



English Fun Reading (ELFI) as Learning Media on Reading Skills for Vocational High School

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ABSTRACT

The purpose of this research is to design ELFI (English Fun Reading) based on an android for Reading lessons for X-grade students of vocational high school TI An-Najiyah Jombang. Then researcher makes the product in the application for learning media. This research used the Research and Development method (R&D) that the researcher adapted from ADDIE (Analyze, Design, Development, Implementation, and Evaluation). Based on the data on the development phase, the researcher got 91% on media validation which was categorized as a "worthy category" classification. While the result of material validation was 97% also categorized as a "worthy category" classification. Moreover, in the implementation phase, the result of students' responses was 90% which could be categorized as an "interesting category" classification. From the data that this research showed, it can be said that this application was feasible and can be applied to the Vocational High School Level.

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Keywords: *Reading Skills; Learning Media; ELFI Application; Vocational High School*

INTRODUCTION

English is one of the most studied and used international languages of communication between countries. According to (Hinkel, 2016) English functions as a global or world language because English is learned and used as a means of communication in different countries' languages, second languages, and as a foreign language. English in Indonesia is the first foreign language studied as a compulsory course from junior high school to college commonly known as regular school.

Formal schools are structured and tiered education, including Basic, secondary, and higher education. Education is held through exemplary giving, will formation, and creativity development of Students in the course of their studies (Hinkel, 2016).

There are four language skills for learning English, that is reading skills, speaking skills, listening skills, and grammar. One of the skills is reading. Reading is considered the most important skill, it is key to improving learning outcomes in many fields of study. While learning English reading dominates all activities in subject English components, pronunciation, grammar, and vocabulary should also be learned to support language skills, especially reading. Usually, vocabulary grammar, or writing is done by reading texts (Nan, 2018). The reader must be able to walk fully when reading the text and understand the information. Through reading, readers are trained to answer the questions of what is understood.

Reading is a process of pronouncing sounds in a conventional way symbolized by a sign that is printed or written in a textbook (Choirun et al., 2021). Based on the explanation, reading can be defined as an activity that constructs the meaning of a written text based on the reader's knowledge background to create a better concept so that the reader will learn new things from the information taken from the text.

Based on preliminary research in Vocational High School TI An -Najiyah BU, the researcher found some problems as long as learning in the class. 1. The researcher found that teachers only use books as a guide to teaching 2. Materials in photocopy paper and PowerPoint then gave worksheet to the student. 3. The teacher used PowerPoint to share material.

Reading class material is one of the problem areas for this class Reading success, and word compatibility calculates the reading level of students. Therefore, to develop teaching materials that are suitable for learners' learning goals, the situation of the school must be the primary consideration in achieving the learning objectives.

Based on the background of the study, the researcher is interested in conducting research with the title "Designing ELFI (English Fun Reading) Based on Android for Vocational High School", hoping that the media will be able as a vehicle to support and help the Learning Process.

METHOD

In this research, the researcher used R&D (research and development method). According to Muhammad Shodiq Abdul Khannan, Alva Edi Tontowi, Muhammad Kusumawan Herliansyah, and Andi Sudiarso, Research and Development is a process or steps to develop new products and make the product a perfect responsibility (Khannan et al., 2021). This research aims to develop English reading skills to teach English. In the product development steps, and the conclusion ADDIE's research and development model according to some experts is more rational and more complete.

The researcher chooses the ADDIE model to research English learning, one of the functions of ADDIE is to be a guide in building training program tools and infrastructure that is effective, dynamic, and supports the training work itself. This model is chosen because the ADDIE model is often used to describe a systematic approach to instructional development. According to Chuck Hodell, The ADDIE model or some derivative of it provides designers with the necessary structure for designing any curriculum, regardless of the instructional design methods employed. Anything from lectures to Web-based training starts from the same fundamentals of the ADDIE model (Hodell, 2015).

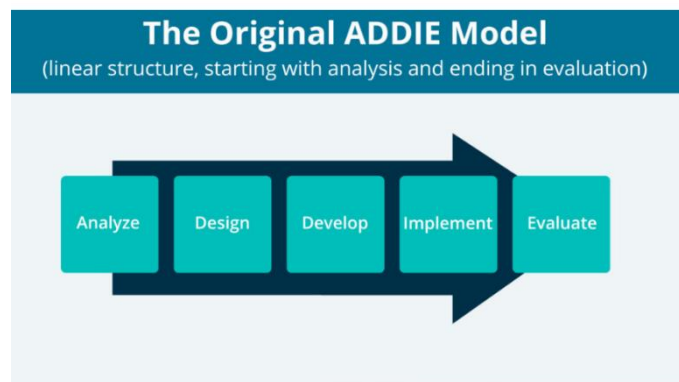


Figure 1. The ADDIE Model

The first step was an interview, the researcher made observations by coming to the school and then meeting the English teacher, and then sending a letter addressed to the school to ask permission from the school, then interviewing the teacher's English lesson, and giving the questionnaire to students. The second is design, the second stage is to design a learning media. The researcher makes an ELFI application product that is filled with some material for the first semester of class X Vocational High School. Especially in reading skills. After the product finished designated media and material media, then the researcher consulted to the expert. There are two validators, one as correcting the material and the second correcting media.

The fourth step is implementation, in implementing to students, at school or in class, the researcher used a laptop which then used a projector screen accompanied by a sound system that helps the voice to be heard in one class. The researcher explained the learning media that had been made by the researcher. The last step is evaluation, based on the results of the student response questionnaire, this media can help make learning more engaging and interesting. It is effectively used for English learning media, especially in reading skills.

RESULT AND DISCUSSION

Based on the analysis that had been done by conducting interviews with an English teacher, the researcher found a teacher's difficulty in developing English subjects. Therefore, the researcher wants to help the teacher in facilitating or developing a learning media that he has made using the ELFI application which aims to make students more enthusiastic and cheerful in learning English, especially reading skills.

Result

Based on the results of the need analysis and interview questionnaires, students need additional media for teaching materials as well as teachers. Therefore, the researcher makes learning media products. In this research, the researcher makes a learning media based on Android containing first-semester material text in the X grade of Vocational High School for reading skills.

The product was developed by using PowerPoint and modified by hyperlink. The old media was as follows:

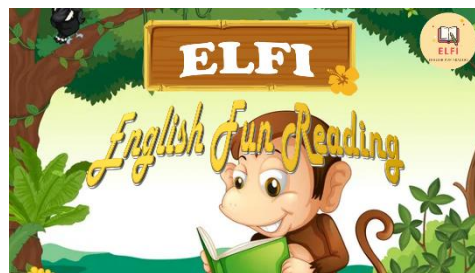


Figure 2. Cover of media



Figure 3. Menu of the media



Figure 4. Material page

In this stage, the result of the design of materials needs to be validated by experts. After the product is validated by two experts, namely media experts and material experts, the researcher develops the products that have been made. The researcher revised the results of suggestions from media experts and material experts. So that the media is better and better. And it is worth using.

Table 1. The result of material validation was as follows:

No	Aspects	Number of questions	Score	Max score
1.	Material	1-5	25	25
2.	Quality and Material Learning Media	6-8	14	15
3.	Visual communication	9-14	29	30
4.	Evaluation	15	5	5
Sum			73	75
Percentage			97%	

1. $Y = 75 \times 1$

$Y = 75$

2. $P = \frac{73}{75} \times 100\%$

$P = 97\%$

Table 2. The result of media validation is as follows:

No	Aspects	Number of questions	Score	Max score
1.	Media quality and appearance	1-5	19	25
2.	Visual communication	6-8	14	15
3.	Attractiveness	9-12	20	20
4.	Content	13-14	10	10
5.	Navigation and interactive links	15	5	5
Sum			68	75
Percentage			91%	

1. $Y = 75 \times 1$

$Y = 75$

2. $P = \frac{68}{75} \times 100\%$

$P = 91\%$

The responses from students based on the questionnaire were as follows:

$P = \frac{632}{700} \times 100\%$

$P = 90,2857143$

Based on the calculated data, the result is 90.2857143 then rounded up to 90% and categorized as a very good category.

Discussion

The researcher does observations by coming to the school and then meeting the English teacher, and then sending a letter addressed to the school to ask permission from the school. After getting approval from the school, the researcher contacted the English subject teacher who had been linked by the school. The researcher conducted interviews with English teachers. After finishing the interviews, the researcher came to the class to spread out the questionnaire to the students. After getting these answers, then the researcher calculated the answers that had been given by the students, students experienced several obstacles to learning English, especially in the field of reading. Based on the questionnaire of students' answers, several obstacles were found, so the researcher made learning media namely android ELFI-based learning media. From the results of the observations, the researcher hopes that it can help students to enjoy learning more, especially in reading skills.

After the researcher did the analysis, design, and development, the researcher carried out the implementation for the first-semester X-grade students of Vocational High School TI Annajiyah Bahrul Ulum. The students were given a questionnaire which was then filled out by students who had been provided by the researcher. In implementing to students, at school or in class, the researcher used a laptop which then uses a projector screen accompanied by a sound system that helps the voice to be heard in one class. The researcher explained the learning media that had been made by the researcher.

Based on the calculated data respondent result is 90% and categorized as a very good category. Based on the results of the student response questionnaire, this media can help make learning more engaging and interesting. It is effectively used for English learning media, especially in reading skills.

CONCLUSIONS

The researcher created ELFI apps, which are learning media products. It was addressed to the X graders of Vocational High School TI at Najiayah Bahrul Ulum Tambakberas Jombang. The ELFI application is created in PowerPoint and includes a hyperlink. iSpring Suite X was used to publish this article. The ADDIE model research and development research method is used by the researcher. The goal of this research is to help teachers teach English lessons, particularly reading skills. Students from Vocational High School TI Annajiyah Bahrul Ulum, Tambakberas Jombang, participated in this study. The purpose of this research is to help students fun and interest in learning English language, especially for reading skills. Based on the data on the development phase, the researcher got 91% on media validation which was categorized as a “worthy category” classification. While the result of material validation was 97% also categorized as a “worthy category” classification. Moreover, in the implementation phase, the result of students’ responses was 90% which could be categorized as an “interesting category” classification. From the data that this research showed, it can be said that this application was feasible and can be applied to the Vocational High School Level.

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