
DESIGNING E-KING (English speaKING) MASTERY AS LEARNING MEDIA FOR X GRADE STUDENTS

Oleh

Dina Rizkia Fitrillah¹⁾, Iin Baroroh Ma'arif²⁾ & Luluk Choirun Nisak Nur³⁾
^{1,2,3}English Department, Education Faculty, KH.A Wahab Hasbullah University,
 Tambakberas Jombang.
 Email: [1drizkia658@gmail.com](mailto:drizkia658@gmail.com)

Abstract

The background for the development of E-KING (English speaKING) Mastery media is to see the condition of learning media in general. In senior high school or Madrasah Aliyah Sayyid Abdurrahman learning still uses the usual method without media. Learning media is needed to facilitate teachers in transferring knowledge and making it easier for students to understand English material. Therefore, the purpose of this study is to develop E-KING (English speaKING) Mastery learning media to X grade students at Senior High School. The research method used is Research and Development, this development used ADDIE learning model which consists of five steps, that : 1) Analyze, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The results of this assessment indicate that the E-KING (English speaKING) Mastery media has "very good" feasibility, according to media expert getting an average of 4,07 and material expert 4,13. Subject of this research was students of X Grade students at Madrasah Aliyah Sayyid Abdurrahman Pagerwojo Perak Jombang. The students responses of try out result 81,41 which means this Learning Media is "good category". It can be concluded that E-KING (English speaKING) Mastery feasible to use.

Keywords: Designing, Speaking Skill & E-KING (English speaKING) Mastery.

INTRODUCTION

In general, the education is a process of change or human maturity, starting from not knowing to knowing, from unusual to ordinary, from not understanding to understanding and so on. According to (Siagian,2006:273) *"Pendidikan adalah keseluruhan proses teknik dan metode belajar mengajar dalam rangka mengalihkan suatu pengetahuan dari seseorang kepada orang lain sesuai dengan standar yang telah ditetapkan"*. From those explanation above, it can be concluded that education is a process of learning knowledge from someone and transferred to others according to what they already know.

In Kamus Besar Bahasa Indonesia (KBBI) Education is the process of changing attitudes and behavior of a person or group of people to mature humans through teaching and training efforts; the process, manner, and making of educating. So, Education is the

learning of knowledge, skills, and habits of a group of people passed down from one generation to the next through teaching, training, or research.

Language is a tool used to communicate and must be owned by everyone to make social relations from one another. By using the discussion, everything you want to convey can be well received and can be understood by the other person. In English, four skills must be mastered, namely: listening, speaking, reading, and writing.

In this research, the researcher focus on speaking skill. (Cameron, 2001) as cited (Pratiwi, 2013) stated that "speaking is the active use of language to express meaning, so that other people can make sense of them to speak in the foreign language in order to share understanding with other people requires attention to precise details of the language". From those explanation above, it can be

concluded that speaking is do a conversation with somebody. Brindley (1994) as cited (Rahmawati, 2017) defines speaking as an oral skill that is used to express a person's understanding, convey intended meaning accurately with sufficient vocabulary, use language in appropriate contexts, and interact with other speakers fluently. From those explanations above, it can be concluded that speaking as an oral skill that is used to express a person's understanding with vocabulary that is easy to understand to interact smoothly.

Speaking skills are skills that give us the ability to communicate effectively. According to (Ma'arif, 2017) stated that Basically in English communication, there are some things that must be mastered, such as the number of vocabulary, knowing the structure of the sentence and able to pronounce the words correctly. Furthermore, confidence is a supporting factor that must be acquired. This skill enables the speaker to convey his message with enthusiasm, wisdom, and convincing.

There are many functions of speaking, one of them is that humans can express all the feelings that they have experienced such as arguing, sadness, happiness, etc. According to (Apriyanti & Apud, 2016) there are three functions of speaking : Speaking in casual conversation, Speaking in discussion with someone, and in some other situations.

Speaking in casual conversation, objective may be to make social contact with people, to establish rapport, or to engage in harmless chitchat that occupies much of the time we spend with friends.

Speaking when engaging in discussion with someone, the objective may be to seek or express opinions, to persuade someone about something, or to clarify information.

Speaking in some other situations, the researcher use speaking to describe things, to complain about people's behavior, or to make a polite request.

The researcher must know the type of speaking. (Brown and Abeywickrama, 2010) as cited in (Rahmawati & Ertin, 2014) propose

five types of speaking as explained in the following.

1) Imitative Speaking

This type of speaking requires the test takers to copy a word, phrase, or sentence. Pronunciation is the main aspect of the assessment although grammar also takes part as the scoring criteria. What needs to be highlighted in imitative speaking is that the communicative competence of the language is not essential. They need to acquire some information and then reproduce it orally without having to add an extra explanation. What comes out from them is solely the information they hear. From those explanation above the researcher conclude that Imitative Speaking is listened to and imitate what the teacher says about the vocabulary that is almost the same way to read it.

2) Intensive Speaking

Unlike imitative, intensive speaking does not emphasize on pronunciation or phonological aspect. Understanding meaning is needed to respond to certain tasks but the interaction with the counterpart is minimal. The activity sample is reading aloud, sentence, and dialogue completion. From that explanation above the researcher conclude that Intensive Speaking focuses a grammatical, intonation, and the test orally.

3) Responsive Speaking

Authenticity in a conversation is important. Therefore, the speaker is stimulated to speak promptly. To respond a short conversation, making a simple request comment is a kind of activity that belongs to this type of speaking. From those explanations above the researcher conclude that in these type someone is required to speak short English, examples of responding to short conversations, making comments, and so forth. From here someone who shy or lacks of confidence when speaking English so is confident and not shy or afraid when expressing it. Example Question and answer, Giving instruction and directions, and Paraphrasing / retell a story.

4) Interactive speaking

The load and complexity of the sentences are the major differences between responsive and interactive speaking. The number of speakers also matter as sometimes it needs more than two people in the conversation. From those explanations above the researcher conclude that Interactive speaking is using verbal tests such as interviews, role play, and discussion.

5) Extensive (monologue)

Extensive speaking involves a wide range of speech production. Also, the speaker will need to interact with the counter speakers, which could be answering questions, making discussion. It can be said that extensive speaking is the ultimate speaking skill that requires strong language components.

Based on need analysis result, at Madrasah Aliyah Sayyid Abdurrahman, in English material the media used by the teacher when teaching is using worksheet with the lecture method, because the teacher does not fully know what new media is suitable for used by students and lacks understanding of the software that will be made for the latest media. From the school also not yet supported because of the minimum facilities they have such as the lack of a laptop for each student to use, when the teacher want to provide new media there is no availability of a projector to display the media to students, so that make students feel boring and lacking enthusiasm while studying. The researcher develop one of the new learning media by making products in the form of applications by using PowerPoint Hyperlink.

METHOD

The sample in this study were students of class X MA Sayyid Abdurrahman Pagerwojo Perak Jombang. The researcher took a sample of 5 students from 30 students. The researcher use the ADDIE Model, ADDIE model is designed so that students achieve learning goals, and also evaluate student needs by designing and developing material through an application product.

According to (Latif, 2012) as cited in (Mubar, 2015) stated that R&D is the name of

one research design involving the classroom problems, studying recent theories of educational product development, developing the educational products, validating the product to experts, and field testing the product. According to (Borg and Gall 1983) as cited (Baroroh Ma'arif, 2019) stated that the purpose of research and development in education is to produce finished products that can be used effectively in educational programs.

From the explanation above, it can be denied that R&D is a process used to develop and validate products with the aim that when the learning process becomes effective.

1) Analysis

The researcher has analyzed the interview with the teacher and some students class X.

2) Design

After learning the needs analysis, the researcher make a plan to design learning media to help students learn English.

3) Development

At this stage, learning media developed by the researcher based on the results of the analysis and design. The researcher design the content of the product, for the beginning features there are Home, material, and exercise.

The product and the material consulted to the expert before the product tried out to the students. There are two experts to check the product that is material expert and product expert.

4) Implementation

After being validated by two experts, at this stage, the researcher conducted a media trial in class.

5) Evaluation

In the final stage, the researcher made improvements or revision after receiving suggestions, comments, and input from students and teacher.

RESULT

Result of research and development with ADDIE model is E-KING (English speaKING) of X Grade Students. This research

was carried out in MA Sayyid Abdurrahman Pagerwojo-Perak-Jombang.

The Result of Analysis

Before designing the media, the researcher needs to analyze the problems in English learning class. The researcher investigate the problem in learning process by doing observations and interviews. Some students say easier in learn English used interactive media and fun method, and some students say got difficulty to communicate in English because of they had lack of confidence and the words are difficult to understand.

Based on the result of interviews and observations, the researcher concluded that some students had a difficulty in communicated English. It means that the teacher need media so that students enjoy learning English easily.

The Result of Design

The design of learning media was done by made an application. The application used to design E-KING (English speaKING) Mastery is a PowerPoint Hyperlink. PowerPoint is a tool for making application in the form of slides. While hyperlink is a tool for connecting one slide to another to make it easier.

The Result of Expert Validation and Revision

On this part, the researcher discussed about the important parts of the research. These are expert validation and revision based on expert judgment.

The part of expert validation discussed about media validation and material validation. The following result of experts validation :

1. Media validation

This assessment focuses on the media from E-KING (English speaKING) Mastery media. The researcher used a validation sheet in the form of a questionnaire to evaluate E-KING (English speaKING) Mastery based on the media. The result of media validation as follows:

Table 1 The Result of Media Validation

No	Aspect	Total Score
1.	Design layout	4
2.	Text/Tipografi	12
3.	Image	20

4.	Packing	8
5.	User	9
6.	Navigasi	4
SUM		57
AVERAGE		4,07

Based on Table 4.1 The researcher got score 4,07, it was “Good” category. It meant that the result of validation sheet or the result of E-KING (English speaKING) Mastery based on media is Deserve to be Tested.

Based on the result of media validation, this application needed revision. The expert added some suggestion as follow:

- a. Add game to make it more interesting
 - b. Plus a “back” button in each session
 - c. Reduce the material and multiple the examples
2. Material validation

This assessment focused on material of E-KING (English speaKING) Mastery. The researcher used a validation sheet in the form of a questionnaire to evaluate E-KING (English speaKING) Mastery based on material. The result of material validation was follows:

Table 2 The Result of Material Validation

No	Aspect	Total Score
1	Relevance	27
2	Naccuracy	13
3	Completeness of presentation	4
4	Basic concept of material	8
5	Suitability of presentation with student learning center	10
SUM		62
AVERAGE		4,13

Based on Table 4.2 the researcher got score 4,13, it was “Good” category. It meant that the result of validation sheet or the result of E-KING (English speaKING) Mastery based on media is Diserve to be Tested.

Based on the result of material validation, this content in application needed revision. The expert added some suggestion as follow:

- a. More carefully in the use of grammar and punctuation.

Final Product

The part of final product the researcher showed the figure of layout after revisions. The

layout figure of E-KING (English speaKING) Mastery as follows :



Figure 1 Initial view of application



Figure 2 Menu application



Figure 3 content of the material

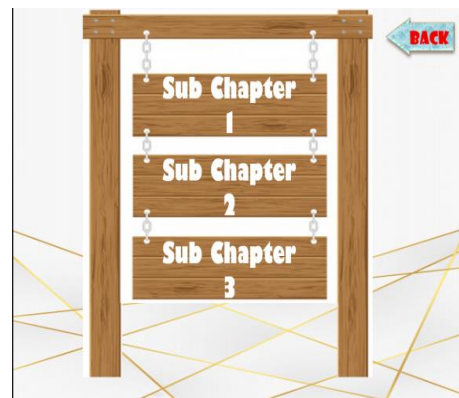


Figure 4 Example content of "sub chapter"

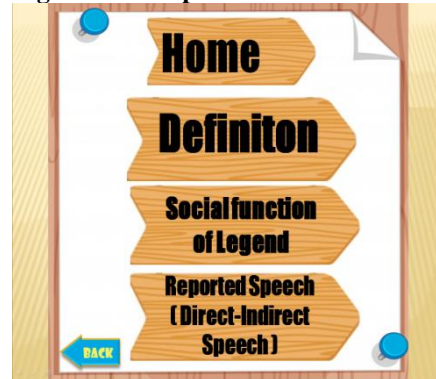


Figure 5 Example content of "one of them sub chapter"



Figure 6 Example content of "Home"

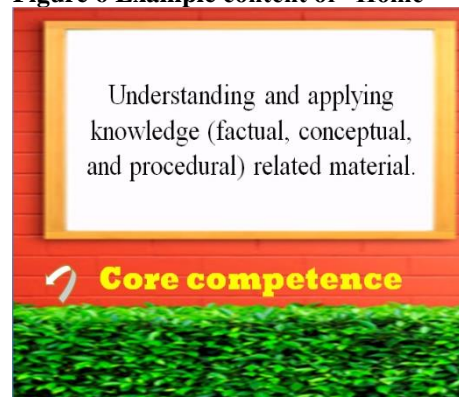


Figure 7 Example content of home



Figure 8 Example content of "Definition" feature

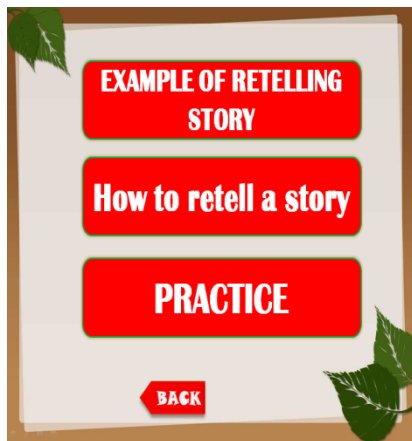


Figure 9 Example of exercise



Figure 10 Example of content exercise

CONCLUSION

This research and development produce a product that is E-KING (English speaKING) Mastery. This research used Research n Development (R n D) from the development ADDIE model. There are two materials in this product, namely narrative text and favorite songs.

The advisability level for the media gets an average of 4,07 and material is 4,13. Be observed from the questionnaire responses of students, get an average score of 81,58 and have reached the eligible criteria, which means Media E-KING (English speaKING) Mastery eligible to use.

Suggestion

- The use of E-KING (English speaKING) Mastery media to improve students' speaking skills can be used and developed further in learning involving teacher and students, so that it can be a fun and supportive medium for students.
- The media is good and interesting, you only need to add a few aspects to make it more interesting and not monotone.
- Learning media in the form of the E-KING Mastery application was easy to used and did not become bored. However, it would be better if you play the video with a sound so that all students can listen.

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HALAMAN INI SENGAJA DIKOSONGKAN