Designing R-Funlish for 11th Grade Students at SMK Kreatif

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ABSTRACT

English language learning is developing English skills contextually and gratefully according to the context and daily condition and situation of students. This is to produce a form of English learning that touches more on the language needs of learners. This research is aimed at designing a learning media called R_Funlish (Reading Fun English) application for 11th grade students at SMK Kreatif Hasbullah Bahrul Ulum Tanbakberas Jombang. Especially in reading skill material. This research discusses the media for learning reading skills based on Google Drive Hyperlink as media to support teaching and learning activities. This research uses Research & Development with ADDIE models which consist of five stages such as analysis, Design, Development, Implementation, and Evaluation. The subject of research is the eleventh-grade students in SMK Kreatif Hasbullah Bahrul Ulum Tambakberas Jombang. 1). The result of media validation was 89,4 (very good), 2). the result of material validation was 67,5 (good), and 3). the result of the respondent was 85,18 (very good). Based on the result of the study, R_Funlish application shows that the media can influence enthusiasm for learning and make them more excited about understanding the material.

Keywords: R_Funlish Application; Reading Skill; Recount Text; SMK

INTRODUCTION

Education is a system or process of changing someone from unknowing to be known (Rahman et al., 2022). It is undeniable that education is really needed in human life. Education is very important, so it can be said that education is the most powerful weapon in changing a world because through education, are able to create new things that did not exist before in this world. According to Kaiko Mubita, Inonge Milupi, Pauline Namakau Monde and Steriah Monica Simooya, education is an organized and sustained instruction meant to transmit a variety of knowledge, skills, understanding, and attitudes necessary for daily activities in life (Mubita et al., 2022). From the existing explanation above, it can be concluded that education is a process of giving and receiving knowledge, either in the form of knowledge, skills, habits, or attitudes toward students in order to create intelligent, creative, and well-behaved humans.

English language learning is developing English skills contextually and gratefully according to the context and daily condition and situation of students (Ummulkhair et al., 2021). This is to produce a form of English learning that touches more on the language needs of learners. English is a foreign language in Indonesia and one of the languages that must be learned in school (Alfarisy, 2021). There are four skills that we need to learn in English: listening, speaking, reading, and writing. There are four skills are basic skills in learning English. In communication, the students should first master firstly about speaking. Speaking is very important because it also has the ability to speak. By speaking, the students can give a good response to the others.

Learning media can be interpreted as a communication tool that is used in the learning process to deliver the information or teaching material from instructor to students it is to facilitate the achievement of learning objectives and make students more interested in participating in learning activities (Nurhasanah et al., 2021). One of the important components of the learning process is learning media. The forms used in learning media are also many kinds; such as blackboards, books, films, videos, application programs, and so on.

In this research, the researcher applies audio-visual learning media by using IT-based programs. The researcher chooses learning media by using this application because the development of information technology increases very rapidly in modern times, so there will be requirements for teaching and learning of reading activities to be more creative and always adjust technological developments. Therefore, this application is designed as an IT-based learning media that can help the teacher and students in English learning especially for the first semester of eleventh-grade SMK to make it more interesting and not monotonous.

METHOD

Research design is defined as a framework of methods and techniques chosen by a researcher to combine various components of research in a reasonably logical manner so that the research problem is efficiently handled. In this research, the researcher chooses the Research and Development method.

According to Sri Gustiani, she stated that research and development is a research design aimed at developing and validating educational products (Gustiani, 2019). Furthermore, Nurlaelah, Johri Sabaryati, and Zulkarnain, they stated that basically research and development have two main objectives, they are: (1) to develop a product and (2) to test the effectiveness of the product (Nurlaelah et al., 2019).
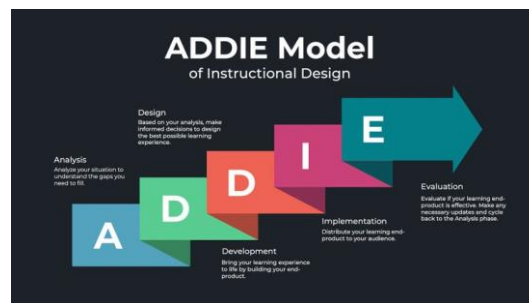

Figure 1. ADDIE Model

This research uses research and development methods with ADDIE models to be research design for R_Funlish application as learning media. The product developed is a multimedia-based learning intended for vocational high school students.

ADDIE is one of many models in the research design (Hidayat & Nizar, 2021). By utilizing the modernity of data innovation. Based on the comes about of past inquiries and advancements that point the creators incorporating inquiries about comes that have pertinence or linkages with other ponders will be carried out agreeing, the ADDIE show is a learning movement that has an intuitive character with a few fundamental steps of learning effective, energetic and successful. ADDIE is analysis, design, development, implementation, and evaluation. ADDIE is the most common model used in multimedia development.

- Research Procedure

The steps carried out within the ADDIE Demonstrate are to apply improvement and investigation of the execution of a web-based e-learning framework utilizing the Moodle stage starting with the examination arrangement (Investigation) (Cahyadi, 2019). At the investigation organized, there are several things that ought to be done to analyze this advancement to hunt for issues within the learning preparation, the essential needs, and learning targets, additionally considering each deterrent, environment, time, and media in passing on learning. On the plan, arrangement relates to choosing on substance, works out, appraisal devices, and investigation related to learning targets. In this arrangement can moreover be made, show, realistic plan, and client interfacing. Following is the Advancement (development).

In this research, the researcher uses the R&D research method for developing the research is the ADDIE model as the research design. Therefore, there are five steps for data collection research.

The explanation of the five steps in the ADDIE model namely: Analysis is about the process of getting the data for need analysis. Design is about the planning and making of product development. Development is about product validation. By the expert and revision. Implementation is about trials of the product to be researched. Evaluation is about improving the product to be the final product.

- Analysis

The first step in the ADDIE model is analysis. Analysis in this research focuses on the eleventh-grade students of vocational high school. Therefore, they need interesting and creative learning, especially in understanding English material.

This arrangement may be a handle for characterizing what understudies will learn, specifically conducting a required evaluation (needs investigation), distinguishing issues (needs), and conducting an assignment examination (assignment investigation). In this manner, the output that will be delivered is within the frame of characteristics or profiles of planned consider members, recognizable proof of crevices, distinguishing proof of needs, and point-by-point assignment examination based on needs. At this organize, it can be isolated into 3 sections, specifically understudy investigation, and learning examination (counting learning objectives). In this part, the researcher does the interview with the teacher of the English lesson, hopefully using this R_Funlish application can help the teacher and students in the teaching and learning activity to be more creative, especially in reading skills.

- Design

The second step in the ADDIE Model is design. Design is determining the objective study and making material R_Funlish application. In this research, the researcher develops an application product, especially for reading skills that contains material about the first semester English lesson for eleventh-grade students of vocational high school.

This product was made by Google Drive hyperlink. Therefore, design is planning the development of teaching material which incorporates points to meet learning scenarios, selecting learning concepts, and additionally planning the appearance of the fabric instructing materials based on realities, standards, methods, and learning time. the creator portrays the show's plan to adapt to the requirements of web-based learning through e-learning.

The product contains materials which relate to the Procedure text. they are presented according to the scenario of the process of learning in three meetings. Each meeting presents an opening or apperception, a learning objective, a discussion of the materials, an exercise, closing: evaluation and self-reflection.

- Development

The third step in the ADDIE model are development of the product. In this research, the product is about English material for the eleventh-grade students of vocational high school. Within the stages of creating educating materials the analyst employments Moodle Learning, which is one of the e-learning system stages which was afterward created by the ADDIE model. Then the target in this product trial is eleventh-grade students of vocational high school.

In developing this learning media, the researcher uses Google Drive hyperlinks to make this product. In the first feature, there is an exit, there are several explanations about the profile of the researcher, the third slide is about the material, and the last one is exercise.

- Interactive instructional media

At the organizing of plans to make this intelligent guidelines media the analyst created by Google Drive hyperlinked with a web association. The method of making the show of fabric displayed as attractive as conceivable. So, this may make the learning climate more blissful and not boring.

- Validation

The product or interactive instructional media has been created and counseled by a supervisor. The product that has been created will be approved by the validators whether this intelligent directions media is appropriate to utilize in learning handle for the understudies or not. When the product is approved by the expert's involvement contradiction. The analyst will reexamine the product in agreement with what is suggested by the specialist. The analyst inquired about the approval of a specialist. There are 2 categories of specialists, 2 specialists who will approve the media there are Mrs. Luluk Choirun Nisak Nur, M, Pd as a lecturer in the Department of English Education at the University of KH. A. Wahab Hasbullah Tambakberas Jombang. Mrs. Danita Prameswari S, Pd as a teacher in senior high school at Smk Kreatif Hasbullah Bahrul Ulum Tambakberas Jombang.

The result of media and material validation by experts that of from statements which will determine the suitability of the product that has been developed by the researcher. For each statement, 5 points assess whether the product developed by the researcher is valid or invalid. The validation sheet consists of 16 statements in the material validation sheet and 17 statements in the media validation sheet using a Likert scale. Based on Elma Purnama Aini, Komarudin, and Ruhban Masykur the score obtained is converted into a value using the Likert scale (Aini et al., 2018). In giving meaning and making decisions about teaching materials use qualifications that have the following criteria:

Table 1. Rating Scale

Rating score	Category
81-100	Very Good
61-80	Good
41-60	Fair
21-40	Low
0-20	Very low

Table 2. Scoring analysis of assessment instrument

Criteria	Score
5	Very Good
4	Good
3	Fair
2	Low
1	Very low

Based on Sugiyono (2018) as cited by Nurhamidah, the scoring used by the researcher in expert validation assessment is as follows (Nurhamidah, 2021):

Formula
P= score data collection x100   Ideal score

By using the score reference in the table, the researcher will calculate the score obtained on the validation sheet. According to Fransiska Ayuka Putri Pradana and Mawardi, the researcher used a rating scale to obtain scores from the experts who validated the media and material as follows (Pradana & Mawardi, 2021):
Description:
P= percentage
Ideal score = highest score *x* number of respondent's *x* number of questioners.

● Implementation
    The fourth step in ADDIE is implementation. After the product has been completed through the validation test, then the product is tested to the objective study that is selected by the researcher.
    The implementation stages in this consideration are the stages for studying the e-learning implementation that has been created agreeing to the wants of the e-learning implementation. At the time of implementation, the plan that has been made is at that point to provide feedback on the implementation. So, in this research, the researcher explains the material and then gives the exercise that exists in this product to the students. After that, the researcher gives some questions or questionnaires to the students whose purpose is to know how effective this learning media that was made by the researcher. So that the product used in the learning process can be better. The researcher calculated the percentage value that correspondents to the user in the field. Apart from that, it can be also identified as a weakness that needs to be corrected.

Based on Sugiyono (2018) as cited in (Nurhamidah 2021 the formula calculated using the feasibility percentage, that is (Nurhamidah, 2021):

Table 3. Rating Scale

Score	Meaning
5	Strongly agree/Very good
4	Agree/Good
3	Neutral/ Fair
2	Disagree/Low
1	Strongly disagree/Very low

The researcher used a rating score to obtain scores from the students. According to (Zakaria,Bahtiar,and Fikri 2021):

Formula
$P = \dfrac{Score\ Data\ Collection}{ideal\ score} \times 100$

Description:
P= percentage
Ideal score = highest score *x* number of respondent's *x* number of questionnaires'.

To find of appropriateness of media quality. According to Sugiyono (2017), as cited in the journal (Nurhamidah 2021), the researcher followed the following criteria:

Table 4. Scoring analysis of assessment instrument

Rating score	Category
81-100	Very Good
61-80	Good
41-60	Fair
21-40	Low
0-20	Very low

- Evaluation

The last step of ADDIE is evaluation. The evaluation of this research the researcher does an evaluation of each step in order to make the final revision of product development. The evaluation is carried out to improve to product based on the result of suggestions from the experts, then interview or questionnaire information that has been provided by the researcher.

And are feedback to researchers for future development. This ensures that each stage of development is managed efficiently and effectively, resulting in a quality product or program.

RESULT AND DISCUSSION

In this step, the researcher made observations through questionnaires and interviews to find out what students needed in English learning activities. The researcher provided several questions in the form of a questionnaire to the eleventh-grade students and the researcher also conducted interviews with the eleventh-grade English teacher at the place.

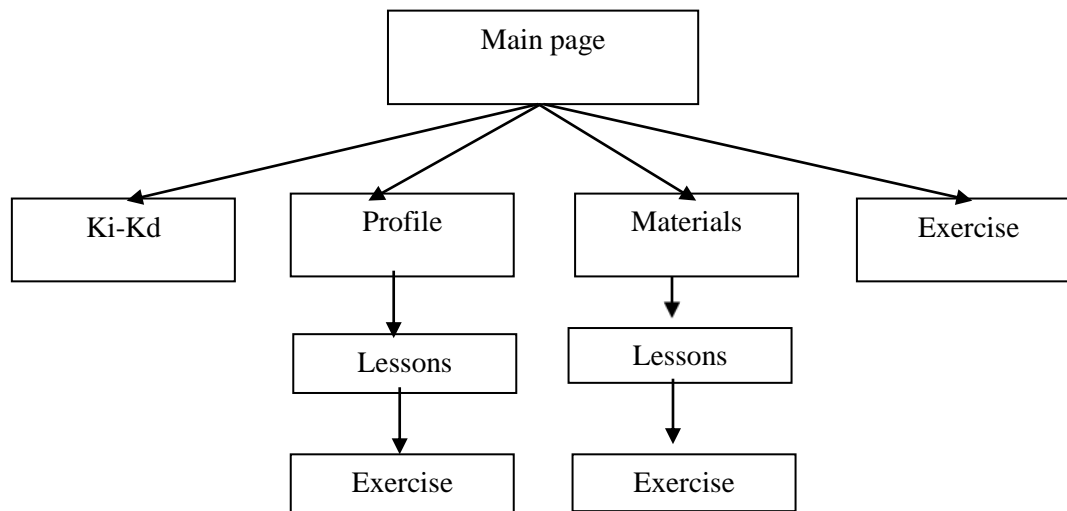The result of the preparatory consideration met by understudies of the review XI class expressed that:
- The understudies got a superior understanding through the learning preparation which was displayed utilizing Google Drive.
- The utilization of Google Drive as direction media made the understudies not to get bored in the classroom.
- The understudies felt happy in the event that the constructor utilized Google Drive as the media of guidelines.

From the result of that statement, the analyst created intelligently guidelines media that's intuitively Google Drive in Google Hyperlinked there's a menu that permits clients to make and create learning media that's more curious, more intelligently, and more pleasant. The fabric is strategy content. questionnaire that was done; the researcher got 10 respondents.
- The result of Design

In this research, the researcher developed a learning application product that contained first-semester text material in the eleventh grade of Vocational High School which contained reading skills. The product developed by this researcher was made by using a Google Drive hyperlink. The product that

developed by researcher collaboration from Google Drive, And Google Form, the material was adapted from the 'English course Pare' a student for SMA/K grade 11. The interactive instructional media is as follows:

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                        ┌─────────────┐
                        │  Main page  │
                        └─────────────┘
            ┌──────────┬───────┴───────┬──────────┐
       ┌─────────┐ ┌─────────┐  ┌───────────┐ ┌──────────┐
       │  Ki-Kd  │ │ Profile │  │ Materials │ │ Exercise │
       └─────────┘ └─────────┘  └───────────┘ └──────────┘
                        │              │
                   ┌─────────┐    ┌─────────┐
                   │ Lessons │    │ Lessons │
                   └─────────┘    └─────────┘
                        │              │
                   ┌─────────┐    ┌─────────┐
                   │Exercise │    │Exercise │
                   └─────────┘    └─────────┘
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In developing this application media., the researcher used Google Drive hyperlink to create an application media, and the researcher used Google Drive to create an application product which is then hyperlinked. The pictures of this product are as follows:
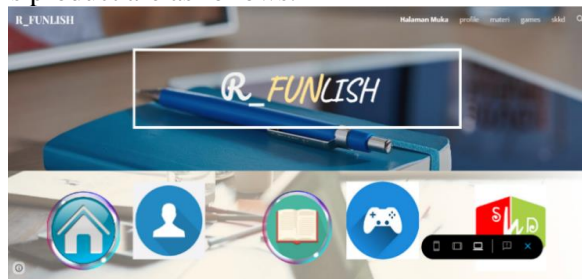
**Picture 1.** The background of R_Funlish

- Main page

The main page is the title of this application is R_Funlish (Reading Fun English). On this page, there are 3 buttons, namely the main page, KI-KD, profile, the material, and exercise. Below is a picture of the main page.
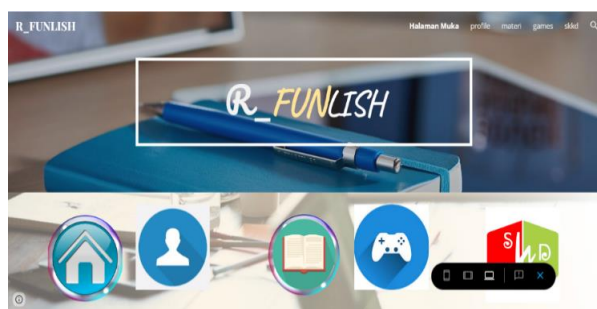
Picture 2. The picture of main page R_Funlish

- Profile Page

The profile page for R_Funlish application maker. On this page, there are photos and identification of the researcher. Below is a picture of the profile page.
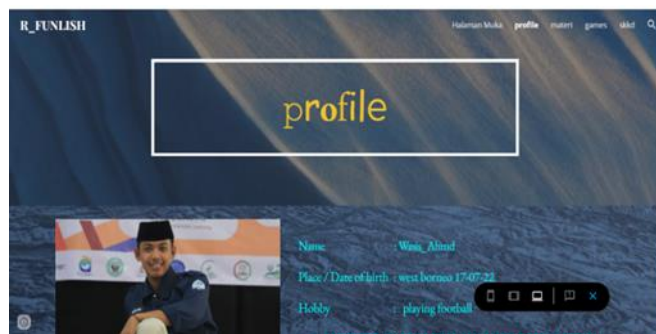
**Picture 3.** The chapter on profile researcher

- KI-KD Page

The About page contains the meaning, purpose, or goals and SKKD of the R_Funlish (Reading Fun English) product. Below is a picture of the About page.


Picture 4. The chapter about SKKD

- Material Page

The material page contains the ingredients used in the product. There are 2 materials presented in the first semester of eleventh-grade Vocational High School. Below is a picture of the material page.
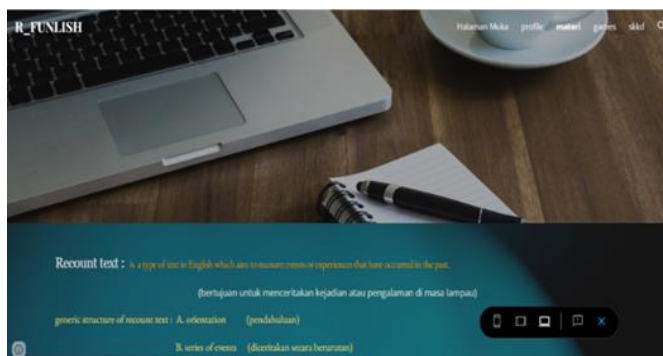
Picture 5. The chapter which explains the narrative text

- Exercise Page

The exercise page contains questions and a discussion of the material used to determine students' understanding in mastering the material about reading text. Below is a picture of the exercise page.
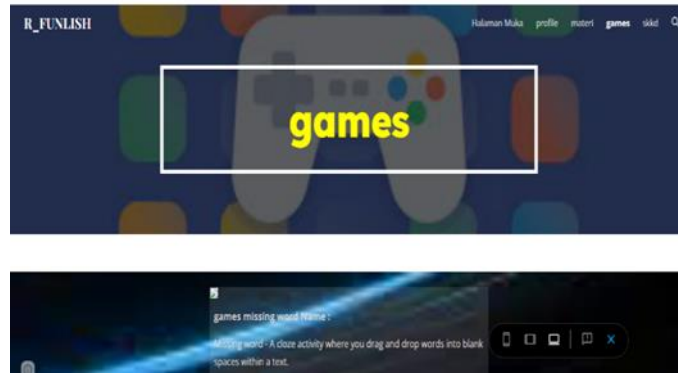
Picture 6. The games adapted from Google Form 'missing word'

- The Result of Development

After the researcher made the R_Funlish (Reading Fun English). The researcher validated two experts, namely material experts and media experts. Based on, the results of the validation researcher were given product suggestions from material experts and media experts so that this product was better and more interesting. And the two of them were validators of the materials.

- Material Validation

In this research, the researcher made an R_Funlish application which refers to the first semester of English reading text material for eleventh grade at Vocational High School. The material validator is Mrs. Luluk Choirun Nisak Nur, M, Pd as a lecturer in the Department of English Education at the University of KH. A. Wahab Hasbullah Tambakberas Jombang. Mrs.Danita Prameswari S, Pd as a teacher in senior high school at SMK Kreatif Hasbullah Bahrul Ulum Jombang. Validation of the material that was used by the researcher to evaluate R_Funlish (Reading Fun English). The researcher used a validation sheet to evaluate and give suggestions for the product. the result of media validation.

Table 5. The result of media validation

Expert	Number of Aspects																Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1	4	5	4	5	4	5	4	5	5	5	5	5	4	5	5	4	74
2	5	4	4	5	4	4	4	5	5	5	5	5	4	5	4	5	73
Total																	147

The formula to calculate the total score from the media validator:

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100$$

Description:
Ideal score: highest score x number of respondent's x number of questioner
Highest score: 5
Number of respondents: 2
Number of questioners: 16

$$p = \frac{147}{5 \times 2 \times 16} \times 100$$
$$= \frac{108}{160} \times 100$$
$$= 67,5$$

Based on the result of this media validation is 67,5. So, it can be concluded that the category of this validation is "Good".

- Media Validation

In this research, the researcher made R_Funlish Application using the Google Drive software which is hyperlinked. The media validator is Mrs. Siti Sufaidah S.Kom.M.Si as a lecturer in the Department of English Education at the University of KH.A Wahab Hasbullah Tambakberas Jombang. And the second validator is Mr. Ino Angga Putra M.Pd. as a lecturer in the Department of English Education at the University of KH. A Wahab Hasbullah Tambakberas jombang. Validation of the media that was used by the researcher to evaluate R_Funlish Apps (Reading Fun English). The result of the assessment of this product.

Table 6. The result of the assessment of this product

Expert	Number of Aspects																	Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
1	4	5	5	5	4	5	5	4	5	5	5	4	5	5	5	5	5	77
2	5	4	4	4	5	5	4	4	5	5	4	4	5	4	4	5	4	75
Total																		152

The formula to calculate the total score from the media validator:

$$p = \frac{score\ data\ collection}{ideal\ score} \times 100$$

Description:
Ideal score: highest score x number of respondent's x number of questioner
Highest score: 5
Number of respondents: 2
Number of questioners: 17

$$p = \frac{152}{5 \times 2 \times 17} \times 100$$
$$= \frac{152}{170} \times 100$$
$$= 89,4$$

Based on the result of this media validation is 89,4. So, it can be concluded that the category of this validation is "Very Good".

From the result of the above calculations, it can be concluded the media R_Funlish Apps is in a very good category. Even though, the media validator still gives some suggestions to the researcher to revise the product in several parts. The media expert's validator suggests adding objectives and goals from media, font, and buttons. Below are before and after pictures of the revised product.

- The result of the Revision

The researcher changed the item to proposals and inputs from the specialists after the media and fabric specialists had approved it. The intelligently Google Drive as guidelines media may have executed for the review XI understudies at SMK Kreatif Hasbullah Bahrul Ulum Tambakberas. The item amendment points of interest were as follows:
- Revised the media expert
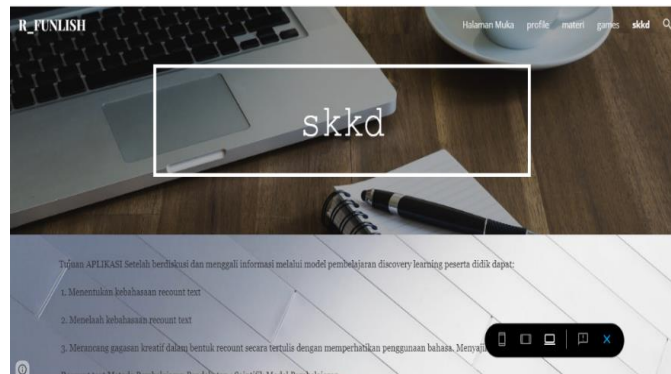- Homepage hyperlinks for home and KI-KD

Picture 7. Before revised
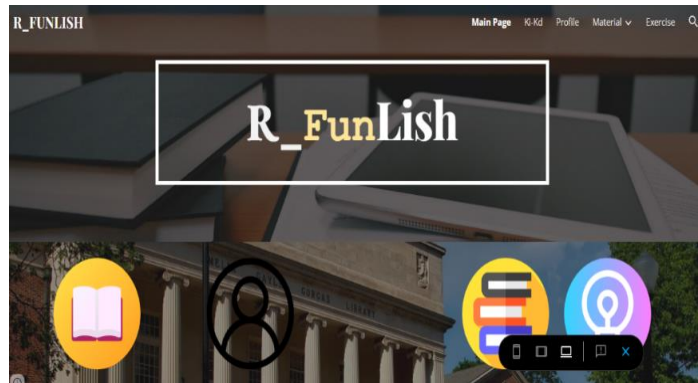
Picture 8. After revised

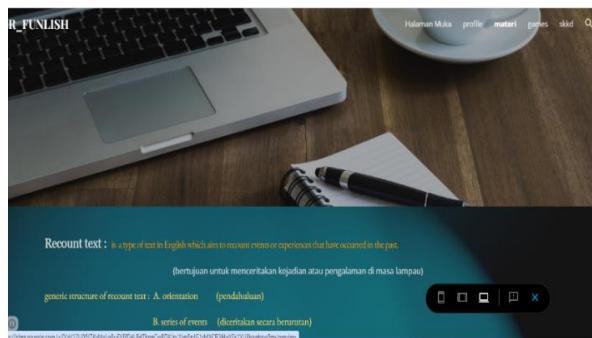- KI-KD needs to be adjusted to the curriculum.
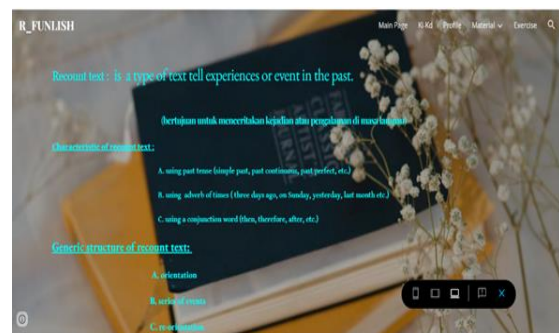

Picture 9. Before revised

Picture 10. After revised

- Revised the material expert
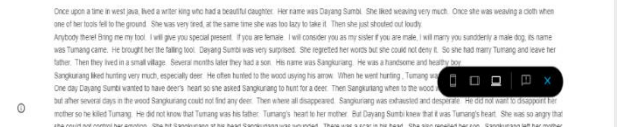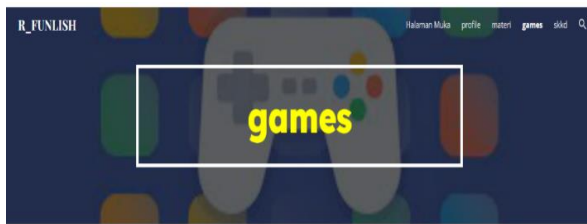- In the recount text material section, a more specific explanation is given

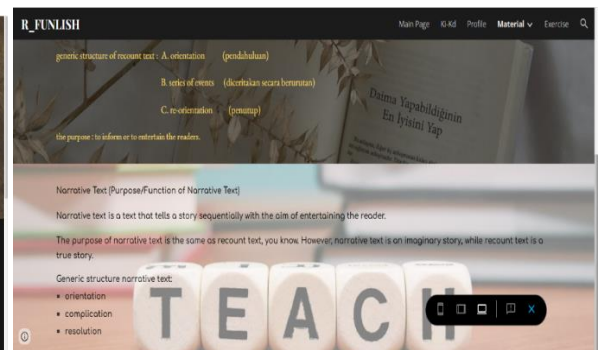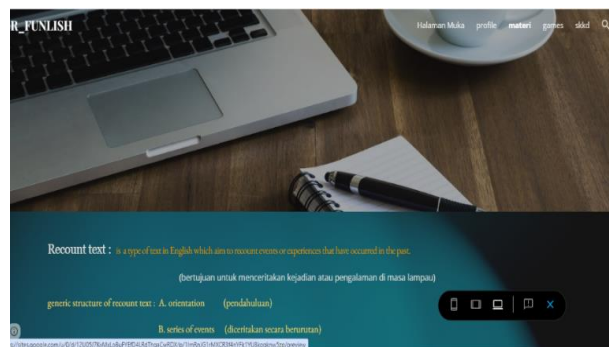**Picture 11**. Before revised   **Picture 12.** After revised

- On practice questions, plus those related to the story text.

Picture 13. Before revised

Picture 14. After revised

- The material which explains the purpose and generic structure

Picture 15. Before revised

Picture 16. After revised

- The result of the Implementation

In this arrangement, the learning media had been executed and created within the review XI at SMK Kreatif Hasbullah Bahrul Ulum Tambakberas. The attempted out of the media were displayed in three gatherings with distinctive situations of learning. The analyst utilized computer laboratories and an LCD projector to show the intelligently Google Drive transmitted from the tablet. At that point, the understudies knew the fabric that appeared on the LCD projector. After the analyst actualized the media, the analyst gave a respondent sheet to all of the understudies. By utilizing the respondent sheet, the analyst knows the evaluation given by understudies. The result of usage:

The score obtained by the student	Questions														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	5	5	4	4	5	5	5	4	4	5	4	4	5	5	5
2	4	4	4	4	4	4	4	5	4	4	5	4	4	4	5
3	5	5	5	4	4	4	4	4	4	4	4	4	4	4	4
4	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4
5	5	4	4	4	4	4	4	5	5	5	4	4	5	4	4
6	5	4	4	4	5	5	5	5	4	4	4	5	5	5	5
7	4	4	4	4	5	4	4	5	4	4	3	4	5	4	5
8	4	4	4	4	3	4	5	4	5	4	4	3	5	3	4
9	5	4	4	4	5	4	4	4	4	4	4	4	4	4	4
Total	42	38	37	36	39	38	39	40	38	38	36	36	41	37	40
Score	575														

According to the assessment results from the students, the total score was 575. Then, the total score was calculated using the formula explained in Chapter 3 to know the eligibility of the instructional media. The calculation was as follows:

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100$$

Description:
Ideal score: highest score x number of respondent's x number of questioner
Highest score: 5
Number of respondents: 9
Number of questioners: 15

$$p = \frac{575}{5 \times 9 \times 15} \times 100$$
$$= \frac{575}{675} \times 100$$
$$= 85,18$$

Based on the table of implementation above, the result from respondents is 85,18. It can be concluded that this instructional media is" Very Good". So, this interactive Google Drive helped the teaching process in grade XI at SMK Kreatif Hasbullah Bahrul Ulum Tambakberas Jombang.

- The result of the Evaluation

The purpose of R_Funlish applications is to help students at SMK Kreatif Hasbullah Tambakberas Jombang, to understand English learning in this section. This research aims to support the teaching process and overcome the problem of learning English. This research was conducted in grade XI at SMK Kreatif Hasbullah Bahrul Ulum Tambakberas Jombang, with a total of 9 students.

The result of interviews and questionnaires with grade XI: (1). the student will not have bored in the classroom if the learning process uses instructional media (2). the student got a better understanding through the learning process using interactive Google Drive Hyperlinked. (3) the student felt joyful if the teacher used interactive Google Drive Hyperlinked as the media of instruction.

CONCLUSIONS
- Conclusions

The conclusion is a product, namely R_Funlish application for Senior High School. R_Funlish application is a Google Drive 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 the eleventh grade of Senior High School.

Based on the result of the study, the researcher concludes that interactive Google Drive was interesting and improved learning media ability well. The feasibility is based on:

- The result of the media validation was a good category in 89,4%. So, it can be concluded that the category is "Very Good".
- The total score by category is good. The result of material validation was a good category in 67,5%. So, it can be concluded that the category is "Good".
- The result of user respondents in total 85,18% by category is "Very Good". So, as a result of media, material experts, and respondents this interactive Google Drive is a supporting teaching process eligible to use.

The product of this research was validated by four media and material experts. Both the expert and the validator are three lectures of English at KH. A. Wahab Hasbullah University. The last one the expert and the validator are the teachers of English at SMK Kreatif Hasbullah Tambakberas Jombang.

- Suggestion

Based on the result of the research, the researcher gave some suggestions:

- For The Teachers

In this modern era, teachers are advised to make learning activities interesting. Through research on this application product, teachers will be able to carry out an active, creative, and innovative process of teaching and learning activities.

- For The Students

    To be able to improve students' reading skills, it is necessary to do exercises. Through this product research, students can easily get the material presented by the teacher, especially in reading skill.

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