

Developing An Interactive Learning Media in English Vocabulary for First Grade using Quiz Creator of SMP 1 KANDANGAN

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ABSTRACT

The use of various media, particularly digital and computer-based has been widely used and indirectly the pupils have been adept at using the media that provided, exactly in education based on curriculum 2013. This study is aimed to develop an interactive learning media by using Quiz Creator Media for English vocabulary in SMP NEGERI 1 Kandangan. Researcher needs an instructional media that can overcome it and the instructional media that can be used is a research and development (R & D). The method used research and development (R&D) was used in this research to produce a media that needed. The researcher uses procedures adapted from W. R., & Gall. M. (1983) that include: 1)Need Analysis from the teacher and students, 2) media development in which the materials were adopted, and organized based on teacher and students' book according to the Curriculum 2013, 3)expert validation to assess the product of media based on content and design, 4) Revision to revise the developed media based on the experts' validation, 5) Limited field testing in order to have comments and suggests from the students', 6) second revision, 7) Final Product. From the result a media get positive side from the student and teacher, because it is suitable with the materials from the content/material expert with 92% is on very good category. Then from the design expert with the percentage from the aspect of navigation, the result of assessment with percentage of 80% is in good category. Second, in the aspect of display, the result of assessment with the percentage of 80% is a good category. Third, in the aspect of Text, the result of assessment with the percentage of 90% is very good category. Fourth, in the aspect of Ease, the result of assessment with the percentage of 80% is good category.

Keywords: Development, Interactive Learning Media, Technology

A. Introduction

In this era, there are many theories that support the technology to use in the educational world. Unfortunately, many of the teachers are still using manual models in teaching. Whereas, now is the era of technology, so that a teacher must have a different ways in teaching learning activity. One of the interesting ways that can be applied to student use information and communication technology (ICT). ICT is a subject that requires direct practice. Students can learning with

computer. The exactly in English educational technology. So, ICT must become an integral part of the general education curriculum so that students are prepared to meet future technology challenges.

Whereas, now is the era of the curriculum in 2013 that aims to encourage learners or students have the ability to better perform observation, questioning, reasoning, and communication (presentation) of what they learn or they know after receiving learning materials. So, the teacher should to mix this approach with technology in their teaching learning activity, because student will more motivated to learn when technology is part of their daily school experience.

In this case of English, Teacher needs another instructional media improving efficiency and effectiveness of the learning process, because with Instructional media, it can increase students' motivation and improve their knowledge and skills in English, exactly in English Vocabulary (Arsyad and Azhar, 2014). So, the teacher needs the design and development of instructional media that have a very important role in learning technology. One of media in developing interactive multimedia based on learning media is Game Quiz in Quiz Creator Application. By using this media, the teaching and learning in English will be more efficient and effective, because Quiz Creator is a software give many games for larning from your create. So, the student will be motivated in their vocabulary learning process, and this media able to increase their motivation on it. And the teacher will have new ideas in every teaching and learning process.

B. Method of Research

This research applies to descriptive research into developing interactive learning media using Quiz Game Creator. Learning vocabulary use ICT based learning can be used as an effective learning media Hampel, Regina and Mirjam Hauck (2004). This study was conducted at SMP N 1 Kandangan which located in kasreman kandangan. The subject of this research includes one class were chosen based on head masters' recommendation in eight grades. The data were about implementation interactive learning at English vocabulary using media quiz creator.

The researcher chose Research and Development aims to develop the material which applies creator media. In this occasion Borg and Gall (1988) in (2009:4) said that, Research and development is a kind of research methodology that aims to develop and validate educational product which applied in teaching learning process. Furthermore, the writer try to develop the learning media and needed to validate those media.

The researcher develop the materials based on the model proposed by Borg and Gall (1983). Researcher procedures have seven steps to develop course materials, namely: (1) need analysis and reference study, (2) material development, (3) expert validation, (4) first revision, (5) limited field testing, (6) second revision , (7) final product.

C. RESULT AND DISCUSSION

Two stages were conducted to know the characters and need. The first is identification of field problems. From the observation about the problem of learning process in the class, the students feel uncomfortable with the existing methods in the LKS and student feel bored. Most of the students claimed 30% respondents that the existing material was not interesting to their needs of

learners. Second, result from the teacher view. The researcher also observed from the standard of competence, basic competence, and purpose of learning. The researcher does this analysis in order to make vocabulary materials based on quiz game is appropriate with the curriculum 2013.

Developing material

This step is developing interactive of English vocabulary mastery items based on “When English Ringss a Bell” chapter VI Our busy roads and VII My uncle is a zookeeper from the mapping of a book, the mapping of materials on basis the 2013 English curriculum especially for formative one. The material is in the form of ICT-based interactive speaking at descriptive text. The reseacher developing for vocabulary aspect to support the chapter from VI Our busy roads and VII My unle is a zookeeper.

Media Validation

This stage is checked by two media expert in checking the media content and one expert checking the design of educational quiz game. Development of instructional media quiz creator must be in accordance with the aim of learning material. Learning material must be adapted from syllabus and should be accurate in explaining a concept. Media quiz creator before being used by students, has been through stage of Media Validation that included: 1. Expert Validation Concept, 2) Validation of design.

Expert Validation of Content

The Result of Validation Test by Material Expert

No	Aspect of Assessment	Σ Score	Σ Percentage	Category
1.	Material	37	92%	Very good

$$Percentage = \frac{37 \times 1}{10 \times 4} \times 100$$

From the table above, it can be concluded that the result of assessment with percentage 94% is on very good category. Thus, this educational quiz used as suitable media in teaching vocabulary material.

Expert Validation of Design

The Result of Validation Test by Design Expert

No	Aspect of Assessment	Σ Score	Σ Percentage	Categories
1	Navigation	12	80%	Good
2	Display	24	80%	Good
3	Text	27	90%	Very good
4	Ease	20	80%	Good

From the table above, it can be concluded that: First, in the aspect of navigation, the result of assessment with percentage of 80% is a good category. Second, in the aspect of display, the result of assessment with the percentage of 80% is a good category. Third, in the aspect of Text, the result of assessment with the percentage of 90% very good category. Fourth, in the aspect of Ease, the result of assessment with the percentage of 80% is a good category.

The Result of Students' View

To know the need of the students forward the material used in learning process at Game Quiz application, the researcher distributed the questionnaire to 30 students who are students in the 8 grades of Junior High School. The data taken from the students were about the students' experiences using the media.

The instrument is questionnaire in order to know the response of students in using the developed learning materials. The average scores of questionnaire see at the table below;

The Result of the Students' Questionnaire

No	Aspect of Assessment	Σ Score	Percentage %	Category
1	Attractiveness	560	93 %	Very good
2	Motivation	567	94 %	Very good
3	Benefit	669	93 %	Very good

From the table above, it can be concluded that: First, in the aspect Attractive, the result of Assessment with the percentage of 93% is on very good category. Second, in the aspect of Motivation, the result of assessment with the percentage of 94% is on very good. Third, in aspect Benefit, the result of assessment with the percentage of 93% is on very good.

From the result questionnaire, the students need various media that can improve their English. Thus education using quiz game suitable for learning media in teaching vocabulary and the media can improve motivated in learning English.

Discussion

Based on the researcher interpretation, ICT-based interactive English vocabulary assessment for eight grade of junior high school students could be proven to be appropriate and eligible to asses students of learning vocabulary. This product not only can be used online but also it can be used offline in the form CD or file extension (EXE). So, there is no more problem whether there is internet connection or not. Even the product can be further modified content of passage, layout, icons, buttons, color, font and type of item in Wondershare application to suit the learner's interest what you like.

Beside its benefits, ICT-based interactive English vocabulary assessment product in this study has still some weakness and limitations. Electronic devices

such as computer or laptop are expensive. There is need to spend much money to purchase or rent.

D. CONCLUSION

The media that were given to the student get positive comments from the students and teacher. Because this media developed based on students' need and can be motivation for the student to learn English well. And according to Curriculum 2013, the teacher are required to be able to provide the material and explanations in an effective ways and is able to enhance students' creativity, but according to need analysis of student and teacher, the use of media in English lesson, exactly in English Vocabulary still less, and media usage was limited to the dictionary, picture, simple game, etc. while the use of media in this era is very important to support students ability, moreover the vocabulary is the basic abilities to be possessed by the students.

To make an interactive media based on CALL (Computer-assisted language learning), the researcher used Quiz Creator application to make "Game Quiz" as interactive media according to the students and teacher need, and there are some step that should be done for it, start from need analysis, developing material, expert validation, revision, try out, and final product. And according to the need analysis, 85 % of the students agree that Game is interesting to apply for their English. From that fact, the researcher start to make a game that calls "Game Quiz". Before applied it, the media should be revised by 2 experts' validation, and the experts are English teacher and Computer teacher in the school. After that, the researcher displayed the media to the students and gives the simulation, and because the object is Young learners and the media has many different activities, so it is need clearly instruction to make them more understand with the game instruction. And the result of that is so satisfactory. All of student feel comfort and motivated by the presence of the media.

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