



## Designing English Pronunciation (EPRO) Android apps for Beginner Level

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### **ABSTRACT**

*The ability of teachers and lecturers to understand and teach technology greatly affects the ability of students in the learning process. With the development of technology can improve the quality of education in schools. Therefore, the researcher aimed to design instructional media for and course students at the student and twelfth grade level. This study designs learning media through applications to learn English pronunciation in speaking skills at the beginner level. In this study using the Research and Development (R&D) method and through the ADDIE model (Analyze, Design, Development, Implementation, and Evaluation). This learning media is called EPRO (English Pronunciation). This learning media is an audio designed to develop a product in the context of a feasibility test as an alternative learning media that can help students understand English Pronunciation in speaking skills. The research instrument was interviews with English tutors and the distribution of questionnaires to 13 students studying at AEC as a sample. The results of this study indicate that: (1) the media expert score is 4.44 (2) The material expert score is 4.57 (3) The product test result to students is 4.25 The researchers concludes that English Pronunciation (EPRO) is suitable for use in the process learning speaking in class. From these results, there is a suggestion that the product be revised as suggested by the expert.*

**Keywords:** *Speaking skill, English Pronunciation, Learning Media, R&D (Research & Development)*

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### **INTRODUCTION**

English has become an international language. So, everyone in Indonesia is required to be able to master English as a foreign language. For this reason, students in Indonesia are given English lessons from elementary school to high school. One of the skills that must be mastered in English is speaking skill. "Speaking is used twice as much as reading and writing in our communication", (Dwiningrum, 2016). Not only learn to speak, but also students have to see how to pronounce words correctly.

To avoid miscommunication or misunderstanding in the meaning of a word, it is very important to identify and correct common pronunciation errors to make students understand how to pronounce words properly and correctly. (Gilakjani, 2016) defined that pronunciation is a set of habits of producing sounds. (Sholeh & Muhaji, 2015) also stated that pronunciation is an essential ingredient of oral communication, which also includes grammar, vocabulary choice, cultural considerations and so on. From the above definition, the researcher argues that pronunciation is a proper pronunciation of words according to the sound so that it has a meaning that can be understood by someone (Ridho et al, 2022).

In this study, the researchers conducted research to design a learning media for beginner level to help them in learning English to be better. Learning is not only done in the school environment but also learning from home so that students can speak English well (Afidah, 2020). The use of media in the learning process can accelerate and help students become more enthusiastic so that it makes it easier for students to speak fluently so that students can achieve better learning goals. The use of media can help students master speaking skills.

### **METHOD**

This research is Research and Development (R&D) with ADDIE research design which consists of four main steps (Analysis, design, development, implementation, Evaluation). Data collection techniques in this study were questionnaires and interviews to obtain information about learning English in the course. The data collected were analyzed descriptively qualitatively. The aim is to design learning

media as a tool for the teaching and learning process of students and can increase the enthusiasm of learning for students by using android applications on English pronunciation in speaking skills in the course. ADDIE model is one of the common models that is used as a guide to developing a research. ADDIE stands for Analysis, Design, Development, Implementation, and Evaluation. Each step in ADDIE model is related to and interacts with other step.

The researcher will describe the facts that appear in the field. In accordance with the purpose of this study to determine the learning process of students using android-based application media on English pronunciation skills.

## RESULT AND DISCUSSION

This research was conducted on beginner students at Al-Fattah English Course Jombang. This study used questionnaires and interviews to obtain some data. From the questionnaires that have been conducted, the researchers got 13 respondents. In calculating the results, the researcher used a Likert scale calculation.

The validation of the research product was carried out by an expert in the field of informatics (IT), and the material studied on the application media has also been validated by a material expert who is an expert in the field of pronunciation. The results of media validation, researchers got a score of 3,33. This means that the media validation for this product is "Good". While the results of the validation of the research material get a score of 4.57. This means that the material validation for this product is quite "Good". The advice from materials experts and media experts is to change the instructions, learning objectives, and assessments for the wrong points. The result of the average value of the number of students is 4.25.

### Result

**Table 1.** Result of media validation

No.	Media Validation Aspect	Number Question	Score
1.	General quality	1-4	8
2.	Language quality	5-8	14
3.	Media presentation	9-12	18
<b>Total Score</b>			<b>40</b>

$$xi = \frac{\sum x}{N} = \frac{40}{12} = 3,3$$

**Table 2.** Result of material validation

No.	Material Validation Aspect	Number Question	Score
1.	Material Quality	1-5	18
2.	Language Quality	6-8	15
3.	Exercise quality	9-11	18
4.	Compatibility of the content	12-14	14
<b>Total Score</b>			<b>64</b>

$$xi = \frac{\sum x}{N} = \frac{64}{14} = 4,57$$

**Table 3.** Result for Students' Responses

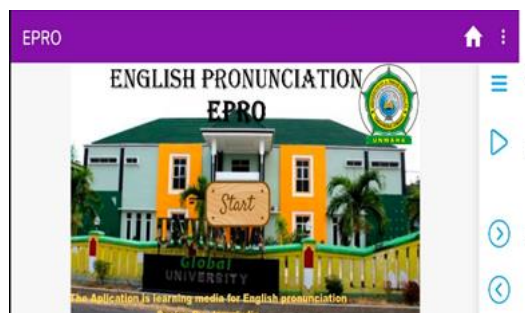
No.	Result Responses Aspect	Number Question	Score
1.	General	1-5	198
2.	Content	6-9	329
3.	Design	10-13	136
<b>Total Score</b>			<b>387</b>

$$\text{Average score} = \frac{\text{Total Score}}{\text{Number of participants}} = \frac{29,76}{7} = 4,25$$

Based on the results of the answers given from the questionnaires that have used the EPRO application in learning, the researchers have obtained the results of the calculation of the question is 4.25, which results are classified as “Good” results. It can be concluded that entry-level Al-Fattah English Course (AEC) students need creative and innovative learning as a means of learning English, especially in this pandemic era. Android-based application media can make it easier for teachers and students to convey and receive material well in class.

### Discussion

In an era that is increasingly developing today, especially in the field of technology, teachers are encouraged to make learning activities active by utilizing current technology. Through this product research, teachers will be able to carry out active and fun teaching and learning activities. To improve students' speaking skills, it is necessary to do exercises. Through this product research, students will find it easier to accept the material presented by the teacher, especially for speaking skills. Meanwhile, other researchers can use the results of this study as a comparative study and add other aspects to make learning more efficient. With the EPRO (English pronunciation) application, beginner level students find it easier to understand pronunciation in speaking. Because in this application there are features that are very helpful in the learning process such as audio sounds, images, examples and also exercise. You can see the description and content of the application in the image below:



**Figure 1.** Storyboard play menu layout let's start



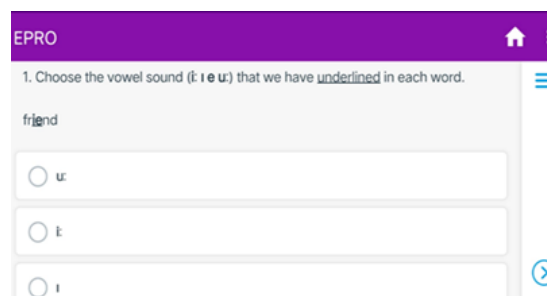
**Figure 2.** Storyboard home page



**Figure 4.** Storyboard materials home page



**Figure 4.** Storyboard materials page



**Figure 5.** Exercise page Storyboard

## CONCLUSION

Based on these findings, this research was carried out and named EPRO Learning Development of English speaking accuracy for Class 12 students and university students. After developing the product according to the data collected, the researcher validated the product with 4.57 results from validating the material which was categorized as good. After validating the material, media validation was carried out which resulted in a score of 4.44. It can be categorized as good. For the product implementation step, a score of 4.25 is also included in the good category. Based on a predetermined score, the product is declared good and can be applied with revisions.

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