



## The Implementation of Listening Fun as Learning Media for Senior High School

**Luluk Choirun Nisak Nur<sup>1\*</sup>, Sandy Ali Yusman Gilfansyah<sup>2</sup>, Ulfa Wulan Agustina<sup>3</sup>,  
Akhmad Kanzul Fikri<sup>4</sup>,**

<sup>1</sup>English Department, KH. A. Wahab Hasbullah University

\*Email: [lulkanisa@unwaha.ac.id](mailto:lulkanisa@unwaha.ac.id)

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### **ABSTRACT**

*Education is important for the children of the nation as it plays a crucial role in shaping their future. English is an international language and one of the subjects taught in schools. Mastery of English involves four essential skills: listening, speaking, reading, and writing. Among these, listening is a critical skill that must be mastered to avoid misunderstandings during communication with English speakers. To address this need, researchers developed a learning medium to help students improve their English language skills. The approach used in this research was Research and Development (R&D). R&D activities are systematic and iterative, forming what is commonly known as the "research and development cycle." The ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) was applied to develop a learning medium based on a needs analysis. The analysis revealed that Listening Fun (LF) Media was necessary for students to enhance their listening skills. The results of media validation yielded scores of 84% and 96%, indicating that LF Media was suitable for use by students. Similarly, material validation results showed scores of 79% and 83%, further supporting the effectiveness of LF Media. The validation categories for both media and materials were classified as "Very Good." Based on these findings, it was concluded that LF Media is ready to be tested and implemented for student learning.*

**Keywords:** *Learning English; Listening Fun; Listening Skills. Senior High School*

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### **INTRODUCTION**

Teaching is the process of imparting information, abilities, and personal qualities. There are several discussions over its exact definition, for instance, and the objectives it seeks to fulfill. Another question is whether improving students' lives via education is a necessary component of its significance. Certain researchers emphasize that critical thinking is essential for differentiating between brainwashing and education. These differences have an impact on the recognition, evaluation, and enhancement of educational formats. The phrase may also describe the characteristics and emotional states of someone with education. It can also refer to the academic discipline that studies education.

Education is a developmental approach to increasing learners' learning readiness. Motivation and engagement by integrating game design elements into the education environment. As gamification grows in popularity, gamification's success has been mixed. When applied to an educational context, the current review aims to add another dimension. A focus on empirical evidence aims to shed a more realistic light on research in this area rather than possibilities, beliefs, or preferences. Therefore, this question will be considered critically. Progress in education centered on play (Dichev & Dicheva, 2017). In the modern era many people especially students find difficulty to learn English, especially in listening skills, therefore the researchers utilize modern technology to make a learning medium.

This study examines how current students are digital natives and how educational tools play a significant role in helping them learn English using the medium that they are most familiar with. a survey of relevant literature whose main goal is to gauge current research trends on the benefits of cutting-edge technology for teaching and learning English.

A research has demonstrated that the integration of technology into education, particularly in schools, has led to the development of innovative approaches to teaching and learning. These approaches improve student motivation and provide a deeper understanding of the material being taught. The purpose of this study was to determine whether or not students find the technology-enhanced English teaching process (TEFL) more effective than traditional teaching methods (Lari, 2014).

One of the most important language skills to acquire is listening comprehension. Learners of the English language should become proficient in listening. One way to practice improving listening comprehension is to listen to English-language music, as this has been shown to enhance listening comprehension. (Listiyarningsih, 2017). By using this PowerPoint method, the students are faster at mastering the learning and students do not feel bored as the learning takes place.

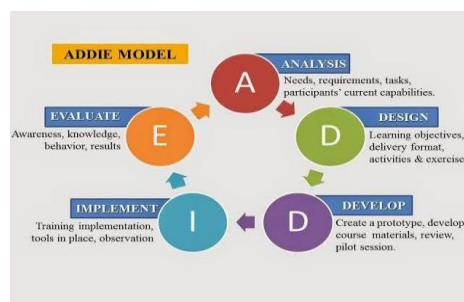
In previous studies, as done by (Syafri & Kurniawati, 2021) PowerPoint (PPT) was part of the MS Office suite released by Microsoft for the purpose of creating presentations. The PPT has been used in many fields, especially in the business and education fields where a presentation provides an effective way to present a concept or idea to an audience. In other words, the use of the PPT in the learning process is very effective in conveying concepts or ideas on the subject to students. However, according to analysis students are more interested in a medium of applications offering various features, many students get bored when the delivery of material is just a talk. This suggests a need for more adaptive and supportive applications, including the module that focuses on regional accents and varying rates of speaking, to better meet the need to learn to listen to students.

In the study, the researchers used the listening skill method using a media application in which there was a conversation video, and then students attempted to answer the question of what had been heard in the conversation video. Here researchers also give some guidelines to help them find answers. Researchers do this because they adjust the condition of students at school.

This study aims to have students or teachers know that technology education is more interesting to avoid boredom of students in class, especially with the development of modern times almost all over the facilities using modern technology.

## METHOD

The approach took in this research is research and development (R&D). Research and development activities are organizational in nature, and the interaction between them is known as the "research and development cycle." ADDIE model was applied to produce learning media based on need analysis. During the design phase, tools are prepared, the format and basic design of the teaching material are chosen, and the teaching materials are produced in line with the demands of the students in the form of learning videos and textbooks based on project-based learning. (Adriani et al., 2020). The product development using ADDIE. ADDIE training is a learning development model for Analysis, Design, Development, Implementation, and Evaluation. These models used 5 steps below:



**Figure 1.** ADDIE Model

### Analysis

The first step of the ADDIE model is analysis. The analysis of this study focuses on the students in 11<sup>th</sup> grade. Hence, the researchers are creating interesting and creative research that aims to make it easier for students in English studies to capture the materials presented and students do not feel bored.

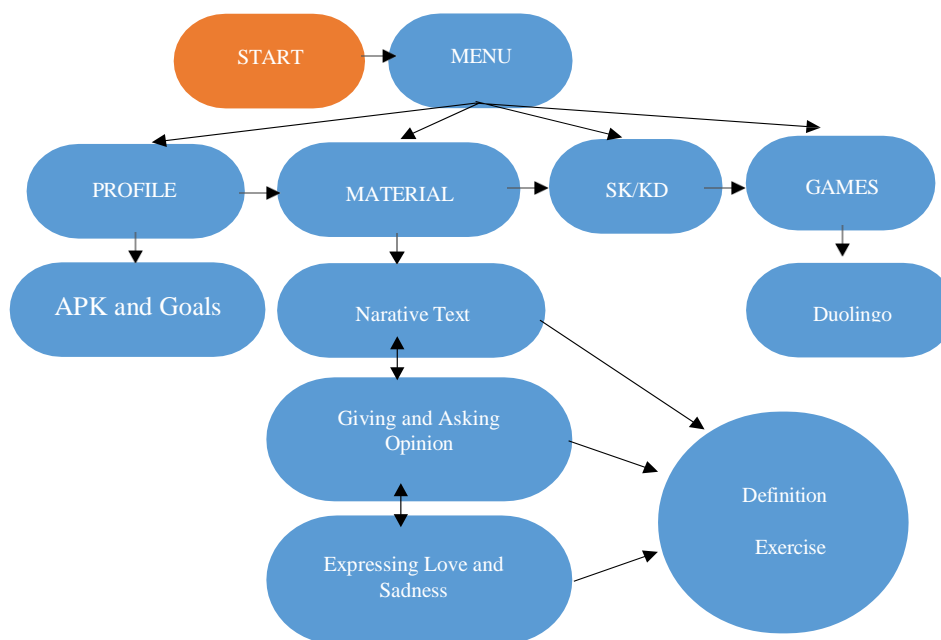
The researchers conducted an interview with the English lesson teacher, Analysis is made by observing background studies, potential conditions, and studies at Islamic Senior High School Mamba'ul Ma'arif.

The researchers also analyze the need to develop the learning media and analyze the validity and requirements for developing the learning media. This analysis is done to identify the validity of the learning media being used. Questionnaires are one way to know the factors of difficulty students face in understanding literature.

**Design**

The second step in from ADDIE model is design. The design is determining an objective study and making learning media based on the result of the analysis. In the study, the researchers developed the application product, especially for the listening skills that contained the material in the first semester of English class for the 11<sup>th</sup> student.

The products are created using the PowerPoint in the application. Hence, the design plans the development of teaching materials that combine subjects to meet the learning scenario, select the learning concept, and also plan the emergence of materials.



**Figure 2.** The storyboard of the product

**Development**

The third step in the Addie model is the development of the product. In this study, researchers created educational materials in accordance with the existing curriculum. Then the target in the session of this product is the 11th student of vocational high school. In developing this learning media, the researchers used PowerPoint to make this product. In the first feature there and out, there are several explanations about researchers' profiles, slide materials, exercises, and games.

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 researchers. For each statement, 5 points assess whether the product developed by researchers is valid or invalid. Based on (James & Lee, 2011) the final version of the modified, that was used in this study is a 15-question survey that uses a 5-point Likert scale. A mid-point option was added to the scale so that the scale was as follows:

**Table 1.** Likert Scale

Criteria	Category
1	Not at all true
2	Hardly true
3	Undecided/Neutral
4	Moderately true
5	Exactly true

### **Implementation**

The fourth step in Addie is implementation. Once the product is finished through validation tests, the product is tested through objective research selected by the researchers. The implementation stage in this consideration is the stage to study the implementation of the contented finishing fun to agree with the desire to implement the media. At the time of implementation, the plan that has been made is at that point to provide feedback on implementation.

So, in this study, the researchers explained his material and then provided the exercises that exist in this product to the students. After that, the researchers gave some questions or questionnaires to students aimed at knowing how effective the learning facilities made by the researchers were. The researchers calculate the value of the correspondent percentage with flight users. In addition, conscience can also be recognized as weaknesses that need to be improved.

### **Evaluation**

The last step of ADDIE is an evaluation. Evaluation of this study is researchers who evaluate every step to create the final and revised product development. Evaluation is done to improve products based on the results of advice from experts, then interview information or questionnaires provided by researchers. And feedback to researchers for future development. This ensures that each stage of development is managed efficiently and effectively, producing qualified products or programs.

## **RESULT AND DISCUSSION**

### **The result of the Analysis**

In analysis, the researchers needed the instrument to tell if the students needs the learning media that the researchers had been teaching. The researchers used interviews with teachers and gave the questionnaire to students. The observation in the interview was conducted on 25 July 2023. The researchers selected 11th-grade students. Researchers used interviews to find out the types of evaluation used by teachers in learning English. The researchers concluded the result of an interview with the teachers as follows:

- The conditions experienced in these schools are very different because the majority is still far from perfect. So, teachers could not target high scores.
- Teachers lower the level of learning for students because students did not have much or the lack of vocabulary they wanted.
- The teacher gave a response and motivation of stimulus so that students can follow lessons well.

In addition, the result of the analysis from the students showed that they feel difficulty in English, especially in listening skills. It could be proved by a questionnaire given to the students. Here were the results of the questionnaire from the students:

**Table 2.** The Result Of The Students' Questionnaire

No	Questionnaire	Score
1	Do you like English subjects?	66,6%
2	Do you like the 4 skills in English subjects taught (reading, listening, writing, speaking)?	64,5%
3	Did you like the lesson Listening in English?	65,6%
4	Is listening or listening one of the skills in English that you consider difficult?	65,6%
5	Do you understand the lesson of listening in the way that your teacher has been using?	58,3%
6	Do you feel interested when the teacher shows the video/audio (visual audio) to be observed during the English learning process?	78,1%
7	Did you find it hard time observe Material from video/audio (visual audio) on the text?	61,4%
8	Are you struggling with an electronic media problem? (cell phone/ laptop) when English studies?	55,2%
9	Did you find it difficult to dig up information Da laman item is current video/audio (visual audio) English studies?	66,6%
10	Is with your master's guidance and direction Feel motivated to ask about things you don't understand?	73,9%

**The result of Design**

The design of learning media was done by an application. The application used to design Listening Fun (LF) Media is PowerPoint Hyperlink. PowerPoint was a tool for making applications in the form of slides. While Hyperlink was a tool for connecting one slide to another to make it easier.

**Figure 3.** The Result Of Design

Figure 1. Cover of LF



Figure 3. Video exercise for listening



Figure 2. Material in LF

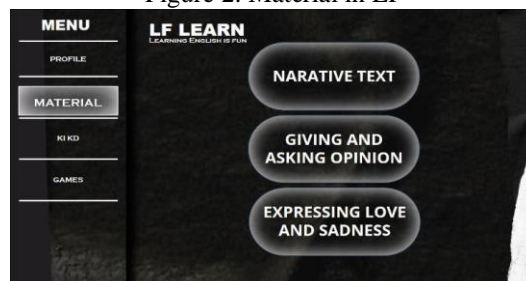
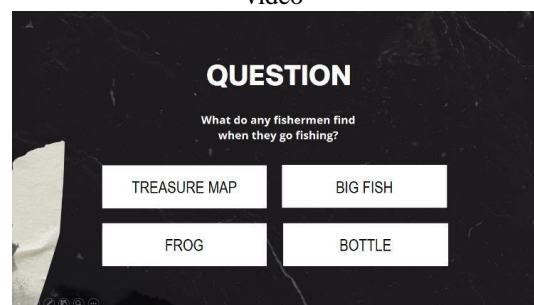


Figure 4. An example of the exercise from a video



**The result of development**

In this research, there were two media validators as the experts to assess, gave suggestions, and critique the product. The first expert validator of this research was Mr. Moh Anshori Aris Widya as a lecturer of Information Technology Faculty in KH. Wahab Hasbullah University. The second expert validator of this research was Mrs. Siti Sufaidah as a lecturer of Information Technology Faculty in KH. Wahab Hasbullah University. The researchers used a questionnaire to evaluate LF Media. The result of media validation was as follows:

**Table 4.** The Result Of Media Validation From Experts 1 And 2

No.	Aspect	Total Score from Expert 1	Total Score from Expert 2
1.	Layout Design	8	10
2.	Typography	11	13
3.	Image	22	24
4.	Audio	10	10
5.	Packing	7	10
6.	Usage	9	10
7.	Navigation and Interactive link	9	10
	SUM	76	87

According to (Soegiyono, 2011). The Likert scale in the form of a questionnaire to get an option in approval with a question by determining the range for each value specified as follows:

**Table 5.** Formula

Formula	
$P = \frac{\text{Scale Value} \times \text{The number of people}}{\text{Highest Score} \times \text{The number of people}} \times 100$	

The calculation of the percentage of the feasibility of Media Experts 1 was as follows:

$$P = \frac{76}{90} \times 100\% = 84\%$$

Based on Table 4, the researchers got a score from expert 1 was 84%, categorized as “Very Good”. It meant that the result of the validation sheet or the result of LF Media based on media deserved to be Tested.

Based on the result of media validation, this application needed revision.

The expert added some suggestions as follows:

- Repair the sound of the media.
- Try on media on another laptop.

The calculation of the percentage of the feasibility of media experts 2 was as follows:

$$P = \frac{88}{90} \times 100\% = 96\%$$

Based on Table 4, the researchers got a score of 96%, which was the “Very Good” category. It meant that the result of the validation sheet or the result of LF Media based on media was Deserve to be Tested. This application needed revision to change the background material of the animal.

### **The result of Material Validation**

The first expert material validation was Mr. Yuyun Bahtiar as a lecturer in the Department of Education of Education University of KH. A Wahab Hasbullah Tambakberbas Jombang. The researchers used a material questionnaire to evaluate LF Media. The result of material validation was as follows:

**Table 6.** The Result Of Material Validation From Experts 1 And 2

No.	Aspect	Total Score from Expert 1	Total Score from Expert 1
1.	Relevance	21	24
2.	Accuracy	8	7
3.	Completeness of Serving	5	6
4.	Basic Concepts of the Material	8	9
5.	Suitability of Presentation to Students Centered Learning Objectives	17	16
		59	62

**Table 7.** Formula

Formula	
$P = \frac{\text{Scale Value} \times \text{The number of people}}{\text{Highest Score} \times \text{The number of people}} \times 100$	

The calculation of the percentage of the feasibility of media experts was as follows:

$$P = \frac{59}{75} \times 100\% = 79\%$$

Based on Table 6, the researchers got a score of 79%, which was the “Good” category. It meant that the result of the validation sheet or the result of LF Media based on the material deserved to be Tested.

The second expert in this research was Mr. Devid Enggal E as a teacher of Islamic Senior High School Mamba’ul Ma’arif English teacher. The researchers used a validation questionnaire to evaluate LF Media.

The calculation of the percentage of the feasibility of media experts was as follows:

$$P = \frac{62}{75} \times 100\% = 83\%$$

Based on Table 6, the researchers got a score of 79%, which was the “Good” category. It meant that the result of the validation sheet or the result of LF Media based on the material deserved to be Tested.

## CONCLUSION

In this research, the researchers designs LF as a learning media to help students learn English, especially in listening skills. It was done to facilitate the teacher when delivering English materials and students in learning English, especially in listening skills. Based on these research and development results, the result of the conclusion as follows:

- In the result of the analysis that was obtained, the researchers concluded that LF Media was needed by the students to know and understand about LF Media, especially in listening skills.
- The result of media validation, the score is 84% and 96%. It was concluded that LF Media deserved to be used by students.
- The result of material validation, the score is 79% and 83%. It was concluded that LF Media deserved to be used by students.
- The resulting category of media validation and material validation, the category is “Very Good”. It was concluded that LF Media deserved to be tested.

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