, in this Website 2 APK Builder the HTML media from I Spring Suite 10 could be edited for the icon, name of the Application, and the other component stored in the Website 2 APK Builder. After all the components that the researcher wanted were already finished, the Application will be ready in a few minutes, and the EXI (English Expressing Opinion) Application was ready to be tried out by the students.

The Result of Development

The researcher already finished the validation for the material expert and to the media expert.

The Result of Expert Validations

The result of expert validations was where the validation experts concluded regard this research, in this research the material expert and media expert answered the questionnaire that the researcher provided.

a. Material validation

This validation was focused on the material in English Expressing Opinion, the material expert was Mr.

Syamsul Arifin, S.PdI who is currently teaching English in SMK Ar-Rahmah Peterongan. The researcher used a questionnaire to let the material expert answer based on the material that was being scored.

Table 2. The material expert validation result

No	Aspect	Score
1	The relevance	10
2	The accuracy	10
3	The basic concept	
4	Presentation of the material	10
	Sum	30
	Total score	75

The formula for the material expert validation score was:

$$\begin{aligned} \text{Indeks \%} &= \frac{30}{40} \times 100 \\ &= 75 \end{aligned}$$

From the table above the score that the researcher got was 75, from a scale of 1 to 4 the score was included in the fourth scale where it was meant that the research got the "Valid, with revision" score.

For the revision of the material, expert said that the *Kompetensi Inti* and the *Kompetensi Dasar* needed to be fixed because it was not perfect enough. For the *Kompetensi Inti* it was wrong, the researcher made *Standar Kompetensi* where it was supposed to be *Kompetensi Inti*. It was best to change the language to Indonesian for this *Kompetensi Dasar* and *Kompetensi Inti*. For the

suggestions that the material expert said it was the lack of activities for the students in the learning and teaching.

b. Media validation

This validation was focused on the media in English Expressing Opinion, the media expert was Mrs. Kaeffi Nitalia, D, S.kom who is currently teaching Technology and Information. The researcher used a questionnaire to let the media expert answer based on the media that was being scored.

Table 3. The media expert validation result

No	Aspect	Score
1	General display	12
2	Main display	8
3	The media	16
4	Text	4
	Sum	40
	Total score	100

The formula for the material expert validation score was:

$$\begin{aligned} \text{Indeks \%} &= \frac{40}{40} \times 100 \\ &= 100 \end{aligned}$$

From the table above the researcher got a 100 score, where it was for a scale of 1 to 4 this score was included in the "Very Valid" category. That being said that from the media perspective it was ready to try out to the students. The revision from the media expert was for the exercise, the media expert said it was best to do the exercise where the students could

receive the score in real-time. The media expert suggested if the students got their scores after doing exercise in real-time, it also could help the researcher easier in observing each student's ability for Expressing Opinion material.

The Revision Based on Expert Judgment

This part had discussed the part of media and material that were yet perfect before the media was implemented to the students. The validation experts needed to fill out the questionnaire and gave the researcher revision. Based on the result for the validation the media needed some revision for the material too.

The validators gave criticism and feedback for the media and material EXI (English Expressing Opinion) Application, after the revision from the validation expert's the researcher started to analyze the product and conducted revision for improvement.

The material expert suggested activities for the students to be more active. After that, the researcher added those slides to make students also repeat the phrase instead of only listening to the phrase.

The Result of Implementation

The media of EXI (English Expressing Opinion) Application was conducted and being tested at students class XI SMK Ar-Rahmah Peterongan, the questionnaire was also already being filled out by the students with their understanding of the material.

The Result of the Try Out

The result of the tryout meant the answer that already being answered by the students about the media. Whether the media was made according to their level, or the media itself could help students learn better in their study. The result in their ability were gathered from the teacher interviews and the need analysis questionnaire.

The students who filled out the questionnaire were all of the students in class XI, 17 students fill out the questionnaire. The data that the researcher got was as follows:

Table 4. The student's score

No	Description	Students Score (9)	Average Score
1	Did the EXI learning media design interesting?	61	89,71
2	Was the use of EXI media very easy to learn?	57	83,82
3	Does the video in EXI application support to mastery of the material about Expressing Opinion?	56	82,35
4	Can EXI motivate learning speaking, reading, or even listening skills?	55	80,88
5	Did the material presented in EXI easy to understand?	48	70,59
6	Does the EXI learning media contain questions that can test understanding of the Expressing Opinion?	54	79,41
7	Can the material	53	77,94

presented answer the questions provided?			
8	Are the models, shapes, and sizes of the letters used in EXI learning media simple and easy to read?	56	82,35
9	Was the material presented in the lesson must be in class?	52	76,47
10	Can this EXI learning media allow you to communicate with other friends?	56	82,35
Sum			805,87
Average			80,59

Based on the result above, the researcher got 80,59 score where it was included in the "Very Valid" category. From this result the researcher concluded that students interested in using EXI (English Expressing Opinion) Application for their teaching and learning material.

The Result of Evaluation

The result of evaluation was shown the exercise of English Expressing Opinion material. The result of exercise in the Google Form was shown how much beneficial it is the EXI (English Expressing Opinion) Application for the students. The questions are:

Table 5. the questions

No	Questions
1	Speaker 1: Sandal is better than shoes, what do you think? Speaker 2: because sandal way

	more practice to wear.
2	"My laptop has been error lately, I must buy the new one. What kind of brand do you think that provide the best quality of laptop?" The text above is talk about?
3	Which on is giving opinion phrase?
4	Speaker 1: it's a bad habit to keep drinking coffee, don't you think so? Speaker 2: Yeah, but because some people getting help from caffein to avoid sleepy when at work.
5	"That's exactly what I think, that even if you are not going to study abroad, you still can go to college at your country." The text above is about?
6	"..... it's better for kids to play outdoor than play with their gadget." What is the correct answer to fill in the blank?
7	Isa: What do you think about the film? Sasa: I think
8	Laila: Can you give me an opinion about my paint? Suda: Of course, this painting just lacking of color combination. What is Suda doing?
9	Edy: We will have a long holiday next month. What are you going to do? Sana: Edy: I hope you have a nice trip!
10	From the phrase above, which one that showing an expression of agreeing?

From the questions above, there are 17 students from class XI who answered the exercise in the Google Form. Using Google Form was easier for the students and also for the researcher. They were given to filled in the Google Form and then they could saw their own result directly. Below was the average answer from each question:

The result of every student's answer as follow:

Table 6. The Student' s Score

Name	Score
Shinta Purnama Dewi	40
Siruu Linailil Choir	10
Devina Diani Utami	10
Wahdatuz Zurroh	40
Rivan Zakaria	50
Syeh	60
Nafisatul Nur Fauziah	40
Eka Adi S.	100
Rava Athiyya Maritza	90
M. Adi Rahman M	70
Rizal	90
Ody Rahmad	40
Refina Fitriani	100
Syaichul Islam Rafsanjani	70
Dea Salsabila	90
Fatikha Nawa	100
Nuril Huda	30

The result above shown that every student could make it easy to answer the questions, but they still had the difficulty in answer those questions. Each question was not answered correctly by all of the 17 of the students, the average answer shown that the student's answered from each question was above 50% correct from each question which was included in "good results". Because the focus of this research was more focused on speaking skill and then the students mostly learn about the conversation. However, the result showed good because the understanding of students gradually improved. The speaking skill that the students did was conversations with their friends directly in front of the class.

According to the respondent of the application and the result of the Google Form, the conclusion from this evaluation was that this EXI (English Expressing Opinion) Application effective for the students and interactive.

Final Result

Final result is all of the Application layout for the final product, the researcher shown the final product of EXI (English Expressing Opinion) Application below:



Figure 6. layout start



Figure 7. menu



Figure 8. the Kompetensi Dasar



Figure 9. the Kompetensi Inti



Figure 10. about me

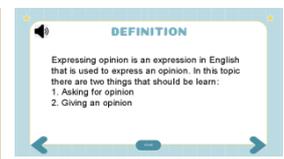


Figure 11. the definition



Figure 12. giving opinion phrase



Figure 13. asking opinion phrase



Figure 14.
answer agreeing



Figure 15.
answer
protesting
politely



Figure 16. the
game

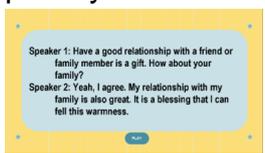


Figure 17.
game layout

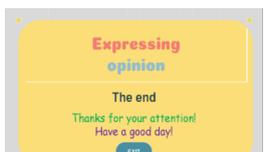


Figure 18. the
closing layout

Conclusion

The result of this research may provide some benefits that are can be categorized into two category, that is:

- The first, this research will provide the new method in giving students more ability in learning English. This research is expected to become beneficial for students at SMK Ar Rahmah Peterongan grade XI.
- The second, this research will be beneficial for teacher because teacher can provide helpful information in learning English. Teacher can use this research to know what best use for students in gain students' speaking ability. The difficulty in teaching English

can be solve within this research. This research also will be useful for the English researchers in the next research.

REFERENCES

- Alnajdi, S. M. (2018). The Effectiveness of Designing and Using a Practical Interactive Lesson based on ADDIE Model to Enhance Students' Learning Performances in University of Tabuk. *Journal of Education and Learning*, 7(6), 212. <https://doi.org/10.5539/jel.v7n6p212>
- Baroroh Ma, I., Bahtiar, Y., & A Wahab Hasbullah, U. K. (2021). *Designing Leef Application (Learning English Easy and Fun) As Learning Media At the Seventh Grade Students of Junior High School*. 2(3), 2723–4126.
- Baroroh Ma, I., Wulan Agustina, U., Bahasa Inggris Universitas A Wahab Hasbullah Jl Garuda No, P. K., & Jombang, T. (2018). DESIGNING KING AI PoST as ENGLISH TEACHING MEDIA for BEGINNER STUDENTS. *Journal of Educatio and Management Studies*, 1(1).
- Koriaty, S., & Agustani, M. D. (2016). *PENGEMBANGAN MODEL PEMBELAJARAN GAME EDUKASI UNTUK MENINGKATKAN MINAT SISWA*

*KELAS X TKJ SMK NEGERI 7
PONTIANAK. 14(2), 277–288.*

Masruri, M. S. (2017). *The development of web based learning media for 7.*

Sulasteri, S., Rusydi Rasyid, M., & Akhyar, M. (2018). the Effect of the Use of Learning Media Based on Presentation Media on Interest and Mathematical Learning Outcomes. *MaPan*, 6(2), 221–236. <https://doi.org/10.24252/mapan.2018v6n2a8>

Thamarana, S. (2017). *Multimedia Technologies in English Language Teaching - A Study on English Teachers About Us | Editorial Board | Submission Guidelines | Call for Paper Paper Submission | FAQ | Terms & Condition | More June.*

Wibowo, A. I., & Khairunas, S. (2019). Improving Communication English Speaking Skill through Listening Practice for Non-English Majored Students. *Wanastra: Jurnal Bahasa Dan Sastra*, 11(2), 101–106. <https://doi.org/10.31294/w.v11i2.6204>