

JLIBRARY AS AN ENGLISH LEARNING MEDIA BASED ON ICT (INFORMATION COMMUNICATION AND TECHNOLOGY)

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ABSTRACT

In this era english become one of the foreign language which is studied in Indonesia by almost people..There are many skills which we studied in English such as reading ,speaking,listening and also writing. Reading sometimes become the most bired activities through students because it was passive activities. According to this reason this paper aims to design English learning media learner as a media that appropriate for their learning needs. JLIBRARY is some technology which is developed by using ICT method emphasizes on textual android app. It was done for time efficiency in learning a language. The simple and clearly technique are used in the implementation of JLIBRARY method in learning English. There were two researches objective; these are designing JLIBRARY and knowing the feasibility of the english learning media. The researcher uses Research and Development method adapted from Sadiman's development. The researcher concludes that JLIBRARY is feasible to use in English Learning Media.

KEYWORDS: *Jlibrary,English media,ICT*

ABSTRAK

Bahasa Inggris adalah salah satu bahasa asing yang dipelajari di Indonesia saat ini. Sebagai sarana komunikasi, salah satu keterampilan yang paling penting adalah keterampilan berbicara atau percakapan dalam bahasa Inggris. Makalah ini bertujuan untuk merancang media pembelajaran bahasa Inggris untuk pelajar muda sebagai media yang sesuai dengan kebutuhan belajar mereka. Metode JLIBRARY menekankan pada aplikasi android tekstual. Hal ini dilakukan untuk efisiensi waktu dalam mempelajari suatu bahasa. Teknik yang sederhana dan jelas digunakan dalam penerapan metode JLIBRARY dalam belajar bahasa Inggris. Ada dua tujuan penelitian; ini merancang JLIBRARY dan mengetahui kelayakan media pembelajaran bahasa Inggris. Peneliti menggunakan metode Penelitian dan Pengembangan yang diadaptasi dari pengembangan Sadiman. Peneliti menyimpulkan bahwa JLIBRARY layak untuk digunakan dalam Media Pembelajaran Bahasa Inggris.

Kata Kunci: *Jlibrary,English media,ICT*

INTRODUCTION

Educational media as a means of improving the quality of education is needed in the learning process. Educational media can be used to help the teaching and learning process which in turn can improve learning outcomes achieved. The benefits of JLIBRARY media are expected to motivate students to learn independently, creatively, effectively and efficiently. In addition to this JLIBRARY media, it is expected to reduce student boredom because all this time the learning process carried out by most teachers is a face-to-face method (lectures) which causes students to become bored and bored, causing student motivation to reduce. This JLIBRARY media is designed and created as a learning resource for students and teachers to help in the process of achieving learning goals.

According to Sadiman (2002: 78) games as a medium of learning have several advantages, including games is something fun to do, something entertaining. This game allows active participation of students to learn. Games provide real experiences and can help students to improve their cognitive abilities. Some of the benefits of learning while playing are removing serious obstacles, eliminating stress in the learning environment, making students fully involved in learning, improving the learning process, building self-creativity, achieving goals with unconsciousness, achieving the meaning of learning through experience, and focusing students

as learning subjects (Joseph, 2011: 17).

Media comes from the word "medium" which has meaning mediator or introduction. Based on Walker & Hess in Unnes and Briyan Anugerah Pekerti(2017)the best media can be defined with judging the media based on three aspects that are practiced easily for use.

While ICT (Information computer and technology) is considered a powerful tool for educational change and reform.Appropriate use of ICT can raise educational quality & connect learning to real-life situation.

- English media based on ICT **Support** student-centered & self-directed learning

METODE

This research is a research conducted for the development of learning media "JLIBRARY" on material determined based on Curriculum K13. Researcher uses a development model that refers to 4D Model developed by Thiagarajan which includes the stages of defining, designing, developing, and disseminating (Hobri, 2010: 12). Initial design is the presenting of the essential instruction through appropriate media and in a suitable sequence (Menurut Thiagarajan, 1974: 7) But in this study, researchers modified it to the third stage D, namely to the development stage due to time and cost limitations. In the defining stage, the initial step taken is to assess the situation on the ground, analyze the basic problems in learning in terms of K13 and relevant theories.

By observing the school environment, students need a variety of learning that can attract students to learn. The next step is to examine the characteristics of students in determining the right media selection. According to Piaget (in Yusuf, 2011: 10) children aged 11-14 years who enter in Junior High School, the level of intellectual thinking is still not developed so they will like the learning process that contains elements of the game.

The design phase, which is compiling a "JLIBRARY" game media kit, research instruments, and learning achievement tests. Next, at the development stage, all devices will be validated by media and material experts. Expert judgment will be an improvement to revise the media so that the resulting media can be categorized as valid and tested.

The subject researches were young students in Jombang who had not been or were being taught the set material. Field trials aim to find out the responses and input from students and test the effectiveness of the media. The type of data used is qualitative data in the form of responses, corrections, suggestions from experts and students and quantitative data in the form of data assessments from expert and student validation.

Data collection instruments include expert validation sheets and student response questionnaires. The expert validation sheet is used to find out opinions or input from experts about JLIBRARY media.

RESULT AND DISCUSSION

The results of the research based on the development steps are as follows:

- a. The researcher made observations in February 2019 and also conducted interviews with students and teachers, based on the results of the interview, the researcher can conclude that
 - Students are still having difficulty understanding English texts.
 - Some students also have difficulty communicating with English
 - Students are more interested in using learning media that uses electronic media.

Based on the observations above, researchers designed the JLIBRARY media as one of the media that can support the process of teaching and learning English

b. Planning

At this stage, the researcher makes a flowchart, storyboard and some software needed. One of them is Appypie. This software is used for the learning media editing process.

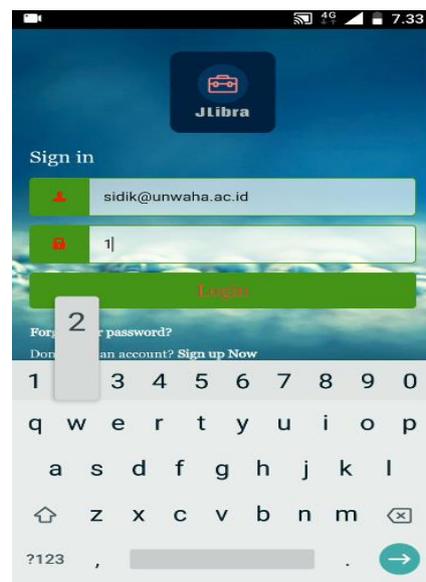
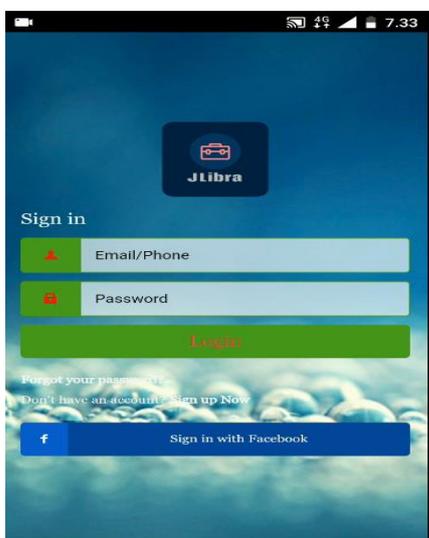
c. Development of initial product formats

Here are the components in the media, namely: display design, text, audio, and packaging. In addition to the components in the media, the selection of material is in accordance with learning and curriculum. The material chosen is material K13.

d. Initial field trials

At this stage, there are validation steps from the material and media experts. JLIBRARY gets a

score of 90 according to the validator. Based on the validation results above, JLIBRARY validation is included in the excellent category.





Conclusion And suggestion

Based on the results of the study, the authors conclude that:

1. The results of validation by media experts are 90; which is included in both categories.
2. JLIBRARY deserves to be used as a supporting medium for learning English.

Based on the results of the media development "JLIBRARY" on English material for young students, the suggestions submitted are formulated as follows.

Teachers are expected to provide variations in learning so that students do not feel bored and bored. The teacher can use game media as an alternative learning preferred by students while still paying attention to the characteristics of students, the material presented, and reading instructions to be used so that the learning process can run well. The game media "JLIBRARY" was developed as an alternative in the variation of learning about the material specified and can be tried in other subjects. For other developers who have the same ideas as developing this product, they must first make observations about the development goals and identify media needs.

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