# CREATING LEARNING MEDIA IN TEACHING ENGLISH AT SMP MUHAMMADIYAH 2 PAGELARAN ACADEMIC YEAR 2020/2021

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**Abstract:** The pandemic Covid-19 currently demands teachers to be able to use technology in teaching and learning process. But in reality there are still many teachers who have not been able to utilize technology as using learning media. Therefore, the purpose of this research to produce interactive learning media based on Android using Ispring suit 9 and APK 2 Builder during pandemic Covid-19 at seven grade of SMP Muhammadiyah 2 Pagelaran in Academic year 2020/2021. The type of the research is a Research & Development, using ADDIE model. The result of this research and development is an Android learning media application that can help facilitate the delivery of materials with additional competency features, learning descriptive text, learning videos, and quizzes. that can be accessed offlline as well as the ease of installation in Android. This Learning Media has been validated by material experts and media experts whose results are very worthy to use in learing English in pandemic covid-19. So that the conclusion of interactive learning media based on Android using Ispring and APK 2 Builder can be used as learning resources and media support distance learning in pandemic Covid-19. They are more active in learning English descriptive text and understanding material in a fun way, especially in online learning.

**Keywords: Learning Media, Ispring suit 9 and APK 2 Builder, Online Learning**

## INTRODUCTION

Learning English as a foreign language is not easy for learners to be understood. Moreover, English is not their daily language that they use Indonesia language or their mother tongue for communicating with each other in their daily life. They merely feel bored and find that English is too hard to learn. It causes learners have low motivation afterwards. Besides that, the way of teaching also influences learners' motivation. Teachers tend to use traditional media such as puppet, reality, or pictures that make learners boring in learning English.

In Indonesia, there are still many teaching and learning activities that prioritize face-to-face meetings in class. However, with the Covid-19 pandemic widespread in Indonesia, all activities must be carried out from home. The Minister of Education and Culture, Nadiem Makarim, issued Circular Number 4 of 2020 concerning the Implementation of Education in Emergency Corona virus (Covid-19), one of which emphasized that online learning and E-Learning is the best choice for education in the midst of the Covid-19 outbreak. According to Suartama (2014:20), through e-learning, the material provided to students can be accessed anytime and from anywhere, in

addition to getting material that can be enriched or equipped with a variety of supporting learning resources including multimedia that can be supported by teachers. Furthermore, Ghiardini (2011:9) stated that E-learning can offer one effective teaching method, such as practicing with related feedback, personalizing learning paths based on student needs, combining collaborative activities with independent study, and using simulations and games.

The previous research from Anwar and Choirudin have explored the developing an interactive Mathematic multimedia learning based on ISpring presenter in increasing student interest in learning at Islamic Institute of Ma'arif NU (AIMNU) Metro Lampung, Indonesia. The researcher could see that there was significant effect on students' reading comprehension at narrative text by using E-Learning. The students that were taught by E-Learning have higher score than were taught by conventional method. It proved that the E-Learning was helpful especially for the students who had no courage or comfortless to learn and ask individually using whatsapp group. They take the benefits from the E-Learning as the teaching aid which able to support their teaching and learning process in pandemic COVID-19.

The second previous study conducted by Pratiwi (2016) with the research entitle development to android-Based mobile learning media to improve student learning outcomes of class x a SMKN 1 Kuningan. This development research aims to determine the process of developing *mobile learning* based on android, knowing the feasibility of the media and knowing the cognitive learning outcomes of students after media *mobile learning* using Android-based. It is recommended that learning media be *mobile* Android-based used to support ongoing learning activities. Referring to that previous study, the researcher aimed to have learning innovations of creating media in teaching English using Ispring Suit 9 and APK 2 Builder.

## METHOD

The type of research is development research (Research and Development or R&D). In this study, the authors used the ADDIE model. ADDIE model was chosen because it is a recommended development model in developing learning tools.

**Figure 1. ADDIE Model**

The stages are:

### 1.1. Stage of Analysis
This stage defines includes four main steps, a) needs ; b) requirement ; c) Task Analysis; d) participant

### 1.2. Stage of Design
The purpose of this stage is to design learning media. The design stages include: a) the preparation of a Constructing Criterion-Referenced Test; b) Media Selection; c) The media chosen is interactive learning media; d) Format Selection; e) Initial Design.

**Figure 2. Display of Interactive Learning Media**
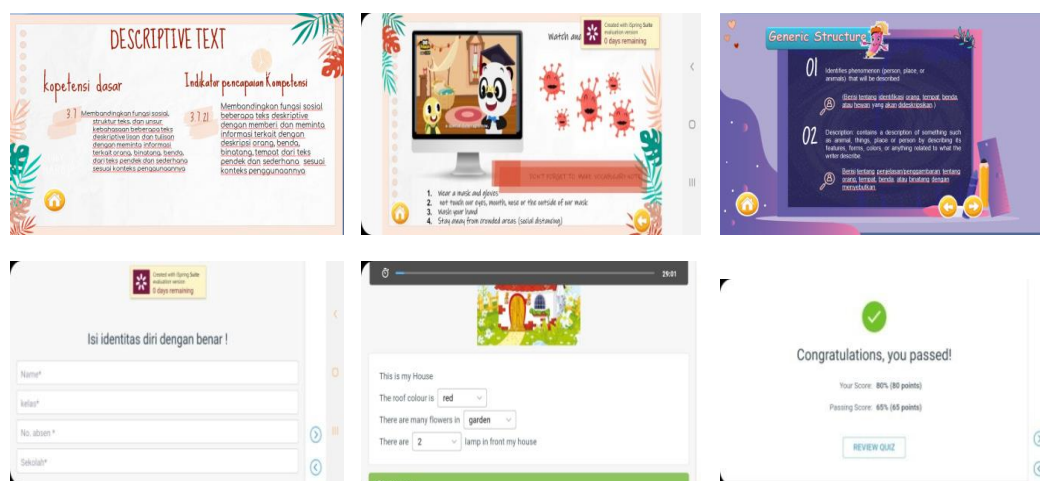


### 1.3. Stage of Develop

After the researcher had done with the build application, the researcher gave the application to the experts to validate it. The material experts were the 2 English teacher of SMP Muhammadiyah 2 Pagelaran and media expert Computer and Network Engineering Teacher. The material experts gave feedbacks related to the content of the application including the topics, materials, exercises and how the application support the students to develop their reading descriptive text. On the other hand, the media experts gave suggestions and opinions related to the design, layout as well as the navigation of the application.

## FINDINGS AND DISCUSSION

Stage I: *Analysis*

Based on the results of observations to students, it is found that the material of the set is material that students have studied in Junior High School of SMP Muhammadiyah 2 Pagelaran.

Stage II: *Design*

At this stage, the researcher chooses the media needed by students in online learning.

Stage III: *Develop*

The E-Learning Application design is then given to the experts. Based on these suggestions, the E-Learning Application media were improved. The results of the corrections are then given back to each validator.

**Table 1. Correction**

| No. | Aspects | Comments | Suggestions |
|-----|---------|----------|-------------|
| **1.** | Design | Some of the font colors are not readable | **Use light color to make it readable** |
| **2.** | Materials | Limited exercises | **Add some more exercises** |
| **3.** | Layout | Some layouts are confusing | **Make the layouts clearer for the users** |
| **4.** | Font | Some of the fonts are too small | **Resize the font to make it bigger and readable** |
| **5.** | Navigation | Some of "back" button goes to „home" screen | **Make sure all the navigation goes to the right screen** |
| **6.** | Feature | Add a video recorder in the application | **Add an instruction to upload the video into YouTube** |

The results of the assessment scores of each student are then sought for the average and converted to determine the feasibility of the media based on the following table:

**Table 2. Assessment Score**

| Score Interval | Category | Meaning |
|----------------|----------|---------|
| 1.2 – 2 | Very High/Very Good | No revision |
| 0.4 – 1.1 | High/Good | Revision is optional |
| (-0.4) – 0.3 | Fair | Explore more on the part of the design |
| (-1.2) – (-0.3) | Low/Poor | Revision is recommended |
| (-2) – (-1.1) | Very Low/Very Poor | Revision is highly Required |

It is found that in terms of the Media aspect, the assessment results obtained an average of 4.5 which is included in the Good category, the aspect material display obtained an average result of 4 .6 which is included in the Very Good category and from the appearance aspect overall, the result is 4.5 which is included in the Good category. The results of the assessment on the material aspect, quizzes, and overall displays are in the range of values of 2.6<sv<3.5 so that the feasibility level of the E-Learning application from the media aspect is classified as Good. And in the Material aspect, the results obtained an average of 4.6 which is included in the Very Good category. The results of the assessment on the implementation aspect fall within the range of 3.6<sv<4.0 with the Very Good category. Overall, the average assessment by media experts and Material experts obtained a value of 4.5. The results of the assessment fall within the range of values of 2.6<sv<3.5 with the Good category. So that the feasibility level of the E-Learning Application media based on the validation of material experts is in the Good category. So, the used of E-learning could improve students' reading descriptive text. The students got improvements on their English achievement in descriptive text, such as the main idea, specific information, and understanding vocabulary.

## CONCLUSION

E-Learning development as an interactive learning media for students through some stages, namely: **A**nalysis, Design, Develop, implement, and Evaluate. The results of the assessment fall within the range of values of 2.6<sv<3.5 with the Good category. So that the feasibility level of the E-Learning Application media based on the validation of material experts is in the Good category. E-Learning media was obtained as an interactive learning media on set material that was feasible and effective for use, especially in online learning.

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