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Designing Grammar Video for Beginner Level

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ABSTRACT

The ability of lecture to understand and teach with the technology greatly affects to the students' abilities in their learning process. By developing technology, it can improve the quality of education. Therefore, the researchers aimed to design the learning media for students in the first semester in University level. This research is designing learning media through Grammar Video to learn English Grammar in writing skills at the university levels. This research use Research and Development (R&D) method and through ADDIE (Analyze, Design, Development, Implementation, and Evaluation) model. This learning media called as GraVid (Grammar Video). This learning media is a video designed to develop products in order to test feasibility as an alternative learning media that can help students understand English Grammar in writing skills. The research instrument is an interview with English lecture's and also distribute questionnaire on the first semester, Biology class students of the faculty of education in KH. Abdul Wahab Hasbulloh University that contains of 15 students as a sample. The results of this study show that: (1) the results of the media expert score are 4. (2) The results of the material expert score are 3.36 (3) the results of the product test to the students are 4.08. Researcher concluded that English Grammar Video (GraVid) is suitable to use in Grammar learning process in the classroom. From these results, there suggestion that product is revised as suggested from the expert.

Keywords: Writing Skill, Grammar Video, Learning Media.

INTRODUCTION

The development of technology and information has spread to the realm of education. Students are equipped with knowledge in using technology so that they can carry out learning properly. The ability of lecture to understand and teach technology greatly influences students' abilities in their learning process. The existence of technology is an influential part, especially in the realm of education. The era are becoming increasingly advanced due to the influenced of globalization, making teachers and students will inevitably have to accept the changes. (Taherdoost, 2020) said that "In this era, technology has grown and developed rapidly". It means that the general public, or students in particular, have realized that technology is very important for welcoming survival in education and society. So with the development of technology, it can improve the quality of education (Agustina & Rahmawati, 2021).

The lectures have a very big role in information and communication process with the technology to support the learning process. (Naz, 2006) stated that "In learning situations, the use of media is for alternative support in the classroom is to improve the learning process". Media is very useful in learning English as a support system for the students to be more enthusiastic during learning process.

The researchers created Grammar Video (GraVid) learning media for first semester Biology class. According to (Rijt & Coppen, 2017) "to improve students' learning skills can use grammar as a means of support" with the grammar, students may be more skilled in composing a sentence, understanding the structure of the sentence, and also in the process of applications in real life. Grammar Video (GraVid) learning media can be used on computers or laptops and smartphones (Afidah & Ma'arif, 2017). Grammar Video explain about the material includes in one semesters totally twelve material in form Video to make it easier for students develop their English writing skill.

The research aims to design Grammar Video (GraVid) learning media that can help the lecture and students in learning process focusing on Grammar material that applied in the first semester of Biology class student in KH. Abdul Wahab Hasbulloh University.

METHOD

This research used Research and Development (R&D). According to (Koretskiy & Galiakhmetov, 2020) "Research and Development (R&D) is a process used to develop and validate educational products". The research procedure took the ADDIE development model which consists of five stages which include analysis, design, development, implementation and evaluation.

The needs analysis was conducted by interviewing one of the lecture of Biology Class in Faculty of Education KH. Abdul Wahab Hasbulloh University on March 2021, to find out the difficulties and obstacles of students in the learning process and also distributing a questionnaire by Google form which was given to students to find out to the strengths and weaknesses about students feel during the learning process.

The researchers designed Grammar Video (GraVid) learning media based on students needed from interviews and questionnaires. The design Grammar Video (GraVid) for the first semester Biology class class XI includes twelve materials, examples, and also the quizes. The design of Grammar Video (GraVid) learning media using Wondershare Filmora 9 Application.

After Grammar Video (GraVid) was designed, the researchers validated the learning media to the expert. Validation instruments were given to two validators, namely media expert and material expert. After the product was validated, researcher discussed the validation results from several validators and product revisions based on the validators' assessment.

The researchers implemented learning mdia products for the first semester of Biology class students through the online learning process by using Google Meet. The researchers explain and shows the learning media to the students and also try the quizes practice questions in the learning media. After explain to the students, researchers gave a questionnaire to find out the students responds about Grammar Video (GraVid) learning media. To obtain a score from product data that has been tested on students, researchers use a Likert scale to facilitate calculations.

From all the step above and the results of the product assessment scores developed by researchers. As the evaluation, still there are many shortcomings so that Grammar Video learning media products need to be developed again so that they can be used in the first semester of Biology class, in Faculty of Education at KH. Abdul Wahab Hasbulloh University.

RESULT AND DISCUSSION

The results obtained by the researchers from the needs analysis that students need alternative media that can help in learning process especially in writing skills. Therefore, researchers designed Grammar Video (GraVid) learning media and have tested their feasibility and are feasible to implement.

Result

The results of the assessment from the media validation are as follows:

Table 1. Result of Media Validation

No	Aspect	Question Number	Score
1	Content feasibility aspect	1,2,3,4	17
2	Aspect of presentation	5,6,7,8	15
3	Aspect of language eligibility	9,10,11,12	16
	Total		48

$$xi = \frac{\sum x}{N} = \frac{48}{12} = 4$$

Based on the Table 1, the researchers got 4 score, it was fall in to **Good** category. It means that the result of media validation sheet or the result of Grammar Video (GraVid) based on media was deserved to be tested.

The result of the assessment from the material validation are as follows:

Table 2. Result of Material Validation

No	Aspects	Question Number	Score
1	Material quality	1,2,3,4	15
2	Language quality	5,6,7,8	13
3	Quality of practice questions	9,10,11	9
	Total		43

$$xi = \frac{\sum x}{N} = \frac{37}{11} = 3.36$$

Based on the Table 2, the researchers got 3,36 score, it was Sufficient category. It means that the result of material validation sheet or the result Grammar Video (GraVid) based on material was served to be tested to the students after fixed revision based on suggestion from the expert.

The results of the implementation in the form of student assessments and suggestions from Grammar Video (GraVid) learning media by Google form containing a questionnaire provided by the researchers are as follows:

Table 3. The Result of Students' Response

Table 5. The Result of Students Response					
No	Aspects	Question Number	Toal Score		
1	Flexible	1,2,3,4	159		
2	Content quality	5,6,7,8	256		
3	Quality of function	9,10,11,12,13	382		
Total			797		

$$Average\ Score = \frac{Total\ Score}{Number\ of\ Participant} = \frac{797}{15} = \mathbf{53.13}$$

The average result obtained from the student response questionnaire and the number of students was 44.26. The result will be calculated to find the average by dividing by the number of questions.

$$Average\ Score = \frac{\textit{Total\ Score}}{\textit{Number\ of\ questionnaire}} = \frac{53.13}{13} = \textbf{4.08}$$

Based on the data from the result of trial that have been carried out in the first semester Biology class in Faculty of Education at KH. Abdul Wahab Hasbulloh that consist 15 students, the total score result was 4,08 and it was stated that the trial included was **Good** category.

Discussion

In this discussion, based on the results of material validation, media validation and implementation to the students, it shows that Grammar Video (GraVid) learning for students to practice writing skill in learning process at the University. Grammar Video (GraVid) learning media can be said to be suitable for use as learning media in English subject at the first semester of Biology class in KH. Abdul Wahab Hasbulloh University because the material include in the Grammar Video (GraVid) accordance with the module in the first semester of Biology class, so Grammar Video (GraVid) learning media suitable to use as an alternative media to help the students and lectures in learning process

The researchers showed the layout drawing after it was revised. The layout drawing of Grammar

Video (GraVid) was as follows:



Figure 1. Final Product

CONCLUSIONS

Based on the results of the development the learning media discussion that has been described, the conclusion that can be drawn that the researchers designing Grammar Video (GraVid) as an alternative media that can help the lecture and stuendts in learning process in English subjects especially in writing skill for the first semester of biology class in education faculty KH. Abdul Wahab Hasbulloh University. As evidenced by the results of validation by media and material expert as well as implementation to students based on the result of media validation obtained a score of 4 with a good category, the result of the material validation obtained a score of 3.36 with a Sufficient category, the result of the students response questionnaire were 4,08 which falls into good category. It means that the product is **feasible** to apply in English learning process.

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