

Development E-Ting Application To Improve The English Writing Skill

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ABSTRACT

In English there are four skills namely reading, writing, listening and speaking. Speaking can be done spontaneously very different from writing which must pay attention to grammar and others, the purpose of this study is to design an android application that can help students develop their writing skills. This study uses the research and development method with the ADDIE model to design an application called "E-Ting" English writing. This media has been validated by media validation experts and also material validation experts. Data collection instruments carried out from the results of interviews only, the results of media validation obtained a score of 96 which was categorized as very good, for material validation obtained a score of 81 with a very good category and the results of the application of the media obtained a score of 78 with a good category. Based on the above results, the researcher concludes that the "E-Ting" English Writing application is feasible to use at SMK Kreatif Hasbullah Bahrul 'Ulum Jombang.

Keywords: *E-Ting Application; English Writing Skill; SMK*

INTRODUCTION

English is indeed a widely used language for communication around the world, and it is often referred to as the international language. English is spoken as a first language by approximately 400 million people globally, and an additional 1.5 billion people speak English as a second language. This makes English the most widely spoken language worldwide.

Despite its widespread use, it's important to recognize that English is not the only language spoken around the world. There are over 7,000 languages spoken globally, and each language has its unique cultural significance and importance (Siswanto, 2022).

Language ability consists of four abilities to master it. The four abilities are speaking, listening, writing, and reading. Of the four, all the abilities are very important to master it and researcher focused on examined the English writing skill of first grade senior high school.

Writing skills are one of the most important language skills for students to master. Good writing skills will help students to communicate their ideas, thoughts and views effectively through writing. In the academic world, writing skills are also very important because many assignments and jobs require clear and well-structured writing, such as essays, school assignments, and reports. Even outside the academic world, good writing skills are also important in the working world, especially in jobs that require reports, proposals, and official letters (Martha & Situmorang, 2018a).

The ability to write is indeed very complicated to learn because it has to look both in terms of contents, rhetoric, vocabularies, grammar structures, and writing mechanisms such as capitalization or punctuation. Writing is also very different from speaking. Which can be done without thinking about correct grammar. Speaking can be done spontaneously, but writing must be planned and organized.

Vocabulary mastery is the most basic thing that students need to master in order to learn English well. English has a very wide vocabulary, and understanding the meaning of different words will help students to understand and product better sentences. In addition, learning English vocabulary will help students to develop their reading writing, listening and speaking skills in English. A student who has a good command of vocabulary will find it easier to understand texts in English, write correctly and meaningfully, and speak and listen more fluently and structured (Siswanto, 2022).

Learning writing skills is challenging because students have to look at content, rhetoric, vocabulary, grammatical structure, and the mechanics of writing such as capitalization or punctuation. Writing is also so very different from speaking, which can be done without thinking about correct grammar. Speaking can happen spontaneously, but writing has to be planned and organized.

Based on the above problems, researcher is interested in developing learning media based on android application that focus on writing skill, researchers are interested in conducting this research at SMK Kreatif Hasbullah Bahrul 'Ulum Jombang.

METHOD

This research model is the research and development (R&D) method. Application media is a product that can be used learning or educational activities, starting with need research, continuing with development process and ending with product revision and dissemination.

Research and Development (R&D) is a research method used to produce certain products and test the effectiveness of these methods. In the field of education R & D, is a research method used to perfect or validate products used in education and learning. From the description above, it can be concluded that Research and Development is a research method that aims to produce certain products and test the validity and effectiveness of these products in their application (Hanafi, 2017).

The purpose of this study was to design a suitable android application based learning media to help students develop their English writing skills. The stages of the process are often called the R&D cycle, which consists of studying research findings related to the product to be developed, developing a product based on these findings, testing it in the field where it will be used, and revising it to make it better. In more rigorous research and development programs, this cycle is repeated until field testing data indicates that the product meets the identified behavioral objectives.

Research procedures The development model used is ADDIE. It is one of the systematic learning design models, chosen based on the fact that has been systematically developed and built on the theoretical foundation of learning design. This structured model is programmed with a systematic series of activities so solve learning problems related to learning resources based on student needs and characteristics.

The ADDIE model consists of 5 components that are interrelated and systematically structured, which means that from the first stage to the fifth stage in its application must be systematic and cannot be sequenced randomly. This research model is divided into five parts as follow:

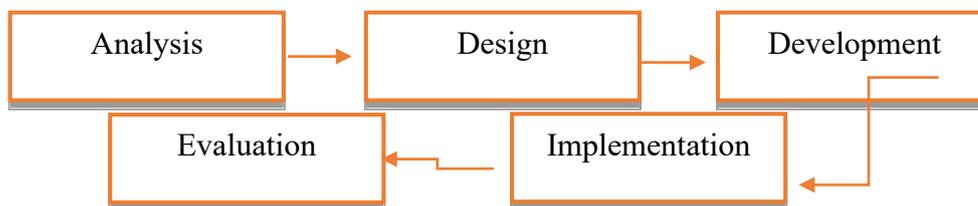


Figure 1. ADDIE's Method

- **Analysis**

First, in the analysis phase, the research conducted a needs analysis to find out the needs and difficulties of students. The needs analysis was carried out by interviewing the English map teacher of SMK kreatif Hasbullah Bahrul 'ulum Jombang. The research makes a needs analysis in the form of an application that objective to find out the needs and difficulties of students as well as about their learning media and materials when learning English, especially in writing skills, this is a reference for designing products or media that will be given to students.

- **Interview**

The research asked the English teacher about student's problems, especially writing English when they learn English, what lessons the teacher wants students to learn to write English more easily.

- **Design**

The researcher designed the android application based on interview and questionnaire data. The design of the android application is reflected in the grade X student worksheet which contains various materials, practice questions and assessment. Design the android application "E-Ting" using power point then rock and convert it into an android application. This "E-Ting" storyboard is the first appearance of the product to be development.

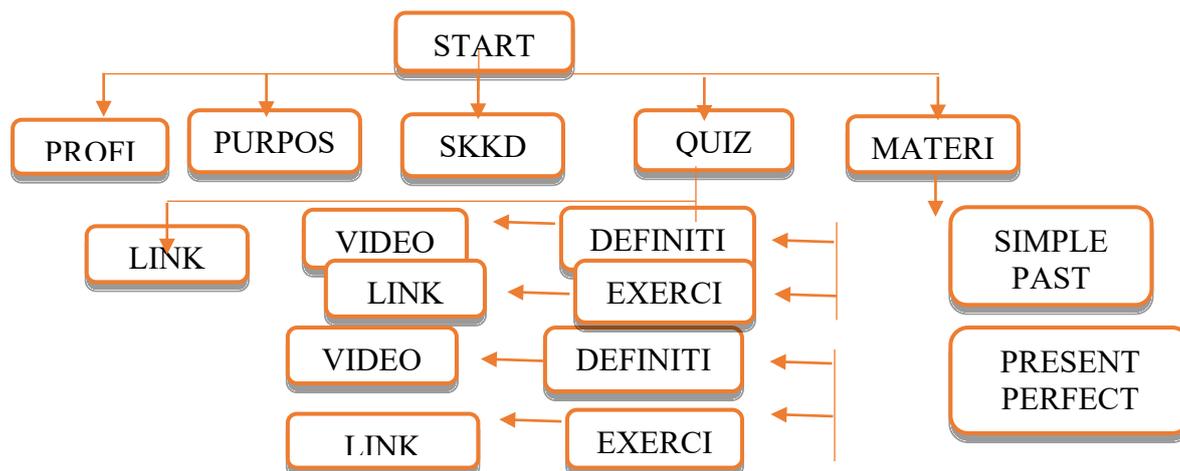


Figure 2. Design “E-Ting”

• **Development**

The researcher makes this product using power point then in ispring to develop the product, and can immediately be made into an application. It is important in the development stage is product development and expert assessment consisting of material experts and media experts (sugiyono 2017). Researchers use a likert scale to get scores from data from material experts and media experts, as follows:

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

Description

P = percentage

Ideal score = highest score x number of respondent’s x number of questionnaire

Table 1. Likert Scale

Percentage Score	category
0 - 20	Very Low
21 – 40	Low
41 – 60	Enough
61 – 80	Good
81 - 100	Very Good

• **Implementation**

In the implementation stage, the researcher designed E-ting (English Writing) which was applied to class X intermediate level English students, product implementation through face-to-face learning. The researcher used a rating scale to get the score data of students who had tried the media as follows:

$$P = \frac{\text{score data collection}}{\text{Ideal score}} \times 100 \%$$

Description

P = percentage

Ideal score = highest score x number of respondent’s x number of Questionnaire

Table 2. Likert Scale

Percentage Score	category
0 - 20	Very Low
21 – 40	Low
41 – 60	Enough
61 – 80	Good
81 - 100	Very Good

- Evaluation

Finally, the research collects information about the use of the designed “E-ting” grammar learning media and conducts an evaluation. The purpose of this assessment is to evaluate the tools, materials and appearance of the learning media. The result of this evaluation will be the basis for redesigning the learning media. In the future, this product will be better designed as a learning media. This stage involves several teachers, students and lecturers.

- Data Analysis

- Subject of the Research

The object of this research is X grade students at SMK Kreatif Hasbullah Bahrul ‘ulum Jombang, who are categorized as intermediate level English students. While the population is all X grade students in the entire research object.

- Types of Data

There are two types of data in this research:

- Quantitative in the form of assessment questionnaire result from media experts, material experts, and users.
- Qualitative in the form of interview result and suggestion and criticisms from experts.
- Collecting data

Data was collected through questionnaires. The questionnaire was distributed to the students. In the questionnaire, there were three options that participants could choose from to answer each question.

- Data analysis method

The data for this study was collected through questionnaires. The questionnaire was administered before and after the media experiment. Likert scale was used to design the questionnaire.

The steps of data analysis were:

- The collected data is analyzed to find the average score or mean as follows:

$$P = \frac{\text{score data collection}}{\text{Ideal score}} \times 100 \%$$

Description

P = percentage

Ideal score = highest score x number of respondent's x number of questionnaire.

The score obtained is converted into a value using a linker scale, as follows:

Table 3. Likert Scale

Percentage Score	Category
0 – 20	Very Low
21 - 40	Low
41 - 60	Enough
61 - 80	Good
81 - 100	Very Good

RESULT AND DISCUSSION

- The Result of the Analysis

In this step, researchers analyzed the needs and difficulties of students through interviews with teachers teaching English class X SMK Kreatif Hasbullah Bahrul Ulum Jombang. And the results obtained by the teacher stated that class X lacked writing skill.

- The Result of Design

The results of the data needs analysis that have been collected are then summarized and used as a reference in the product storyboard. The design of the English writing application "E-Ting" uses power point then hyperlinked and ispring to create product assets. The story board design of the English writing application product "E-Ting" is as follows:

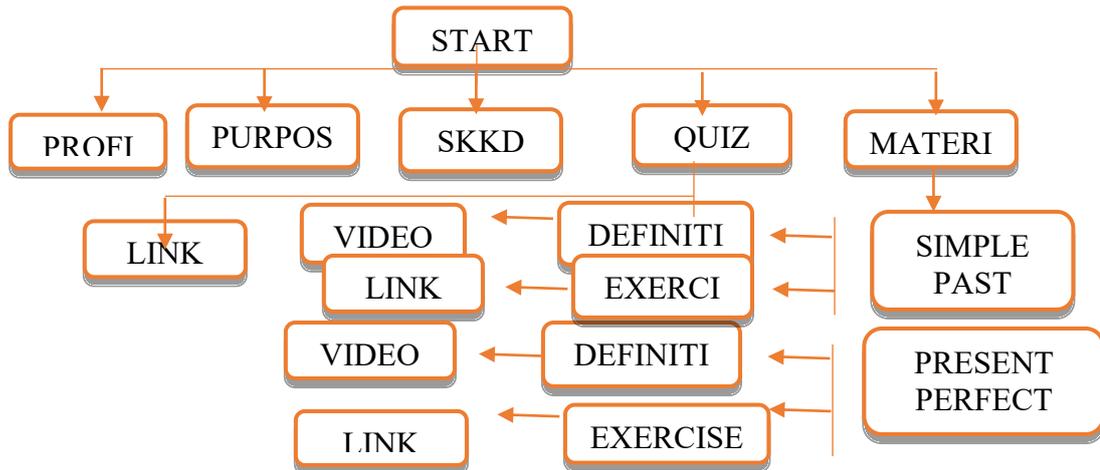


Figure 3. Design “E-Ting”

The storyboard began to be developed after the story board was designed and created by the researcher. In the development stage, researchers use power point which is hyperlinked and then in ispring like an application to build the product into an application. The product development stage and the application of the design according to the product storyboard are as follows:

1. Home page

The home page is the main page of the "E-Ting" English writing application on the page there is a start button to go to the next page.



Figure 4. Home page

2. Start

The first start button is opened then several buttons will appear on this start page, such as the profile button, purpose, SKKD, game, material, and also the exit button for users if they want to exit this application, users can click any button according to the user's wishes.



Figure 5. Start

3. Profile

The author's profile button is directed to a page containing the author's name and origin, on this page it is also equipped with a back and home button so users can click the home button if they want to return to the previous page and the home button to return to the start page.



Figure 6. Profile

4. Purpose

On the purpose button is directed at the purpose of the author of this "E-Ting" English writing application, on this page it is also equipped with a back button and also home so users can click the home button if they want to return to the previous page and the home button to return to the start page.

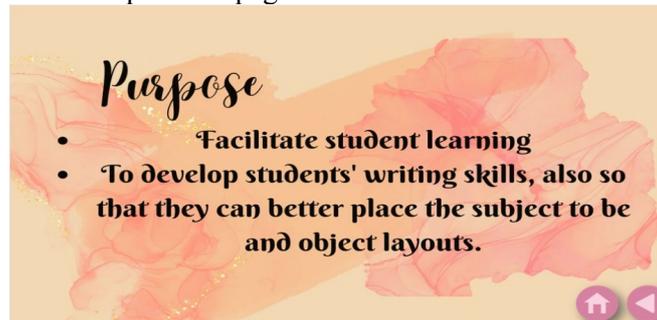


Figure 7. Purpose

5. SKKD

If the user clicks the SKKD button then the SKKD of the material will appear, on this page is also equipped with a back button and also home so users can click the home button if they want to return to the previous page and the home button to return to the start page.

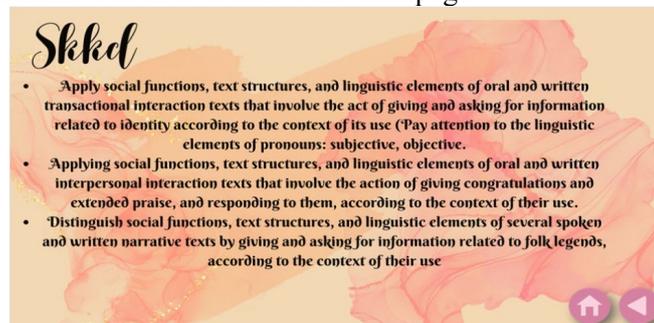


Figure 8. SKKD

6. Game

On this game button will be directed to a link where users can click the link in order to play in the application, on this page is also equipped with a back button and also home so users can click the home button if they want to return to the previous page and the home button to return to the start page.



Figure 9. Link Game

On the link, a game will appear where users can arrange their English from the pictures on the example.



Figure 10. Game

7. Material

When the user clicks the material button, two materials will appear consisting of, simple past tense and also present perfect tense. On this page is also equipped with a back button and also home so users can click the home button if they want to return to the previous page and the home button to return to the start page.



Figure 11. Material

On this simple past tense button, it will be directed to the understanding of the simple past tense and also to the exercise button. On this page is also equipped with a back button and also home so users can click the home button if they want to return to the previous page and the home button to return to the start page.



Figure 12. Material

8. Definition

In this definition button, it will be directed to the learning media video where the author will explain the simple past tense material and provide sample sentences from simple past tense material and when simple past tense sentences should be used.



Figure 13. Definition

Explanation of simple past tense material

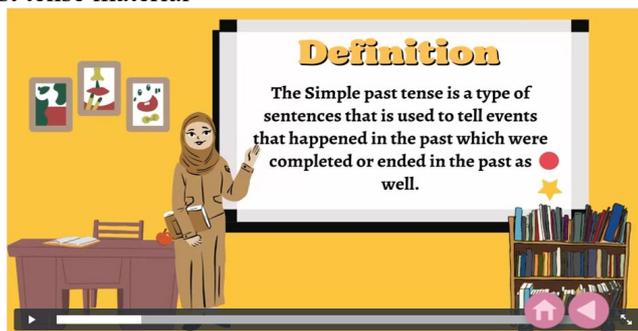


Figure 14. Definition

Formulas and examples of simple past tense positive, negative, and interrogative nominal sentences.

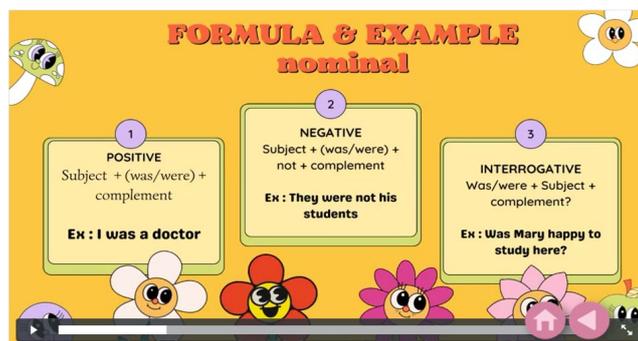


Figure 15. Definition

Formulas and examples of simple past tense positive, negative and interrogative verbal sentences.

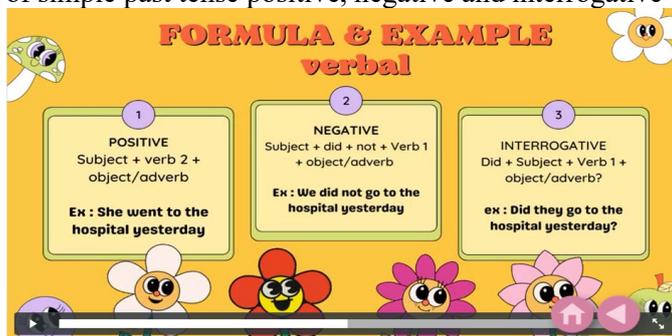


Figure 16. Definition

In this video there is also an understanding of the use simple past tense material

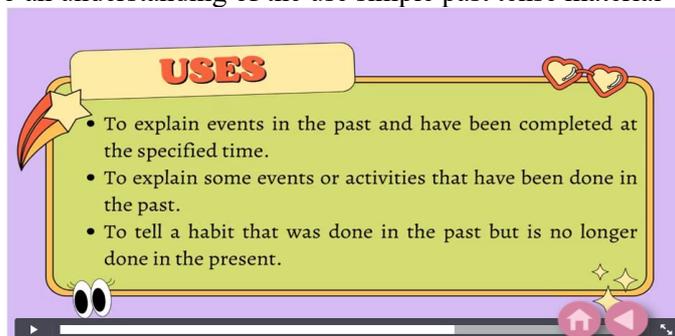


Figure 17. Definition

The difference between nominal sentences and verbal sentences in the simple past tense.

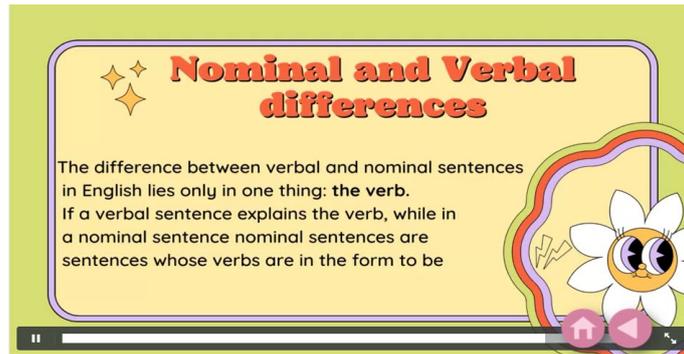


Figure 18. Definition

9. Exercise

On this exercise button the user will be directed to the link, so the user must click the link first in order to work on the problem. This page is also equipped with a back and home button so users can click the home button if they want to return to the previous page and the home button to return to the start page.



Figure 19. Link Exercise

On the link, several questions will appear for users to work on. This page is also equipped with a back and home button so users can click the home button if they want to return to the previous page and the home button to return to the start page. If the student answer incorrectly there will be a red cross below.

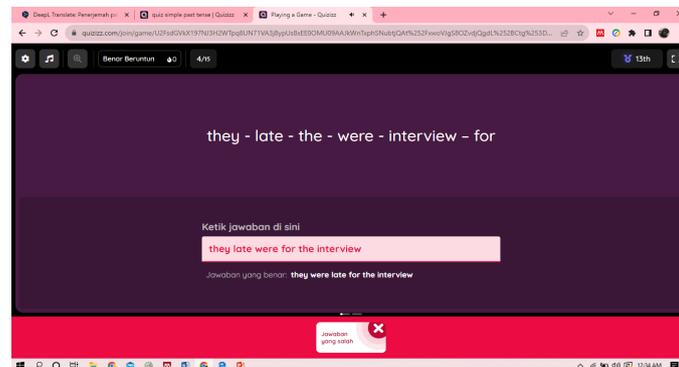


Figure 20. Exercise

If the student answer correctly, a green color will appear at the bottom and they will get additional points.

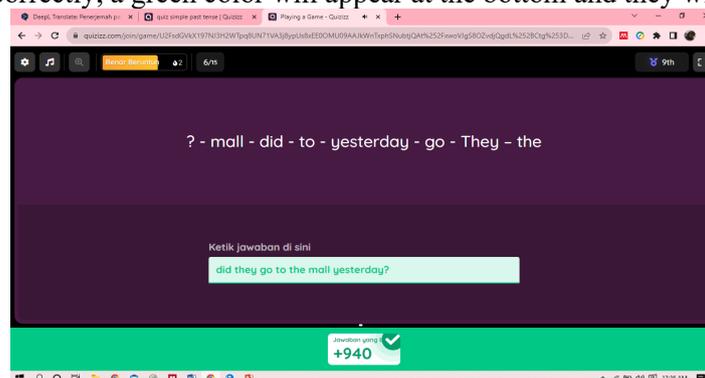


Figure 21. Exercise

- The Result of Development
- Expert validation results

The results of learning media will be validated by four people. Which two became material validation experts by Nurul Afidah, M.Pd (lecturer in the English education study program at KH. A. Wahab Hasbullah University) and Danita Budi Prameswari, S. Pd. (English teaching teacher at SMK Kreatif Hasbullah Bahrul Ulum Jombang) then two more as media validator experts by Ino anggara putra, M. Pd (vice rector at KH. A. WAhab Hasbullah University) and Siti Sufaidah, S. Com, M.Si (lecturer in the faculty of information technology at KH. A. Wahab Hasbullah University) the results of the validation are in the form of assessments and suggestions regarding learning media which have several questions that have been given by researchers and will then be corrected according to the suggestions of the expert validators.

- Media Validation Results

In this section researchers discuss the validation of the "E-Ting" English Writing media. The media expert validator is Ino anggara putra, M. Pd (vice rector at KH. A. Wahab Hasbullah University) and Siti Sufaidah, S. Com, M.Si (lecturer in the faculty of information technology at KH. A. Wahab Hasbullah University). Researchers used a validation sheet to evaluate "E-Ting" English writing the results of the assessment of the media are as follows:

Table 4. The result of media validator

Expert	Number of Accept																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
1	5	5	5	5	5	5	5	5	4	5	5	5	5	5	5	5	5	84
2	5	4	5	5	4	5	5	5	5	4	4	5	4	5	5	5	5	80
Total																		164

Based on the results of the media expert assessment, the total score obtained is 164, then calculated using the formula described in the data analysis technique to determine the feasibility of learning media. The calculation is as follows:

$$P = \frac{\text{score data collection}}{\text{Ideal score}} \times 100 \%$$

Description

P = percentage

Ideal score = highest score x number of respondents x number of Questionnaire

Highest Score: 5

Number of Respondents: 2

Number of Questioner: 17

$$P = \frac{164 \times 100 \%}{5 \times 2 \times 17}$$

$$P = \frac{164 \times 100 \%}{170}$$

P= 96

Based on the table of media validation results obtained a score of 96 with the category "very good", meaning that the results of the media "E-Ting" English writing based on android validation are feasible to try with revisions according to suggestions.

- Material validation results

In this section researchers discuss the validation of the "E-Ting" English writing material. Material expert validators are the first validator Nurul Afidah, M.Pd (lecturer in the English education study program at KH. A. Wahab Hasbullah University) and Danita Budi Prameswari, S. Pd. (English teaching teacher at SMK Kreatif Hasbullah Bahrul Ulum Jombang) researchers use a validation sheet to evaluate the material of the "E-Ting" English writing application the results of the material assessment are as follows:

Table 5. The Result of Validator Material

Expert	Number of Aspect																		Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
1	3	4	3	5	5	4	4	5	5	4	5	4	3	4	4	5	4	3	74
2	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	72
Total : 146																			

Based on the results of the material expert research, the total score obtained is 146 then calculated using the formula described in the data analysis technique to determine the feasibility of learning materials. The calculation is as follows:

$$P = \frac{\text{score data collection}}{\text{Ideal score}} \times 100 \%$$

Description

P = percentage

Ideal score = highest score x number of respondent's x number of Questionnaire

Highest Score: 5

Number of Respondents: 2

Number of Questioner: 18

$$P = \frac{146 \times 100}{5 \times 2 \times 18} \%$$

$$P = \frac{146}{18} \times 100 \%$$

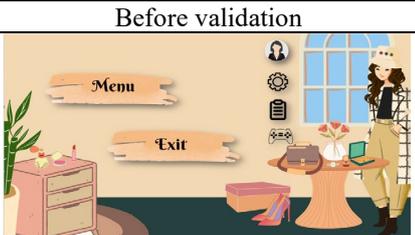
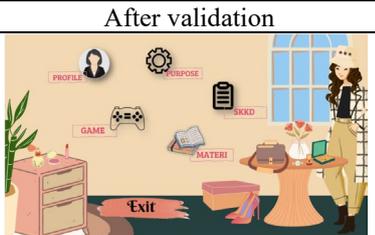
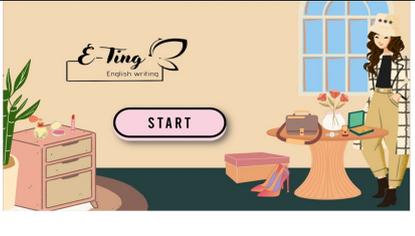
P= 81

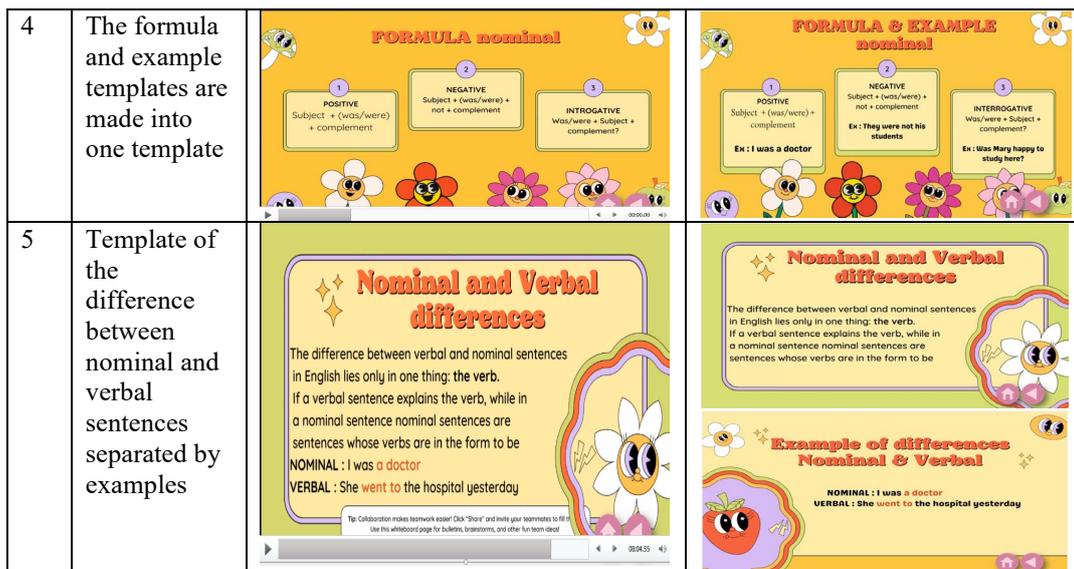
Based on the table of material validation results obtained a score of 81 with the category "very good" which means that the results of the validation of "E-Ting" English writing based on android material are feasible to be tried with revisions according to suggestions.

- The Result of Product Revision

Researchers revised the product according to the suggestions and input that had been given by media experts and material experts conducting validation. The "E-Ting" English writing application product can be implemented for class X students of creative vocational schools with details of product revisions as follows:

Table 6. Before and after revision

No	Page revised	Before validation	After validation
1	Menu replaced material logo		
2	Opening added the words welcome writing application		
3	Menu added with text next to the image		



- The result of Implementation

At this stage the learning media has been developed and implemented to class X students of creative vocational schools. This implementation is carried out face to face at school. Researchers used several laptops for students to use the application on a laptop, then the researcher gave instructions to students to study the material in the application before the researcher conducted the data collection stage, data collection was carried out after the researcher gave instructions to students to do the exercise.

- Implementation data results

Implementation results in the form of research on student work and suggestions from the learning media "E-Ting" English writing in the form of paper sheets containing questionnaires that have been provided by researchers:

Table 7. The result of implementation

students	Question																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total
1	4	4	3	4	3	4	3	4	3	4	3	4	3	4	3	4	57
2	4	4	4	4	3	4	4	3	3	4	4	4	4	5	4	4	62
3	4	4	5	4	5	5	5	5	5	5	5	4	5	5	5	5	76
4	4	3	4	3	3	3	3	3	4	4	3	3	4	4	4	4	56
5	3	3	4	3	3	3	3	3	4	4	3	3	4	4	4	4	55
6	4	4	4	3	5	4	5	4	3	4	3	5	4	3	4	5	64
7	4	4	4	4	4	4	3	4	3	4	3	4	3	4	3	4	59
8	4	4	4	3	4	4	3	3	4	4	4	4	3	4	4	4	60
9	4	4	4	4	4	4	4	4	5	5	5	5	5	4	5	5	71
10	4	4	4	4	4	4	4	4	5	4	4	5	5	4	5	5	69
Total																629	

$$P = \frac{\text{score data collection}}{\text{Ideal score}} \times 100 \%$$

Description

P = percentage

Ideal score = highest score x number of respondent's x number of

Questionnaire

Highest Score: 5

Number of Respondents: 10

Number of Questioner: 16

$P = \frac{629 \times 100}{5 \times 10 \times 16} \%$

$P = \frac{629 \times 100}{800} \%$

$P = 78$

Based on the table. The implementation results show that this media obtained a result of 78 with the "good" category. This shows that the results of the student response questionnaire state that "E-Ting" English writing can help students practice writing English at school and anywhere.

- The result of the Evaluation

The purpose of the evaluation is to see the results of this "E-Ting" English writing application as a learning medium and can be used as reference material for similar research in the future. Based on the data obtained from the implementation stage, it can be concluded that the "E-Ting" English writing application can be said to be feasible to use as an English learning media at SMK Kreatif Hasbullah Bahrul 'ulum Jombang.

CONCLUSIONS

- Conclusions

The purpose of this research is to design the application "E-Ting" English writing at the SMK level as a learning media for class X students of SMK Kreatif Hasbullah Bahrul 'ulum Jombang. Based on the research data and discussion that has been described, researchers obtained media validation results which were categorized 96 as "very good" quality, then the results of material validation were also categorized 81 as "very good". The results of product implementation amounted to 78 and were categorized as "good" quality. Based on the validation sheet, this product is categorized as very good quality and can be applied at the SMK level.

- Suggestion

The researcher hopes that SMK Kreatif Hasbullah Bahrul 'ulum Jombang as the institution where this research was conducted can develop the product in a sustainable manner. Therefore, the use of the "E-Ting" English writing application as a writing learning media can be used for the following years at SMK Kreatif Hasbullah Bahrul 'ulum Jombang and others globally. And for future researchers, these results can be a reference and provide informative input to solve the same problem.

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