



## Designing ERT APPS (E-Reading Text) for Senior High School

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### ABSTRACT

*This research is aimed to design a learning media that called ERT Apps (E-Reading Text) for Senior High School, especially in reading skill material. This research discusses the media for learning reading skill based on Power Point Hyperlink as a media to support teaching and learning activities. This research uses Research & Development methods with ADDIE models which consist of five stages such as Analysis, Design, Development, Implementation, and Evaluation. The subject of research are the eleventh grade students in MA Unggulan KH. A. Wahab Hasbullah Tambakberas Jombang. This researcher uses questionnaires and interviews as a way of collecting data to get a response from the product. The ERT Apps (E-Reading Text) product was validated by two experts, namely, media expert and material expert before being tested on students Based on the results of the validation, the score of this product by media experts is 3.11 and the score of material experts is 4.35. The implementation score is 4.46 The score is categorized as "Good". In conclusion of this research states that students are interested in learning English by using ERT Apps (E-Reading Text) as a learning media.*

**Keywords:** ERT Apps; Senior High School; Reading Skill.

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### INTRODUCTION

Education in Indonesia is under the auspices of the Ministry of Education and Culture (Kemendikbud). In Indonesia every educated person is obliged to attend a twelve-year learning program, which is divided into six years of primary school, three years of junior high school and three years of Senior High School. In Indonesia, education divided into three main lines, namely formal, non-formal and informal education.

English is one of the most widely spoken international languages people all over the world. In this modern era, everyone is expected to master English so that they can communicate with other people living in other countries the Indonesia government is incorporating English into its education curriculum as one of the compulsory subjects starting from elementary school (Umam & Sulaikho, 2021). In the covid-19 condition, the obstacle to learning English in this school is the lack of face-to-face intensity so that the learning process is not optimal. In the world of education, the emergence of Covid-19 has made significant changes in the learning process by utilizing online learning media (Afista & Huda, 2020).

In this research, the researchers design learning media based on ICT. One of learning media that can attract students responses in a learning process using an application program. Learning media is a sentence that can be interpreted into two words, namely learning and media. (Arief S. Sadiman 2011:6) as cited in (Kusumawanti, 2015) explains that, the media is a physical device that can present a message from the sender to the recipient so that it can stimulate the recipient to learn (Agustina & Rahmawati, 2021). The media developed is called E-Reading Text (ERT) Apps.

This media is expected to support the students' English learning process, especially in reading skills (Bahtiar, 2021). Reading is an activity that is very important in the field of education because all the students will obtain broader information and will acquire knowledge. According to Winch et al., (2006:3) as cited in (Arimbawa et al., 2013), reading is a constructive process the meaning of the text, well written, graphic, or paper-based or digital. While according to Rivers (1981:261) as cited in (Aprilia, 2015),

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reading is a process of pronouncing sounds in a conventional way symbolized by a sign that is printed or written in a textbook.

## **METHOD**

In this research, the researchers use Research & Development. ADDIE model is a model that is used as a reference in developing a research. According to Dick, W & Carey, L., as cited in (Wibawa, 2017), ADDIE model the model is structured of five steps, namely Analysis, Design, Development, Implementation and Evaluation.

The first step is analysis, the researchers conducted interviews with English teachers from the eleventh grade of Senior High School and give questionnaires to students. The second step is design. The researchers develop an application product namely ERT apps (E- Reading Text). This media focused on reading skills that contains material about the first and second semester English lesson for eleventh grade students of Senior High School. After the product is designed, the product and media materials are consulted for validation. The validation experts selected by the researchers. There are two validators, one as a guide in correcting the content of the material and the second for correcting media.

The fourth step is implementation the product is implemented to students by means of trials conducted by researchers, the researchers explained the material, then provided the students with the practice questions on the product. The researchers give questionnaires to students which aimed to find out how effective and efficient the learning media made by this researcher. The results of the questionnaire is used as a reference for correcting the material or product. The last step is evaluation is the researchers evaluates every step to make the final product. This step is carried out to perfect the product based on the suggestions of experts, and through interview information or questionnaires that have been obtained by researchers.

## **RESULT AND DISCUSSION**

From this observation it shows that students need creative and innovative learning to support their process English teaching and learning activities, especially reading skills in this pandemic condition. Therefore, the ERT (E-Reading Text) application is very helpful in facilitating teachers and students in delivered and received learning materials very well. ERT Apps itself get a good category in validation and implementation process. This means that the product is suitable to be used as a media to support English learning activities.

### **Result**

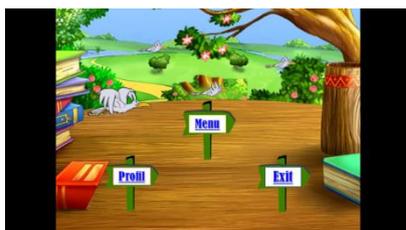
In this research, the researchers developed a learning application product that contained first and second semester text material in the eleventh grade of Senior High School which contained reading skills. The product developed by this researchers is made using Power Point hyperlinked. The material used in this application is in accordance with the first and second semester 2013 curriculum syllabus in eleventh grade at the Senior High School level. The picture of the media as follows:



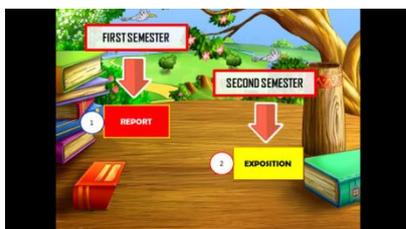
**Figure 1.** Intro Page



**Figure 2.** Home Page



**Figure 3.** Menu Page



**Figure 4.** Material Page

After the researchers finished making the ERT Apps (E-Reading Text), the researchers validated two experts, namely material experts and media experts. Therefore, the results of the validation researchers were given product suggestions from material experts and media experts so that this product was better and more interesting.

The results of material validation of this product as follows:

**Table 1.** The Result of Material Validation

Number	Aspects	Number of Question	Score
1	The relevancy of materials with SK,KD, and Indicator	1-5	22
2	The suitability of the language used	6-7	8
3	The relevancy of quiz or exercise with the competency	8-10	14
4	The suitability of presentation with students learning center	11-14	17
<b>Total Score</b>			61

$$Average\ Score = \frac{Total\ Score}{Number\ of\ questions} = \frac{61}{14} = 4.35$$

And the result of media validation as follows:

**Table 2.** The Result of Media Validation

Number	Aspects	Number of Question	Score
1	The relevancy of media with materials	1-2	6
2	The suitability of the language used	3-5	9
3	The presentation of media	6-9	13
<b>Total Score</b>			28

$$Average\ Score = \frac{Total\ Score}{Number\ of\ questions} = \frac{28}{149} = 3.11$$

The following is the result of the implementation:

$$Average\ Score = \frac{Total\ Score}{Number\ of\ questions} = \frac{669}{10} = 66.9$$

And then the result of the calculation above then divided by the number of student responses as follows:

$$Average\ Score = \frac{Total\ Score}{Number\ of\ students} = \frac{66.9}{15} = 4.46$$

### Discussion

The researchers conducted an observation through questionnaire and interview to find out what students needed in English activity. The results of interviews with English teachers and giving

questionnaires to 15 students of eleventh grade at MA Unggulan K H. A Wahab Hasbullah Tambakberas Jombang, in this case it shows that students have difficulty learning English and really need creative and innovative learning to support their English learning activities, especially during this covid-19 pandemic. Through the results of observations, researchers want to provide innovative media creations for learning activities called ERT Apps to support English learning activities to be more effective and efficient.

After the learning media is designed, then it is validated by two experts, namely, (material experts and media experts). From the results of the above calculations, it can be concluded that the material in the ERT Apps media is in good category. Therefore, the validator continues to provide suggestions for revising some parts. And the result of media validation as follows. From the result of the above calculations, it can be concluded the media ERT Apps is in fair category. Then the product can be implemented to eleventh grade in Senior High School. The researcher carried out the implementation at MA Unggulan K H A. Wahab Hasbullah Tambakberas Jombang.

The researchers used laptop to apply the product. The researcher implemented the product by explaining the steps for using the product and explaining the material contained in the product. The next, the researchers tested the students by using practice questions and their discussions provided in the product. After tested the product, the researchers gave a questionnaire to students which aimed to find out how feasible the product was for the process of learning activities. Therefore, the results of the questionnaire are used as a reference to improve the product, so that the product can be better and more attractive. The results of student responses were calculated using a Likert scale.

Based on the table above, the result of trial ERT Apps obtained the average score is 4.46, it means that the product is in good category. So, the researchers concluded that the students enjoyed and interested with ERT Apps. The benefits that can be obtained from using ERT Apps as learning media are that this product can help students learn English, especially for reading skills and can increase students' interest in learning and make it easier for teachers to convey material using this ERT Apps media.

## CONCLUSION

This research produced a product, namely ERT Apps (E-Reading Text) for Senior High School. ERT Apps is a power point hyperlink-based learning application product. This research used a research and development method with the ADDIE model. The purpose of this research is to assist teachers and students in understanding more creative and interesting learning especially in English material in reading skills. The subjects of this research were eleventh grade of Senior High School. The product of this research was validated by two media and materials experts. Both the expert and the validator are two lecturers of English at K H. A. Wahab Hasbullah University. The product obtained a percentage score 4.35 of on material validation, 3.11 in media validation, and 4.46 in implementation. This means that the product is suitable to be used as a media to support English learning activities.

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