

Developing Android Based English Learning Media For Writing Text Of The Tenth Grade Students

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Abstrak

Pada saat ini, seiring berkembangnya zaman, teknologi yang ada belum dimanfaatkan secara maksimal, salah satunya dalam dunia pendidikan. Hal ini terlihat dari rendahnya rating media pembelajaran yang digunakan siswa. Sedangkan jenjang sekolah menengah atas merupakan jenjang yang sangat penting bagi siswa pada jenjang pendidikan selanjutnya. Pemanfaatan media pembelajaran dengan menggunakan smartphone diperlukan agar siswa dapat menggunakan smartphone dengan bijak, dan materi pembelajaran yang disampaikan oleh guru dapat diterima dengan baik, khususnya pada pembelajaran bahasa Inggris dengan materi report text. Berdasarkan kondisi dan kendala yang ada, maka diperlukan pengembangan media pembelajaran dengan mengikuti perkembangan zaman modern. Media pembelajaran hendaknya dikembangkan agar bervariasi dan menarik sehingga minat belajar siswa meningkat. Oleh karena itu, peneliti mengembangkan media pembelajaran berbasis Android yang dikemas dalam bentuk aplikasi yang berisi materi teks, kuis, dan latihan soal yang digunakan sebagai evaluasi. Penelitian pengembangan atau RnD ini menggunakan model penelitian ADDIE. Model ADDIE ini memiliki lima langkah atau tahapan yang diterapkan untuk dilakukan dalam pengembangan produk, yaitu Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Media pembelajaran aplikasi berbasis android untuk siswa kelas X SMA ini telah divalidasi oleh 3 validator yaitu 1 validator media, 1 validator materi, dan 1 validator bahasa. Berdasarkan hasil penelitian dan pengembangan media pembelajaran aplikasi berbasis android dapat disimpulkan bahwa aspek media memperoleh skor sebesar 93%, aspek materi memperoleh skor sebesar 74%, kemudian aspek bahasa memperoleh skor sebesar 83%. Selain validasi, peneliti juga melakukan uji coba terbatas media pada guru yang memperoleh nilai 88%, sedangkan uji coba terbatas media pada siswa memperoleh nilai 100%. Berdasarkan hasil validasi ahli dan uji coba terbatas diperoleh bahwa media pembelajaran aplikasi berbasis Android untuk siswa kelas X SMA layak digunakan sebagai media pembelajaran kelas X dan layak digunakan untuk membantu proses pembelajaran. khususnya materi teks report untuk kelas X SMA

Kata kunci: Media pembelajaran, Siswa sekolah menengah atas, Menulis, Teks Report

Abstract

At this time, with the development of the times, the existing technology has not been fully utilized properly, one of which is in the world of education. This can be seen from the low rating of learning media used by students. While the senior high school level is a very important level for students at the next level of education. Utilization of learning media using smartphones is needed so that students can use smartphones wisely, and the learning material delivered by the teacher can be well received, especially in learning English with report text material. Based on the existing conditions and constraints, the development of learning media is needed by following the development of modern times. Learning media should be developed so that they are varied and interesting so that students' learning interest increases. Therefore, researchers developed Android-based learning media packaged in the form of an application that contains text material, quizzes, and practice questions that are used as evaluation. This development research or RnD uses the ADDIE research model. This ADDIE model has five steps or stages that are applied to be carried out in product development, namely, Analyze, Design, Development, Implement, and Evaluate. The Android-based application learning media for high school class X students has been validated by 3 validators, namely

1 media validator, 1 material validator, and 1 language validator. Based on the results of research and development of Android-based application learning media, it can be concluded that the media aspect scored 93%, the material aspect scored 74%, then the language aspect scored 83%. In addition to validating, the researchers also conducted limited media trials for teachers who scored 88%, while media limited trials for students scored 100%. Based on the results of expert validation and limited trials, it was found that Android-based application learning media for students of class X in high school is suitable for use as learning media for class X and is suitable to be used to assist the learning process, especially report text material for class X in high school.

Keyword: Learning media, High school students, Writing, Report text.

INTRODUCTION

Writing ability is defined to initiate and evolve ideas and then use certain revising and editing practices to develop them to maturity in a given context (Berlin in Yi, 2009). According to Text-Oriented Approach, writing ability is viewed as the capacity to produce “acontextually” (Hyland in Yi, 2009) correct forms of language; following prescribed patterns at either sentence or discourse level.

Media comes from Latin. Latin is the plural form of the word "media", which means "intermediary" or "introduction" (Susilana 2008). According to Susilana (2008), media is a container containing messages that must be conveyed in the form of learning materials in order to achieve learning objectives. By making good use of media, students can learn more and can better communicate what they have learned. Media is a tool used by teachers with a special design to improve the quality of learning both in class and outside the classroom (Musfiqon, 2012), quoted from (Mashuri, 2019).

Learning technology as software (software technology) is a systematic method for solving learning problems that are becoming increasingly sophisticated and have a wider place in the world of education (Suparman & Zuhairi, 2004:345-346). Another opinion says that, learning technology is the study of ethical practices to facilitate learning and improve performance through the creation, use, and management of technological processes and resources (AECT, 2004). From the discussion above, we can conclude that learning technology is software that contains problem-solving opportunities to facilitate learning.

A report text is a piece of text that presents information about a subject. Reporter usually contains facts about a subject, a description and information on its part, behavior, and qualities. Report text requires students to explore factual information and create a format for sharing information (Moss and Lapp, 2010: 310), The purpose of report text is to inform the audiences what a topic is. According to Hyland (2004: 29) says that social purpose of report is to present factual information, usually by classifying things and the describing their characteristic. Furthermore, Hampton et al. (2009:39) states that a report text classifies and describes the fact of things in the social and natural world. It gives details, often physical, about such things as animals, plants, weather, medicine, machines, and countries. Report text is a text that tells and presents person, place or things generally and purpose of report text is to classify, describe or to present information about person, place or things.

Based on the conditions and obstacles that researchers found in the results of observations and interviews conducted in three schools, it is necessary to develop learning media that follows modern developments. Learning media should be developed to be varied and interesting so that students' interest in learning increases. Therefore, researchers developed Android-based learning media which was packaged in the form of an application containing text material, quizzes and practice questions that were used as evaluation.

In conclusion based on the background above the researcher found that the problem formulation found was: What is the feasibility of Android-based English learning media for writing texts for 10th grade high school students?, What is the response of teachers and students regarding the use of Android-based English learning media to write texts for 10th grade high school students?.

To increase students' interest in learning English, researchers are interested in developing an Android-based English learning media entitled "Development of Android-Based English Learning Media Writing Texts for Class X Students", a learning media that contains materials, quizzes and practice questions that can be accessed online and offline.

METHOD

The title of this research is "Android-Based English Learning Media for Writing Texts for Grade 10 Students". This study uses the ADDIE research model. This is a model that uses problem solving related to learning resources, depending on the needs and characteristics of students. The ADDIE model has five steps or stages that can be applied to product development, namely, Analyze, Design, Development, Implement, and Evaluate. The researcher chose the ADDIE research model because it has systematic stages so that all ADDIE stages starting from analysis, design, development, implementation, and evaluation have a synergistic effect that can support the learning media development process.

This visual application development research adopts research and development procedures (Research and Development) which refers to the ADDIE development model development procedure. When developing an application, researchers carry out analysis to obtain data, then carry out the product design stage which is then followed by the development stage. After carrying out the development stage, the researcher validated the product to material experts, linguists, and IT experts to test the effectiveness of the product before being tested on teachers and students. After going through the development stage, the researcher carried out the implementation stage by testing product to teachers and students of class X high school and then evaluating the product by providing criticism and suggestions for the product.

Researchers chose 3 schools to conduct observations and interviews, these schools included SMA Negeri 1 Kademangan, SMA Negeri 1 Sutojayan, and SMA Negeri 4 Kota Blitar. The selection of these 3 schools was based on several reasons. The reason the researcher chose these three schools was that the three schools had a good reputation as educational institutions, the condition of the schools allowed the researchers to obtain the data needed, and the distance required for the researchers to get to the schools was very close.

The first interview was conducted at SMA Negeri 1 Kademangan with the English teacher Mrs. Mulki Banu Wati. Using several questions that had been prepared by the researcher, from the interview results, it was discovered that the school had facilities that were usually used by teachers to carry out teaching and learning activities. From the results of the interview, it is known that teachers also use LCD projectors, audio speakers and handphone to help the teaching and learning process. Teachers use lecture, discussion and presentation learning methods in carrying out learning activities. Student activity was enthusiastic at the beginning of learning but over time they became bored due to lack of student interest. The obstacles that occur during the learning process are that students feel bored quickly and there is a lack of interesting learning media in English. Teachers want learning media that is easy to understand, interesting and easy to access.

The conclusion that can be drawn from the results of interviews conducted by researchers at SMA Negeri 1 Kademangan is that the school has facilities for the teaching and learning process, namely classes, libraries, sports fields, laboratories, and there is also Wi-Fi. Teachers use LCD projectors, audio speakers and cellphones to support the teaching process in class, and use lecture,

discussion and presentation learning methods. Student activity was considered active when learning was just opened and then decreased over time, according to the teacher, students felt bored and had little interest in learning English. Teachers also said there was a lack of learning media because the learning media used mostly still came from books, teachers also wanted learning media that was easy to understand, interesting and easy to use to help the teaching and learning process both at school and at home.

Furthermore, researchers also conducted interviews at SMA Negeri 1 Sutojayan with Mrs. Esti. Using several questions that had been prepared by the researcher, from the interview results, it was discovered that the school had facilities that were usually used by teachers to carry out teaching and learning activities. From the results of the interview, it is known that teachers also use LCD projectors, audio speakers and smartphone to help the teaching and learning process. The teacher uses lecture and question and answer learning methods in carrying out learning activities. Students are considered quite active because the teacher uses the question and answer method during learning. The obstacle that occurs during the learning process is the lack of student interest. Teachers want interesting learning media so that they increase students' interest in learning.

In conclusion, at SMA Negeri 1 Sutojayan there are facilities such as laboratories, classes, sports fields and libraries. Teachers usually use LCDs, audio speakers and cellphones for the learning process in class. The learning methods used by teachers are lectures and questions and answers which are considered quite effective in learning. The obstacles felt by teachers in the learning process are students' lack of interest in learning. Teachers also hope that there will be interesting learning media to increase students' interest in learning.

Researchers also conducted interviews at SMA Negeri 4 Blitar City with Mr. Andreas. Using several questions that had been prepared by the researcher, from the interview results, it was discovered that the school had facilities that were usually used by teachers to carry out teaching and learning activities. From the results of interviews, it is known that teachers use books or worksheets as learning resources, then LCD projectors, audio speakers and cellphones to help the teaching and learning process. Teachers tend to use lecture learning methods, and sometimes carry out discussions and presentations in carrying out learning activities. Students are considered quite active because the teacher uses the question and answer method during learning. Teachers want learning media that is easy to obtain, interesting and free so that it does not burden students.

In conclusion, SMA Negeri 1 Kota Blitar has facilities such as classes, sports fields, laboratories, libraries and supporting facilities such as Wi-Fi. Teachers usually use LCDs, audio speakers and cellphones for the learning process in class. The learning methods used by teachers tend to be lectures, and sometimes discussions and presentations depending on the material to be presented. Most of the students' activeness is active but there are also passive ones. The obstacles felt by teachers in the learning process are the lack of student interest in learning English, and the lack of learning media used in the teaching process. Teachers also hope that there is learning media that is easy to obtain, interesting and free so as not to burden students.

Based on the existing conditions and constraints, the development of learning media is needed by following the development of modern times. Learning media should be developed so that they are varied and interesting so that students' learning interest increases. Therefore, researchers developed Android-based learning media packaged in the form of an application that contains busy text material, quizzes, and practice questions that are used as evaluations.

Based on the background above, the researcher is interested in creating an Android-based learning media entitled "Development of Android-Based English Learning Media Writing Texts for Class X Students"..

HASIL DAN PEMBAHASAN

Researchers developed an Android-based learning media entitled "Development of Android- Based English Learning Media Writing Texts for Class X Students" which is contains materials, quizzes and practice questions tailored to the needs of students and teachers from various sources.

This Android-based learning media is intended to help students learn report texts as well as assist teachers in providing learning using interesting learning media. The final product can be seen in the initial display below:

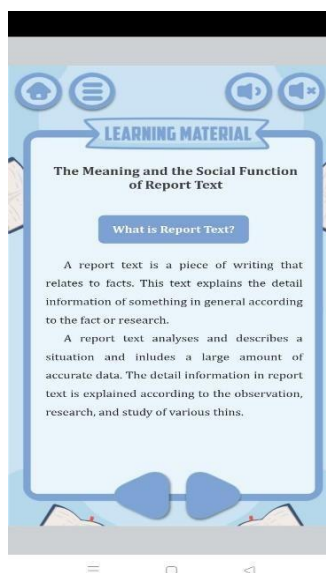
1. Initial display of learning media



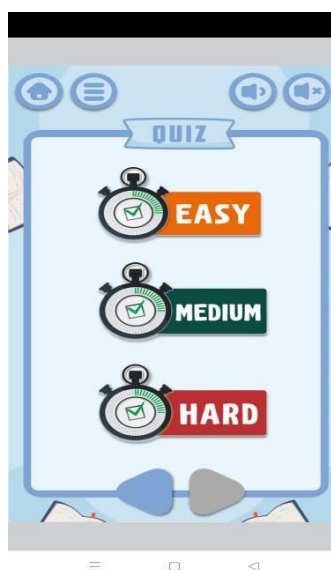
2. Learning media menu



3. Learning materials menu which contains learning materials about report texts



4. Quiz menu which contains practice questions consisting of 3 levels of difficulty



In the validation process, the learning media that has been created is evaluated by three expert validators, namely media experts, material experts and language experts. The media expert is Luky Priyanto, M.E, who is a lecturer from the Faculty of Education at Balitar Islamic University, then Andreas, M.Pd, who is an English teacher from SMA Negeri 4 Blitar City as a material validator, and finally Yuniarsi Primasari, M.Pd, who is lecturer in FIK Balitar Islamic University as a language expert.

Question Number	Score
1	5
2	5
3	5
4	5
5	5
6	4
7	4
8	4
9	5
Total Score	42
Max Score	45
Percentage	93%

Table 2: Material Expert Validation Results

Question Number	Score
1	4
2	4
3	3
4	3
5	4
6	4
7	3
8	4
9	4
10	4
Total Score	37
Max Score	50
Percentage	74%

Table 3: Language Expert Validation Results

Question Number	Score
1	4
2	4
3	4
4	4
5	4
6	4
7	5
Total Score	29
Max Score	35
Percentage	83%

Based on the results of research and development of learning media products, in the media aspect, the learning application media is considered "very feasible" by the validator with a percentage of 93%, in the material aspect, the learning application material is considered "decent enough" by the validator with a percentage of 74% then in the language aspect, the learning application language is considered "decent" by the validator with a percentage of 83%. The feasibility of learning applications as learning media from the results of the assessment of media experts, material experts, and language experts got a result of 83% which means that this media is "appropriate" to be used as a learning medium.

Table 4: The results of the teacher media trial

Question Number	Teacher			Amount
	1	2	3	
1	4	4	5	13
2	5	4	5	14
3	4	4	4	12
4	4	4	5	13
5	5	5	4	14
Total				66
Max Score				75
Percentage				88%

Table 5: The results of the student media trial

Question Number	Learners										Amount
	1	2	3	4	5	6	7	8	9	10	
1	1	1	1	1	1	1	1	1	1	1	10
2	1	1	1	1	1	1	1	1	1	1	10
3	1	1	1	1	1	1	1	1	1	1	10
4	1	1	1	1	1	1	1	1	1	1	10
5	1	1	1	1	1	1	1	1	1	1	10
Total											50
Score Criteria											50
Percentage											100%

The results of the media trials obtained from the teacher were considered "appropriate" with a percentage of 88% and the results of the media trials obtained from students were assessed as "very feasible" with a percentage of 100%. The feasibility of the media from the results of the media trial questionnaire for educators and students obtained a result of 93% so that this media can be used and is appropriate as a learning medium according to teachers and students.

SIMPULAN

Based on the research process that has been carried out, this learning media is suitable for use in the learning process, especially in report text material. Therefore, it is hoped that this media can help students and teachers to more easily learn the material more effectively.

The advantages and disadvantages of learning media are as follows: The advantages of the developed learning media include: (a) as a medium that can be used by teachers and students to study report text material. (b) can introduce and strive for students and teachers to use technology

in learning with learning media. (c) learning media can be used online or offline on laptops/computers with Windows systems and also cellphones with Android/ios specifications so that they are flexible. Lack of learning media developed, namely when this media is used online or via the web, it needs a good internet connection, because if there is no internet access, the media will not open and even loading takes quite a long time, so the media becomes slow.

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