

DESIGNING ENTION APPLICATION BASED ON ANDROID IN PRONUNCIATION LEARNING

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Abstrak

Dalam dunia teknologi, pendidikan sangat penting dalam media pembelajaran bahasa Inggris. Dalam hal ini, banyak siswa yang mengalami kesulitan dalam memahami pembelajaran bahasa Inggris, terutama dalam pengucapan. Oleh karena itu, penulis membuat sebuah media aplikasi pembelajaran bahasa Inggris untuk membantu siswa melafalkan bahasa Inggris dengan baik dan benar. Pada tahap ini penulis menggunakan metode R&D (Research and Development) dengan mengadaptasi ADDIE (analyze, design, develop, implement, Evaluation) dalam pengembangan ini penulis mendapatkan 91,6% data hasil validasi media yang dapat dikategorikan sangat bagus. Pada hasil validasi materi, penulis mendapatkan hasil data 75% yang dikategorikan baik. Selain itu, pada tahap implementasi, respon dari siswa mendapatkan data sebesar 78,1% yang dapat dikategorikan baik. Dari keseluruhan data dapat dikatakan bahwa ENTION (Aplikasi English in Action) ini dimungkinkan untuk digunakan sebagai media pembelajaran di Madrasah Aliyah At-Taufiq Bogem, Diwek.

Kata Kunci: *Pengucapan; aplikasi android; iSpring suite 10*

Abstract

In the world of technology, education is very important in English learning media. In this case, many students have difficulty understanding English learning, especially in pronunciation. Therefore, the author makes an English learning application media to help students pronounce English properly and correctly. At this stage, the author uses the R&D (research and development) method by adapting ADDIE (analyze, design, develop, implement, evaluate) in this development the authors get 91,6% data results in media validation which can be characterized as very good. In the results of the validation of the material, the author gets 75% data results which are categorized as good. In addition, at the implementation stage, the responses from students received 78,1% of data which can be characterized as good. From the whole data, it can be said that this ENTION (English in Action Application) is possible to use as a learning media at Islamic Senior High School At-Taufiq Bogem, Diwek.

Keywords: *Pronunciation; Android Applicatio,, iSpring Suite 10*

A. Introduction

English, a Foreign Language (EFL), is the terminology that refers to the study of

English by speakers who do not use English in countries where English is not the common language (Gunantar, 2016).

Regarding that, language is both knowledge and a means of communication. English teachers should know well how to teach it. So that, their students will be able to grasp and make use of the benefit of studying English maximally in countries where English is not the mother tongue.

In learning English, students can master all aspects of English. They listen, speak, read, and write (Ratnasari, 2020). These four skills certainly have equally important portions, interconnected and complementary.

Pronunciation is how a language sound or a particular word is pronounced (Mulatsih, 2015; Wulan Wangi & Dzicky Amiq Nudiya, 2020). Error in pronunciation becomes a serious problem for students in the world who study English as a foreign language, and can be make misunderstanding when we speak to another person. For Indonesian students, it becomes a more serious problem if the error is done by the students who learn English as their major. It is because there are so many people who expect they will have great pronunciation in English. Errors in pronunciation will make us get confused when we are speaking. The way to avoid pronunciation errors is by mastering English speech sounds themselves.

From the observation at Islamic Senior High School At-Taufiq Bogem, Diwek. The researcher analyzed data from some questioner responses and the pre-test stage and interviewed the teacher there and found the problem that students are still confused about learning English lessons, exactly in pronunciation. In general, all

students are lazy to bring their books in every time and everywhere to study, so simple references are what they need to study every time and everywhere.

To solve the problems above, the researcher makes an android application it is called the ENTION (English in Action) Application to help them understand pronunciation well in the material. This application can be a simple way for them in learning every time and everywhere because they do not need to bring many books. They can bring their smartphones.

B. Research Method

1. Research Design

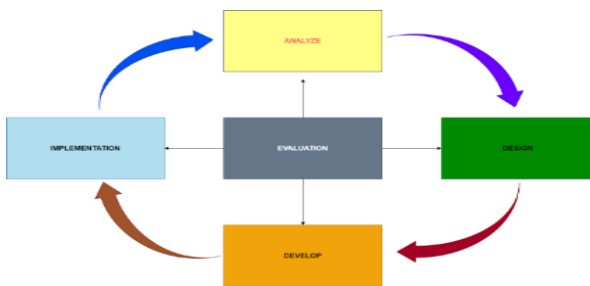
Research and development are the research of this study. The research and development method is the research way to produce a specific product and validate the product (Sugiyono, 2003). According to (Sujadi & Noviani, 2019). Research and Development is a progression or stages to advance make a product perfect responsibility or a new product. From the meanings upstairs the researcher concludes that Research and Development are related to a specific product. The product of this research is in the form of an application. The researcher develops Addie's model as a guide to building material development. According to (Wahyudi, 2019). ADDIE'S model has 5 stages which are quite enough to do. Addie's model contains Analysis, Design, Development, Implementation, and Evaluation.

2. Research Procedure

The procedure used in the research was adapted from the R & D model by ADDIE. This model contains "Analysis, Design, Development, Implementation, and Evaluation" (Rusdi, 2022). The researcher designs an application for pronunciation using ADDIE'S model as a guide.

Figure 1. Stages of the ADDIE Model
The details of the ADDIE (Analyze,

Design, Develop, Implement, and Evaluate) model in this research are as follows:



1. Analysis phase

In the analysis phase, the researcher will work on observation and distribute questionnaires to 8 from 12 students because of some of the agenda. The researcher is carried out in 11th grade at Islamic Senior High School At-Taufiq Bogem, Diwek. At this stage, the researcher is going to carry out a want evaluation of the concern via way of means dispensing questionnaires. The questionnaires will be given to students, and they answer some of the questions. From the result of the need analysis and observation, the researcher will know about whatever they need.

Table 1. The Instrument of Need Analysis Questionnaire

According to (Sugiyono, 2003) the analysis of questionnaire results that were

obtained from the students was counted by using the Likert scale strategy.

Table 2. index category of the Likert Scale

Percentage Score	Category
81%-100%	Very Good
61%-80%	Good
41%-60%	Fair

No	Statement	Score				
		5	4	3	2	1
1.	Learning English is fun for me					
2.	I get difficulty when learning English					
3.	Learning English, I can communicate by using English					
4.	My Vocabulary is limited					
5.	Learning English, I can enlarge the vocabulary					
6.	I am happy in learning English, especially pronunciation and speaking					
7.	I Still Get difficulty understanding English lesson					
8.	I try to increase my English skill					
9.	I am happy in learning English with ICT					
10.	I dislike learning English with the lecture method					
21%-40%		Poor				

≤ 20%	Very Poor
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2. Design Phase

In this design process, the researcher designs the learning media by collecting material about expressing Asking and giving an opinion, expressing satisfaction and dissatisfaction. Then, the researcher makes product designs that are developed in the form of PowerPoint media with hyperlinks to make an interactive PowerPoint, uses other applications such as completely to make a voice inside, and builds a wonderful background and iSpring Suite 10 as an application for making interactive practice questions and change PowerPoint into HTML and Website 2 APK Builder to make learning media it becomes an application. Specific the product of ENTION Application must be patient and carefully designed product.

Figure 2. Storyboard of ENTION Application

3. Development Phase

The purpose of the Develop phase is to generate products and validate materials. In the previous stage, the storyboard of the product is built. In this stage, the research builds the product like the storyboard. Once the product is finished, the early product at that point will be approved by the master. After getting a few recommendations for enhancement from

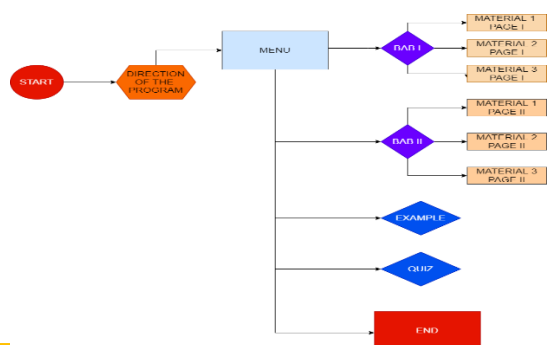
the validator, the analyst at that point re-examined the item agreeing to the input from the validator. After the early item has been changed, the item is at that point prepared to be executed to the student. The result of approval are assessments and proposals around learning media contained within the survey given by the analyst at that point it will be settled concurring with the exhortation from the specialists. The information examination method utilized to count the score from the survey utilized a Likert scale strategy with 4 reply choices. Moreover, the value that the researcher obtained is changed to be a value by using the Likert scale as appeared in the table below:

Table 3. Likert's Scale (Sugiyono, 2003)

Meaning score	Score
Very Good	4
Good	3
Low	2
Very Low	1

4. Implementation Phase

In the implementation stage, the feasibility of the product is gained by implementing the product to the subjects. At this step, the researchers also collect data on the product feasibility. The method that is used for gathering the data is using a questionnaire that is already distributed to each subject. After the questionnaires are distributed, the students will access them, the research product is practicable to use or still requires revision. Before distributing the questionnaires, the researcher gives the post-test to the students.



5. Evaluation Phase

The researcher has done the implementation and the researcher gets positive comments about the product but the product still needs improvement. So, the researcher evaluates by upgrading the product to be better than before by adding another feature.

C. Research Finding and Discussion

1. The Result of the Analysis

At this stage, the researcher was going to carry out an evaluation of the concern via way of means dispensing questionnaires. The questionnaires will be given to students and they answer some of the questions, to 12 students in the 11th Class. From the result of the need analysis, the researcher knew that the student needs a new way to understand the lesson through a new method. Here was the pre-test the researcher did.

Table 4. Result of Analysis

No	Aspect	Max Score	Total Score	Percentage
1.	Learning English is fun for me	60	38	63,3 %
2.	I get difficulty when learning English	60	50	83,3 %
3.	Learning English, I can communicate by using English	60	50	83,35
4.	My Vocabulary is limited	60	48	80%

5.	Learning English, I can enlarge the vocabulary	60	49	81,6 %
6.	I am happy learning English, especially pronunciation and speaking	60	38	63,3 %
7.	I still get difficulty understanding English lesson	60	50	83,3 %
8.	I try to increase my English skill	60	48	80%
9.	I am happy in learning English with ICT	60	43	71,6 %
10.	I dislike learning English with the lecture method	60	40	66,6 %
Sum/Average			454	75,6 %

The calculate of the percentage of the feasibility of the Analysis was as follows:

$$P = \frac{454}{600} \times 100 = 75,6\%$$

Based on the result of the questionnaire the researcher found that the student still needs to learn about English Lessons exactly in pronunciation.

Based on the result of observation and the result of student questionnaires which were analyzed by the researcher and other data in the field, the researcher designed an

android application for learning pronunciation with the topic are asking and giving an opinion, expressing satisfaction and dissatisfaction. It was done to help them improve their speaking skill.

2. The result of the Design

After that, the researcher designed the learning media by collecting material about expressing asking and giving an opinion, expressing satisfaction and dissatisfaction. Then, the researcher made product designs that are developed in the form of PowerPoint media with hyperlinks to make an interactive PowerPoint using other applications such as completely to make a voice inside and built a wonderful background. I spring Suite 10 as an application for making interactive practice questions and changing PowerPoint into HTML and Website 2 APK Builder to make learning media become an application.

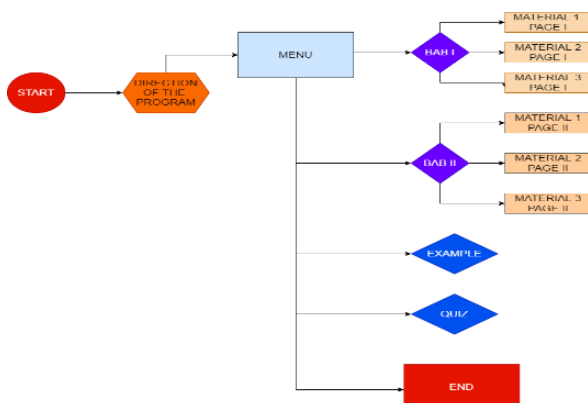


Figure 3. Storyboard of ENTION Application

3. The Result of Development

The researcher started to design the product based on the storyboard that he shaped. The researcher gave the product to the expert to validate product after the product was finished.

According to (Sugiyono, 2003) the analysis of questionnaire results that were obtained from the students was counted by using the Likert scale strategy.

Table 5. Guidelines for assessment

Scale	Quality
4	Very Good
3	Good
2	Poor
1	Very Poor

$$P = \frac{\text{total Score}}{\text{Maximum Score}} \times 100$$

1. Validator profile

This product had been validated by Mr. Arif Budi Setiawan, S. T. He was a teacher at Global Vocational High School, the reason why I chose him as a Media validator is that he had been teaching ICT since 2002, al. So, I asked him to correct my media.

This product had also been validated by Mrs. Unzlifatun Nadhlifah. S. Pd. She was a teacher at AT-Taufiq Senior High school, also she was both a teacher and a guide for me to do my research at Islamic Senior High School At- Taufiq, Bogem, So, I chose her as a material validator.

2. The Result of Expert Validation

The media expert said my product was suitable for testing with revisions as suggested. He suggested adding the Icon to the menu and making a simple arrangement to make it easier to use the media. Taken from the result counted by the media professional, the total score was 91,6%. After that, the total score was calculated using the formula explained above to know the suitability for

recruitment of the learning media. The calculation was as follow:

Table 9. Media Validation Sheet

No	Assessment Element	Score			
		1	2	3	4
1	The media is designed in an attractive and simple way				√
2	Ease of use of media				√
3	The accuracy of the selection of fonts that can be read clearly			√	
4	The accuracy of the selection of font and background colors			√	
5	Accuracy in choosing font size			√	
6	The media is suitable for the user				√
7	Media can be used independently and guided				√
8	Navigation key function accuracy				√
9	Various practice questions				√

The ideal score was the maximum score on the Likert scale multiplied by the number of items, so $4 \times 9 = 36$. The total score obtained = $(4 \times 6) + (3 \times 3) + (2 \times 0) + (1 \times 0) = 33$

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

$$P = \frac{33}{36} \times 100 = 91,6\%$$

So, the end outcome of the due diligence from professional media turned into 91,6%, which had been blanketed withinside the class truthful and very good worth the use of with revision.

According to the evaluation and the result via way of means of the professional material, the whole rating became 75%, the general rating then became calculated the usage of the method defined in advance to understand the eligibility for recruitment of the getting-to-know media. The calculation became as follows:

Table 10. Material Validation Sheet

No	Assessment Element	Score			
		1	2	3	4
1	The material is by the basic competencies of learning			√	
2	The delivery of the material is interesting and not boring			√	
3	Students can study independently				√
4	Presentation of the material in				√

	full				
5	The suitability of the material with the target user			√	
6	The material is presented clearly			√	
7	The accuracy of the use of Grammatical in the application			√	
8	Giving examples according to the material			√	
9	Practice questions to explore learning materials				√
10	Compatibility between practice questions and learning materials			√	
11	Various practice questions		√		
12	The proportion of the number of practice questions		√		

The ideal score was the maximum score on the Likert scale multiplied by the number of items, so $4 \times 12 = 48$. The total score obtained = $(4 \times 3) + (3 \times 7) + (2 \times 2) + (1 \times 0) = 37$

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

$$P = \frac{37}{48} \times 100 = 77\%$$

Moreover, the Material professional said that add a music intro and some voice explanation on every slide of the material. So, the outcome that the researcher gained from the material professional was 75% which could be said truthful and able to be

tried out by adding some revisions from the material professional.

Table 11. Suggestions from the Experts

Expert	Suggestion	Action
Media	Adding icons on the menu to make it more interesting.	Add an icon and description on the menu.
Material	Adding the music intro and some Explanation voice in every slide of material.	Adding the music and some voices in every slide of material

3. The Result of Product revision

After the Product was validated by the professional, the researcher then revised it according to the suggestion that had been given by the expert. Therefore, the detail of the product was as follows:

Figure 4. Menu Page Before Revision Suggestion



Figure 5. Menu Page After Revision Result



A. Result of Implementation

In this phase, the implementation of learning media was done in 11th Grades of Islamic Senior High School At-Taufiq Bogem. The implementation of this learning media was done offline, to get this application, the researcher sent the application through WhatsApp application, but the condition at the school is not possible to use smartphones because they stayed at Islamic Boarding School, so the researcher did the explanation to the student about the way to use application. After that, the researcher explained, then the researcher had the students fill out a respondent questionnaire so that the researcher knew their responses to ENTION Application. The result of the respondent questioner at table 12. The points of the counted data are as follows:

Table 12. The Implementation Scores

No	Aspect	Max score	Score	Percent
1	The use of media is easy to understand	48	36	75%
2	Using the media, I feel motivated to study English, especially in pronunciation skill	48	39	81,25%
3	Both material and words in the media are easy to understand	48	39	81,25%
4	The material helps to	48	40	83,3%
	answer the questions in the exercise			
5	The shape and the fonts used are simple and easy to understand	48	39	81,25%
6	Learning by using the learning media is a new exciting experience	48	39	81,25%
7	I am interested in using this application	48	35	72,9%
8	The variations of questions in this application make me more interested in studying pronunciation harder	48	33	68,7%
9	Do you agree about the use of this application as the learning media in English?	48	36	75%
10	The design of the media is interesting	48	39	81,25%
Sum			375	
Average				78,1%

Taken from the score result from the respondent, the researcher gained 375 as the value, and then the evaluation that the researcher gained was calculated by using the formula, the calculation was as follows:

$$P = \frac{375}{480} \times 100 = 78,1\%$$

The result by the respondents was 78,1% and this product was categorized as good and worth to be used.

B. Result of Evaluation

In this stage of evaluation discussed ENTION Application can help the student in 11th Grade at Islamic Senior High School At-Taufiq Bogem, Diwek. The evaluation got from the result of the questionnaires for the student responses. This is the final product that the researcher has remade the ENTION Application after finishing the revisions the experts gave.

ENTION Application is an application that is designed for the student in learning pronunciation, and the skill in this application is the same as the applications from the previous study, but there are some differences. In this subchapter, the researcher shows up some advantages and disadvantages of the ENTION Application.

1. Advantages:

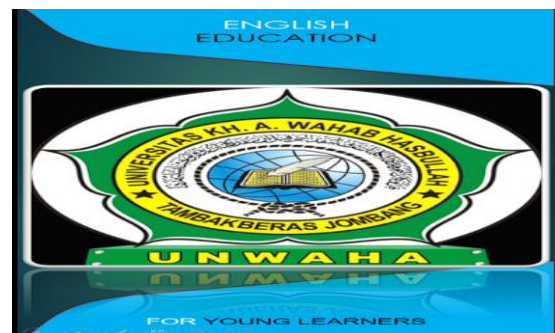
- Make students interested in learning pronunciation. In general, students are only taught material using textbooks so that learning feels saturated. By using this ENTION Application, students are helped to learn because they use different learning media. This of course can trigger students' enthusiasm to learn the material.
- The features presented can be operated easily, besides that there is also a sound

that can be played as an explanation of the material.

- Can be operated in offline mode. This android application can be accessed and operated by students at any time without using an internet connection.
- There is a quiz as a student evaluation material for understanding the material and the results of student answers can be seen directly in the author's email.

2. Disadvantages:

- There are not many features in the ENTION Application because this application is designed to be as simple as possible.
- There are only a few materials
ENTION Application only provides material, namely asking and giving opinions, satisfaction and dissatisfaction.
- Sending of the quiz answers must use data to send to the author's email. The following is a display of all application slides:



D.

Figure Page 6. First Slide Application



Figure 7. Slide On The Menu



Figure 8. First Material Meaning Of Asking And Giving An Opinion



Figure 9. Second Material Of Asking And Giving Opinion



Figure 10. Third Slide Of Material Agreeing With An Opinion



Figure 11. Four Slides Of Material Disagreeing With An Opinion



Figure 12. Quiz Of Materials

D. Closing

1. Conclusion

The objective of this research is to design the ENTION Application for Islamic Senior High Schools. Level as a learning media founded on the research data and dialogue that has been described. The researcher uses Researcher and Development (R&D) method by adopting ADDIE model (Analyze, Design, Develop, Implement, and Evaluate). The researcher got a result of media validation, that 91,6% points and categorized as very good quality. Then, the result of material validation is 75% points and is also categorized as good quality. The result of product implementation is 78,1% points and categorized as good quality. Based on the validation sheet, this product is categorized as good quality and can be applied to the Senior High School level.

2. Suggestion

The ENTION Application that was developed in this research is expected can be applied as learning media in pronunciation in Islamic Senior High School At-Taufiq, Bogem, Diwek. The researcher hopes that Islamic Senior High School At-Taufiq, Bogem, Diwek. an institution where this research is carried out can sustainably develop the product. So that, the use of the ENTION Application as an education media in pronunciation can function for the following years at Islamic Senior High School At-Taufiq, and students at the same levels, such as Vocational High School students, Senior High school students, and the student who studies at the course.

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