

UTILIZATION OF EDUCATIONAL MEDIA IN LANGUAGE LEARNING

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ABSTRACT

Educational media is one of the aspects that determine the success of learning. Language learning uses specific learning media because it requires a unique approach. The purpose of this study was to determine the educational media used in language learning and their effectiveness. The research method used is a literature review; the article's source comes from the Scopus database. The number of articles used as data sources is 16 articles. The study results found that the learning media used in language learning were: social media, Facebook, website, mobile learning, and Android. The entire educational media utilizes technology. Only one educational medium was found that did not utilize technology, namely the use of musical instruments. The results showed that the educational media used was effective. The use of educational technology in learning provides opportunities for further development in its use strategy.

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1. INTRODUCTION

Learning media is one component of learning that can support the achievement of learning objectives effectively and efficiently. In the learning process, the media can serve to clarify the material and a learning resource that contains materials to be studied. Teachers' learning media to stimulate students' interest in learning must be interesting and interactive in the teaching and learning process. (Saputra et al., 2018). The learning materials prepared by the teacher are packaged and presented in a more attractive way to increase learning motivation. Thus, learning media can assist educators in delivering material more interesting if it is prepared and developed creatively.

Language learning is a sociocultural experience, and networked learning has opened up the possibility of community-based language learning. Children's character traits such as friendliness, civility, self-confidence, respect for others, nationalism, and mutual regard are all shaped through language learning (Nurasia Natsir, 2017). Teaching resources, learning models, and genuine evaluations, as well as examples of teacher behavior, habituation, and an active, creative, fascinating, and fun learning environment, help students develop character in language learning. Language learning, like any other type of learning, necessitates the use of learning resources to aid in the process. The use of technology in learning media is increasingly being used today; websites and the internet motivate students to learn (Mirzaee & Gharibeh, 2016). Language learning is unique learning; this learning highlights learning outcomes through written tests and focuses on

word pronunciation. This makes the selection of learning media in language learning must be appropriate to the needs of students.

Literature study conducted by Barrot, social media used in language learning with high profile platforms, such as Facebook, Skype, WhatsApp, and Twitter, still attracts the greatest attention of language learning scholars (Barrot, 2021). Several recent trends show that various innovative learning media are used in language learning. The trend of using virtual reality in language learning, VR, was chosen to make learning interesting and fun (Lin et al., 2015). The use of digital games is also used in language learning; the use of games in learning can attract students' attention (Osman & Abdul Rabu, 2020). The use of ICT, networking, and Artificial Intelligence shows progress in developing learning media and the absorption of technology into language learning (Kannan & Munday, 2018). The studies above show how language learning media has developed, especially its close relationship with educational technology. This literature research will try to map all the latest learning media used in language learning. This study aimed to determine which learning media are used in language learning and the effectiveness of their use.

2. LITERATURE REVIEW

2.1 Educational Media In Language Learning

The invention of the internet has sparked the digital revolution and the emergence of technologies for communication and information sharing. The need for affordable, portable, and easily accessible information and communication technology (ICT) devices gave birth to social media. The literature on educational research has defined social media in several ways and equated it with Web 2.0 technologies. Recently, Manca (2020) reviewed the literature on four social media platforms (i.e., Instagram, Snapchat, Pinterest, and WhatsApp) as learning environments in the context of higher education. (Manca & Ranieri, 2016). Learning a language is supported by three leading media: audio media, visual media, and audiovisual media (Azhari, 2015). In the education system, the teacher's function as a messenger of education needs to be assisted by the media so that the teaching and learning process can be effective. Presentation of subject matter on the subject using audio, visual, and audiovisual media will arouse students' enthusiasm to learn the material presented through these media and is accompanied by using various colors and images that can attract students' interest in learning.

The current era of globalization has swept the world. The wide world has become as if it were narrow. Interaction between humans in a certain form can no longer be limited by space and time. One of these interactions is in the form of communication. Communication through the media has now become a culture (Faridi, 2009). Audio, visual, and audiovisual media are the most often utilized media. The evolution of human-to-human interaction through the media is progressing in lockstep with advances in science and technology. Today, audio, visual, and audiovisual media are inextricably linked to human life. Information technology underpins all of these media. The media conveys information that provides human civilization with a fresh hue. Learning innovation can be defined as a novel attempt in the learning process that uses various methods, approaches, resources, and a supportive environment to attain learning goals (Saifulloh & Darwis, 2020). Furthermore, the term "new" in the context of innovation might refer to anything that the

recipient of the innovation has not yet grasped, accepted, or adopted (students). As a result, ICT-based English learning innovation is possible using ICT-based learning technologies.

3. RESEARCH METHODOLOGY

A narrative literature review has been carried out, focusing on describing and discussing the topic from a theoretical and conceptual viewpoint (Rother, 2007). To maintain the quality of the articles to be reviewed, articles are taken from the scope database (scientist). To get article updates, article selection is carried out starting from 2019-2021. This date range provides an opportunity to review current existing knowledge (Knopf, 2006). The keywords used in the search are: 'educational media', 'learning media', and 'language learning'. The inclusion criteria used are articles that focus on discussing learning media in language learning and restrictions for the year 2019-2020. The exclusion criteria used were articles that did not include learning media and were not full text. An initial search on ScienceDirect found 37 articles with the keywords used. The initial process is carried out by peeling the duplicate articles, then proceeding to follow the exclusion and inclusion criteria that have been set. In the end, 16 articles were used in the final stage. Table 1. Summarizes the author's name, year of publication, and the learning media used.

The Research Questions are:

1. What educational media are used in language learning?
2. Is the use of educational media effective in language learning?

Tabel 1. Shortlisted articles for the review

Author/s and year of the study	Educational Media
(Aditama et al., 2021)	Augmented reality
(Anggraeni et al., 2020)	Interactive learning media
(Anggraini et al., 2020)	Social media
(Arwansyah et al., 2019)	Edmodo-based e-learning media
(Haristiani, 2019)	Artificial intelligence (AI) chatbot
(Haristiani et al., 2019)	A chatbot-based grammar application on mobile instant messaging
(Haristiani & Rifai, 2021)	Chatbot-based application
(Koderi et al., 2019)	Mobile learning media
(Lailatussyarifah, 2019)	Virtual exhibition
(Nasir et al., 2019)	Web-based learning media
(Philiyanti et al., 2019)	Android-based learning media
(Pramuniati, 2020)	Web-based french language learning media
(Riyanti et al., 2019)	Gamelan
(Saddhono et al., 2019)	Facebook

(Soraya et al., 2019)	Mobile-based education game
(Syahidi et al., 2019)	Bekantan educational game (BEG)

4. FINDINGS

4.1 Educational Media in Language Learning

Based on the research results, was found the use of social media as a language learning medium. Social media is used to learn the Sampit language (Anggraini et al., 2020). The Facebook feature as a social media can assist in the teaching and learning process, particularly for online tutorials, by providing capabilities for various documents/modules as well as interactive discussions amongst participants organized chronologically by topic. (Saddhono et al., 2019). The next finding is the use of the website as a learning medium. They are developing French learning media using the website (Pramuniati, 2020), designing and building the TOEFL system application as a web-based learning medium in TOEFL learning and testing (Nasir et al., 2019).

The next type of educational media discovered was a chatbot. As an independent Japanese study medium, they employ Gengobot, a chatbot-based Japanese grammar learning tool (Haristiani & Rifai, 2021). Develop Gengobot, a language learning application that is connected with the MIM LINE service. Gengobot is a chatbot-based grammar dictionary program that uses a database of Japanese Language Proficiency Test Levels 5 and 4 (N5 and N4) explanations and meanings in Japanese, Indonesian, and English (Haristiani et al., 2019). Chatbots have a high potential for language learning media, both as tutors in language practice and as independent learning media (Haristiani, 2019).

The next finding is the use of games as learning media. This mobile-based Parikan, Paribasan, and Tembang Educational Game is an educational game that aims to be a medium for learning Javanese (Soraya et al., 2019). It is recommended that an educational game application named Bekantan Educational Game (BEG) be designed and implemented to recognize, introduce, and increase knowledge of the Banjar language. BEG incorporates material content and quizzes (Syahidi et al., 2019).

The learning media found were also the use of Android. Develop Android-based media and demonstrate their impact on students' Japanese comprehension and reading skills at a beginner level (Philiyanti et al., 2019). Develop mobile learning media for Arabic language learning and assess their feasibility and impact on student learning outcomes. (Koderi et al., 2019). In order to aid in the acquisition of SIBI sign language as technology advances, the creation of Augmented Reality to present SIBI letters will aid in the process (Aditama et al., 2021). Develop interactive learning media for deaf kindergarten pupils, with a focus on putting together simple sentences with subjects, predicates, and objects that follow the kindergarten curriculum (Anggraeni et al., 2020). Explain how Edmodo aids in the learning process and how it may be used to boost reading interest using the Whole Language method (Arwansyah et al., 2019).

We're looking into using virtual exhibitions as a learning tool in Landeskunde (German as a Foreign Language) classes (Lailatussyarifah, 2019). There is also the option of using musical instruments as a learning tool. The usage of gamelan media for learning speaking abilities in BIPA students at the Indonesian Institute of the Arts Yogyakarta's A3 level describes (Riyanti et al., 2019).

4.2 Effective Use Of Educational Media In Language Learning

From the research results, only a few articles discuss the effectiveness of the educational media used. The mobile learning media for Arabic learning for MTs that was developed on a mobile basis proved to be effective in improving student learning outcomes in learning Arabic (Koderi et al., 2019). Android-based learning media is an effective solution in improving language skills. "Yomimashou", a user-friendly application developed in this study, is proven to improve reading learning outcomes in Japanese for elementary students or novice readers. (Philiyanti et al., 2019). Although this research is still in its early stages, there are promising findings, which suggest that virtual exhibitions can be an effective medium and learning tool in the teaching of Landeskunde for German as a Foreign Language. (Lailatussyaarifah, 2019). These results also show that Gengobot is effective as a medium for learning Japanese (Haristiani & Rifai, 2021). Several elements support the success of using Facebook as a learning medium because it provides learning conditions that students subconsciously experience, allowing them to process knowledge more fully and clearly (Saddhono et al., 2019). Chatbots have the potential to provide fast and effective feedback on students' spelling and grammar (Haristiani, 2019).

5. DISCUSSION

5.1 Educational Media in Language Learning

The use of social media as an educational medium is currently becoming a new trend; this is supported by the increasing use of social media in everyday life. Social media can bridge formal and informal learning through a participatory digital culture (Greenhow & Lewin, 2016). When it comes to learning, Facebook is one of the most popular social media platforms. Facebook is being utilized as a learning and teaching tool; several advantages of utilizing Facebook for learning and teaching have been recognized, including greater teacher-student and student-student contact, enhanced performance, learning convenience, and increased engagement (Chugh & Ruhi, 2018).

Many educators have widely used Web-based learning, especially in higher education institutions, because of its benefits for students and teachers. Education 4.0 is a period of digitalization and transformation. By building a website as an educational medium, learning media must also follow technological changes for the learning process (Mukhadis et al., 2021). The use of chatbots in education is an innovation; chatbots are applications that can simplify the language learning process. Education via the internet. Because about 51% of the world's population uses the internet, e-learning media can be one of the most effective venues for bridging the language learning gap. The utilization of internet-based educational platforms can be quite advantageous (Shukla & Verma, 2019).

The use of Android in education has now become a must; this is following current technological developments. This is to create learning that continues to develop in a better direction. Student creativity must be supported for better learning; one of the efforts is to use smartphones or mobile technology as learning media (Shukla & Verma, 2019). The innovation of using games in language learning media is also in great demand, considering the learning age of children who like games. Android applications as learning media can increase students' interest, are easy to carry everywhere, cheap, and suitable for use as teaching and learning media after carrying out functionality tests, including ease of navigation, application performance, and ease of operation. (Saputra et al., 2018).

Language learning is one of the most researched mobile learning domains (Crompton & Burke, 2018).

One of the most popular teaching methods today is game-based learning. The cognitive and affective components of game-based learning with problem-solving strategies are both improved. This study shows that educational games can help students learn maths and improve their grades (Pratama & Setyaningrum, 2018). In multimedia learning, digital games play a significant role in promoting affective-motivational states (Chen, 2020).

Learning media used in language learning are musical instruments; musical instruments can provide a unique learning experience for students. *Kandara* may be utilized in elementary schools to teach geometric principles; ethnomathematics can be used as a learning tool in primary schools based on local culture, not simply to help kids grasp mathematical concepts (Fredy et al., 2020). Traditional musical instruments are a cultural heritage that must be preserved, a form of preserving musical instruments by using them as learning media (Setiawati et al., 2021).

5.2 Effective Use Of Educational Media In Language Learning

The use of social media is currently in great demand; several studies show the effectiveness of its use. Learning uses Android, mobile learning, websites, social media, and chatbot applications as effective learning media in language learning. Social media positively influences three of the four knowledge creation processes, and that they help drive the innovation process (Papa et al., 2018). Social media platforms are the efficient and effective use of technology as an educational medium but require an understanding of this platform and its features (Hilburg et al., 2020). Android-Based Graphic Design learning media shows effective results; this is indicated by Android's good learning outcomes (Huda et al., 2020). The use of educational technology as a learning medium shows the existence of technology in education. Educational technology has a significant impact on education, the technology effectively to improves student achievement and overall school performance. The technology of linguo-conceptual analysis is demonstrated, which allows the interpretation of cultural meanings (concepts) at different stages of the history of society through the study of language units, which are relevant both for the scientific field and for educational activities (Chernikova et al., 2020).

6. CONCLUSION

Educational media used in language learning are social media, Facebook, websites, chatbot applications, and education games. The learning media used are also in the form of learning media based on mobile learning and Android. The entire learning media used utilizes technology in its application. Only one learning media that does not use technology, namely musical instruments as learning media. In terms of effectiveness, the technology-based learning media used shows effectiveness in their use. The increasing use of technology as a learning medium provides opportunities for further development to find the right learning strategies in their use. The use of social media as a learning medium results from the adoption of the daily habits of teachers and students. The use of technology in language learning proves that the use of technology in education in the current era is mandatory. The use of games as learning media has shifted the negative stigma towards games.

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