

Developing Application-Based Learning Media for Beginner Students

¹Syaprizal and ²Ardayati

^{1,2} University of PGRI Silampari, Indonesia,

Corresponding e-mail: *syaprizalmpd@gmail.com, Ardayati470@yahoo.com

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ABSTRACT

The aim of this research was to develop an application-based learning media for Elementary School students to help them in learning English. Technology and information nowadays develop rapidly where the role of English is very crucial as a global language as well as the language of technology. This makes English one of elements to success in today's globalized world. English in Indonesia is still considered as a foreign language. In order to make English to be mastered as a communication tool, it is advisable to introduce English from an early age, especially at the Elementary School level. One way that can increase elementary school students' interest in getting to master English well is by developing various medium, especially application-based learning media that can be used on smartphones. Therefore, researchers developed Application-based Media to improve the English skills of IT Darussalam Muara Beliti Elementary School students. The results of this research were expected that the application-based learning media on smartphones to be used by teachers and elementary school students in the learning and teaching process.

Keywords : developing, application-based learning, media

ABSTRAK

Tujuan dari penelitian ini adalah untuk mengembangkan media pembelajaran berbasis aplikasi untuk siswa Sekolah Dasar untuk membantu mereka dalam belajar bahasa Inggris. Teknologi dan informasi saat ini berkembang pesat dimana peran bahasa Inggris sangat penting sebagai bahasa global sekaligus sebagai bahasa teknologi. Hal ini membuat bahasa Inggris menjadi salah satu elemen untuk sukses di dunia global saat ini. Bahasa Inggris di Indonesia masih dianggap sebagai bahasa asing. Agar bahasa Inggris dapat dikuasai sebagai alat komunikasi, sangat disarankan untuk mengenalkan bahasa Inggris sejak dini, khususnya di tingkat Sekolah Dasar. Salah satu cara yang dapat meningkatkan minat siswa sekolah dasar untuk menguasai bahasa Inggris dengan baik adalah dengan mengembangkan berbagai media, khususnya media pembelajaran berbasis aplikasi yang dapat digunakan pada telepon pintar. Oleh karena itu, peneliti mengembangkan Media Berbasis Aplikasi untuk meningkatkan kemampuan bahasa Inggris siswa SD IT Darussalam Muara Beliti. Hasil penelitian ini diharapkan media pembelajaran berbasis aplikasi pada ponsel pintar dapat digunakan oleh guru dan siswa sekolah dasar dalam proses belajar mengajar.

Kata kunci : pengembangan, pembelajaran berbasis aplikasi, media

INTRODUCTION

English lesson at SD IT Darussalam includes to learning curriculum and make it as a compulsory subject for all students from first until sixth grade. So that teachers are required to be able to provide good English material. The word media means "middle", "intermediary" or "introduction". Media is an intermediary or message delivery from the sender to the recipient of the message (Arsyad, 2017: 3).

Learning media is an intermediary for communication between a teacher and students through a tool and technique. The learning process in schools can be more effective when communication and interaction between teachers and students uses a learning media in the form of a tool that is physically used to convey information in learning. Media also serves as a tool to motivate students in learning because the use of varied media will encourage students to want to know things related to the media.

Learning media is currently experiencing development. Teachers are able to adjust the needs of learning media to the character of students in this modern era because of technological advances. One of the products resulting from technology that has become a new need by the community and can be used as a medium to help students learn is mobile phones. Various groups from children to adults can operate cellphones well. However, with the convenience of technology, it still has a negative impact on children, namely the use of cellphones by children for pleasure, namely visiting website, playing games, watching videos or movies on YouTube and surfing in cyberspace. In fact, when students can not use smart phone in positive way, it will give bad result for themselves. The technology will kill them and students will do nothing. It means that students will be consumers of technology who take the negative sides of the technology.

The advantages of using learning media in learning process especially for beginner level students are Communication And Collaboration. The biggest advantage of social media is better communication, Finding Concrete Information Online, Parental Involvement, Improved Literacy, Communication, And Reading Skills, Distance Learning Opportunities.

From observation which was conducted by researchers , the researchers found out that English teacher at the Elementary School IT Darussalam still have not used learning media yet to increase students' interest and basic skills in understanding English. Besides, the teachers stated that the teachers used traditional media like picture and cards to improve students' interest in learning English. In addition, the teacher at Elementary School IT Darussalam needed help to develop a media which will be effective for them in motivating students to study English easily. From the data above, researchers was interested to develop Application-Based Learning Media to improve basic English Skills at Islam Terpadu (IT) Darussalam students. This is hoped to be able used as an effective media for teachers and students in learning English for beginner level.

METHODOLOGY

In conducting this research, the researchers used Research and Development. In addition, Gall & Borg (2003: 569) defines that educational research and development as a development model used to design new products and procedures, which are then systematically tested in the field, evaluated, and refined.

The development procedure consists of five stages which include analysis, design, development, implementation, and evaluation. Researchers developed application-based basic English learning media for SDIT (Integrated Islamic School) Darussalam Muara Beliti students. The procedure for developing applications as learning media consists of five stages:

Analysis

In this first step, researchers analyzed the needs of elementary school IT students by reading syllabus. The researchers analyze kinds of material which were studied by students. The materials became a guideline for researchers to design materials on the application. It was done to help researchers in getting materials needed by students. Besides, researcher used questionnaire in order to make sure that materials will be studied by students.

Design

Based on the result of syllabus and questionnaire analysis, researcher designed the materials. In designing materials, researcher used colourful pictures as supporting media so that students did not feel boring in learning through the application. Thus, researchers design goals and choose delivery materials. After that, the research sorted the material from the easiest to the most difficult based on every meeting. The researchers also prepared some exercises to evaluate students' understanding about the material.

Development

In this step, the researcher validated the material which had been designed by asking experts to validate it. The product is in the form of material that motivates and increases students' interest in learning English. The validation was helped by experts. The suggestion from experts became a good contribution for the researcher to revise the material.

Implementation

The material on the application was implemented for the students to know difficulties and revisions. Revisions were still found, The product will be used by students.

Evaluation

Evaluation is an important process in this research. This is the completion stage. At this stage, action was taken to improve product development and studies. The result of the evaluation is to provide feedback on the user's product. Finally, the application-based learning media will be used by teachers and students in the teaching and learning process.

FINDINGS AND DISCUSSION

In this research, there were 23 students as research sample. Researchers obtained data by giving interviews to teachers and questionnaires to students. The total number of fifth-grade students at SD IT Darussalam was 23, consisting of 10 male students and 13 female students.

Table 1. Respondent Data

Students Characteristic	Gender	
	Male	Female
Amount of Students	10	13

65% of students stated that their main goal for learning English was to be able to speak and use English in their daily lives. Apart from that there were also 6 students or 26.08% who stated that they only wanted to get a good score in English and 8.69% for preparation for continuing with even better educational levels later.

Table 2 Students' Goal to Learn English

Question	Question Aspects	Students' Responds	Percentage
What is your goal to learn English?	a. To be able to speak English	15	65,21%
	b. To get good quality	6	26,08
	c. To continue Education	2	8,69

Teachers used media in learning 12 students (52.17%) Good and 11 students (47.83%) answered very well in the use of existing media. So it can be concluded that the use of existing media is very good in the existing learning process.

Table 3. Teaching Procedure

Question	Question Aspects	Students' Responds	Percentage
How is media used by teacher?Ingggris	a. Enough	0	0%
	b. Good	12	52,17%
	c. Very good	11	47,83%

Table 4. Students' Learning Strategy

Question	Question Aspect	Students' Respond	Percentage
What strategy of learning English do you like?	a. Self learning	2	8,69%
	b. In fair	13	56,52%
	c. In group	8	34,78%

From the data above, 2 students (8,69%) often have self, 13 students (56,52%)are prefer to learn with their partner, and 8 students (34,78%) like to learn in group.

Table 5 Technology in Learning Process

Question	Question Aspect	Students' Respond	Percentage
Do you use Google, Youtube to learn?	a. Never	3	13,04%
	b. Rarely	17	73,92%
	c. Often	3	13,04%

From table above, it was showed that 3 students (13,04%) stated that they never use internet application in learning English, 17 students (73,92%) stated that they rarelt used internet application in learning English. Finally, 3 students (13,04%) stated that they often used internet application in learning English.

Table 6. The influence of Application Based Media in Learning English

Question	Question Aspect	Students' Respond	Percentage
What do you feel when you use and application to learn English?	a. Unmotivated	2	8,69%
	b. Motivated	17	73,92%
	c. More motivated	4	17,39%

From the data above, 2 students (8,69%) have no motivation to learn English in using internet application. 17 students (73,92%) were motivated to learn English in using internet application. Then, 4 students (17,39%) have more motivation to learn English in using internet application.



Figure 1. Wesite Designing

Menu performance was designed by using chapter. Each chapter consisted of one material which is shown by reading text, pictures and it was also completed by some exercises which could be done students after joining the material. Students can join the application wherever they are.

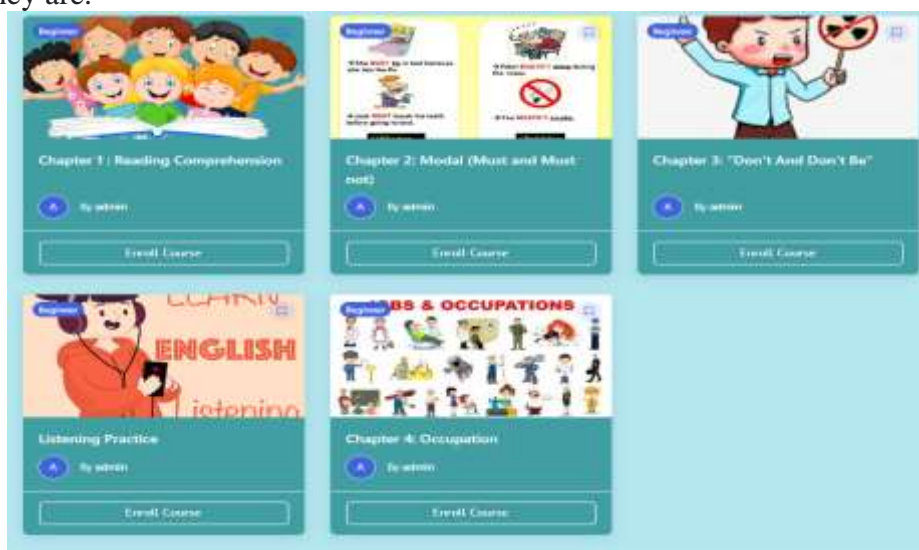


Figure 2. Menu Designing

CONCLUSION

The conclusion of this research was the product which was developed by researchers were application-based learning media. This product was expected to be able to help students in increasing their learning interest especially in learning English easily. This product was designed for fifth-class students. There were some components in this product like the objective of the study, how to use this product, materials, learning video, and exercises. Finally, It can be concluded that application-based learning media was effective to be applied by Elementary school students IT Darussalam.

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