

DEVELOPING ENGLISH DIGITAL BOOK AS LEARNING MEDIA FOR XI GRADE STUDENTS**Iin Baroroh Ma'arif^{1*}, Intifadzah Sunniyah²**¹Pendidikan Bahasa Inggris

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ABSTRACT

This research aims at developing Digital English Book as English learning media for XI grade students of Senior High School. This learning media consist of some materials which is appropriate to be studied for students. All materials in this media is based on senior high school syllabus of curriculum K13. The research method used is Research and Development. This development used ADDIE model which have several steps, those are; 1) Analysis, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation. The media validation result got 86 score it was in “very good” category, and the material validation got 88 score it was in “very good” category. The students’s responses of try out result 94 was in “very good category”. By having those result, this Digital English Book is feasible to be used as a learning media for XI grade students. Furthermore this research can be used as reference to other researcher in developing English learning media in different level of students.

Key words: Digital English Book, English skill, Senior High School Students

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan Digital English Book sebagai media pembelajaran bahasa Inggris untuk siswa kelas XI SMA. Media pembelajaran ini terdiri dari beberapa materi yang layak untuk dipelajari siswa. Semua materi dalam media ini didasarkan pada silabus sekolah menengah atas sesuai kurikulum K13. Metode penelitian yang digunakan adalah Research and Development. Pengembangan ini menggunakan model ADDIE yang memiliki beberapa tahapan, yaitu; 1) Analisis, 2) Desain, 3) Pengembangan, 4) Implementasi, dan 5) Evaluasi. Hasil validasi media mendapatkan skor 86 dengan kategori “sangat baik”, dan validasi materi mendapatkan skor 88 dengan kategori “sangat baik”. Respon siswa terhadap hasil try out 94 berada pada kategori “sangat baik”. Dengan hasil tersebut, Buku Bahasa Inggris Digital ini layak untuk digunakan sebagai media pembelajaran bagi siswa kelas XI. Selanjutnya penelitian ini dapat digunakan sebagai referensi bagi peneliti lain dalam mengembangkan media pembelajaran bahasa Inggris pada tingkat siswa yang berbeda.

Kata Kunci: Buku Bahasa Inggris Digital, Keterampilan Bahasa Inggris, Siswa SMA

INTRODUCTION

English is one of international language that is widely used by many people in the world. In Indonesia, English has been used in education and has become a compulsory subject that must be

taught in public schools. English has actually been taught in public schools for a long time, but as common problem that many students have difficulties in learning it. The factors that influence it are less varied learning methods, irrelevant use

of media, so that students pay less attention. But now students are more interested in interesting learning methods, because this makes them not easily bored. Kurnia (2015) states that entering the current era of information and communication technology, the need and importance of the use of computer technology in learning activities to improve the quality of learning is expected. In using computer technology, we can improve the quality of education. Access to science and information technology is now wide open to improve the quality of education.

English language skills consist of four, those are reading, listening, speaking, and writing. Ma'arif (2017) states that English is the current international language. English plays an important role in this modern world. The four abilities must be developed effectively. To develop their communicative competence, skills must be handled by meeting the standards set by educators. Listening and speaking are intertwined skills in everyday life. The integration of the two has the aim of communicating verbally effectively. Reading and writing are related as skills. They are effective written communication tools. Students need to develop reading and writing skills, so that they gradually practice reading material and writing assignments so that they can improve.

The education sector is now experiencing changes due to the COVID19 pandemic. The government through the Letter of the Minister of Education and Culture Number 36962 / MPK.A / HK / 2020 concerning Online Learning and Working from Home to Prevent the Spread of Covid19 as an effort to prevent the spread of Covid19, so that the teaching and learning process turns into online learning. All students in Indonesia at various levels of their education must switch to learning with an online system. Educators also change the learning method to be indirect, therefore educators need to use attractive media so that students always listen to the material. Moreover, they learn from home. Sometimes students will get bored easily with learning media that only reads or watches videos. There are learning constraints in this pandemic. This research wants to create a learning media that can make it easier for students to learn and so that they don't get bored easily learning material, especially learning English.

During the current pandemic, the media that is easy to make and distribute to students online is a digital book. Digital book or also known as e-book is an electronic book that contains

information. Digital books can be read using an android, laptop or tablet. The existence of a digital book for students is not burdened by repeated internet access because one download can be opened for every lesson. Digital book development now includes four skills consisting of reading, writing, speaking, listening videos. Students can download explanations or videos contained in the material or exercise section, which is expected with the digital book to make it easier for class XI students to learn online. The display of the digital book is made attractive so that students do not get bored easily in learning.

METHODOLOGY

This research is categorized into research and development (R&D) methods. Latief (2016) states Research and development methods are defined as scientific ways to research, produce, design and test the validation of products that have been produced. The development research model applied in this research is the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) development model developed by Dick & Carry. According to Sugiyono (2013) the purpose of R&D in the world of education is to overcome the imbalance between what occurs in educational research and its implementation in education.

This research is carried out in several stages. Each step has a research target that will influence the next step. The procedure used in this research adapted from ADDIE which consists of five steps. They are conducting (A) Analysis, (D) Design, (D) Development, (I) implementation, and (E) Evaluation. Each phase in ADDIE model is related to and interacts with each other. According to Pratiwi, et al. (2013) development research using the ADDIE model can produce a final product in the form of teaching materials that are developed in accordance with procedures so that they can produce products that are suitable for application to students.

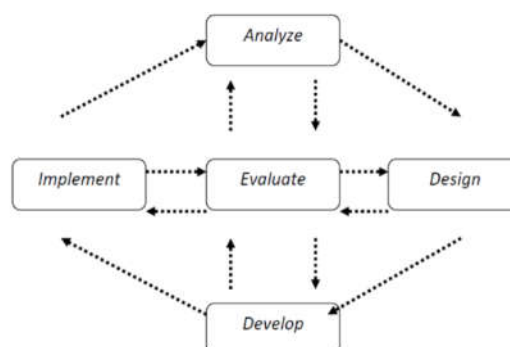


Figure 1: ADDIE model

In accordance with the selected model, (1) at the analysis stage, what is done is analyzing the needs and problems in the form of relevant materials, textbooks, and learning conditions; (2) at the design stage, several activities are carried out, including formulating learning objectives, determining the material or subject matter to be studied, then systematically arranging teaching materials that have been adjusted to the needs of students; (3) the

development stage, preparation and writing of material in textbooks tailored to the needs of students in carrying out learning activities; (4) the implementation stage is the use of development products in the form of teaching materials in learning activities; (5) and the evaluation stage, carried out formatively at the product development stage according to the model used. The stages in the ADDIE model are as follows:

1. Analyze

Before researcher conduct an analysis, it is necessary to identify student problems in English lessons and their opinions about the digital book. Researcher used a questionnaire as an instrument. The questionnaire consists of twelve questions that will be answered by students.

Table 1. Need analysis Questionnaires

No.	The Purpose of The Questions	Question Number	Total Number of Item
1.	to get information about learning English	1,2	2
2.	to get information about learning media used in class.	3,4,5,6,7,8,9,10	8
3.	to get information about the effectiveness of using digital books for English lessons.	11,12	2
Total of item			12

The researcher chose 10 students to fill out questionnaire XI class. They were selected based on the results of observations and the ability to use the digital book learning media. The questionnaire was conducted using google form, this was because learning was carried out online during a pandemic. Researcher designs the media and applies it to students Senior High School, especially class XI students. The reason for designing a digital book is to make it easier for students to learn online at their respective homes. The advantage of using a digital book is that students can follow the learning process easily, with the flipbook they can open or study at any time. Learning can also be fun because the flipbook includes video and audio that they can watch offline.

2. Design

After the analysis stage, the next stage is design. This phase is being implemented in the instructions. Researcher compiles a flipbook as a learning medium and used for learning activities for class XI Senior High School. Instructional at this step how design instruction can facilitate learning of people and interaction with the material you create and provide. Researcher focused in compiling the learning materials and content in the flipbook.

media validation from the lecturers of KH. Wahab Hasbullah University.

4. Implementation

Product trials aim to collect data and get information about product media validation. Try out design means that the researcher evaluates the quality learning media to be implemented in the teaching and learning process. Evaluation is carried out to measure the effectiveness, validity and practice of the flipbook as a learning medium. Validation aims to provide advice and toget data from student validation, until we know this media is valid or not, and this medium can be developed for revision. The test subjects for this digital book are from class XI, MA mambaul students.

3. Development

The type of data in this study uses quantitative data. For quantitative data, researchers used a questionnaire to get the product validator results to determine the effectiveness of digital book development. After getting the results of the questionnaire given to the students, the researcher continued the next step, namely asking for material and

5. Evaluation

In this research, researcher produces educational products in the form of contributions to educational development. The

product of this research is an English learning media in the form of a digital book for learning English teaching to students of class XI Senior High School. Material about the digital book designed to adapt the 2013 Curriculum.

RESULTS AND DISCUSSION

The first step done in this research was collected the information of need analysis. The need analysis was done by giving questionnaire to the students and teachers.

1. Questionnaire

The questionnaire consists of some questions that should be answered by the students and teachers. The questionnaire made was based on some aspects below:

From the questionnaire that has been done, the researcher got 13 respondents who responded the questionnaire. In calculating the result,

Table 2. result of need analysis

No	Need analysis aspect	score
1	Interesting learning	252
2	Developing Media	130
3	Effectiveness of media	332
	Total score	714

For calculating the result of the questionnaire, the researcher processed it by Likert scale calculation as follow:

$$\text{Max Score} = 5 \times 12(\text{items}) \times 13 \text{ students} = 780$$

$$\frac{714}{780} \times 100\% = 91.5 \%$$

From that result, the researcher concludes that 91.5% students need a supporting interesting instrument to learn about English lesson.

The next step done by the researcher was designing the product. In designing the product, the researcher made a concept appropriate with need analysis in previous step. After that the researcher planned the software that used to create the product. The first, the researcher started to arrange the materials, exercises and others features for completing the product. The materials used was appropriate to the syllabus of senior high school based on curriculum K13. After designing and finishing the content, the researcher had done a validation to the expert to validate the product. There are two validators in this research, they are material expert and media expert. Material expert validated the material and exercise while Media expert validated the features and the completeness of product.

The Result of Material Validation and Media Validation

In validation step, the researcher discussed

the material with Mr. Yuyun Bahtiar, M.Pd. as material expert. He is an English lecturer at Universitas KH. A. Wahab Hasbullah Jombang. The result of material validation written by the researcher in validation sheet.

Table 3. Result Of Material Validation

No	Material validation aspect	Score
1	English learning	35
2	Materials content	29
3	Suitability of the presentation for students' need	24
	Total score	88

As the previous, in calculating the result, the researcher processed it by Likert scale calculation as follow:

$$\text{Max Score} = 5 \times 20 (\text{items}) = 100$$

$$\frac{88}{100} \times 100\% = 88 \%$$

Based on the calculation for result of material validation, the researcher got 88% which is categorized in "very good" category. It meant that the materials on Digital English Book product is deserved to be provided in the product.

The next step done was media validation, the researcher validated the product to Mrs. Ulfa wulan Agustina, M.Pd as the ICT lecturer at Universitas KH. A. Wahab Hasbullah Jombang. The result of media validation has written by the researcher in validation sheet.

Table 4. result of media validation

No	Media validation aspect	score
1	General	13
2	Software engineering	35
3	Visual communication	38
	Total score	86

In calculating the result, the researcher processed it by Likert scale calculation as follow:

$$\text{Max Score} = 5 \times 20 (\text{items}) = 100$$

$$\frac{86}{100} \times 100\% = 86 \%$$

Based on the calculation for the result of media validation, the researcher got 86 % which is categorized in "very good" category. It meant that Digital English Book is deserved to be used.

The Result of Preliminary Field Testing

After doing the validation and some revisions, the next step done in this researcher was implementing the product to the students. The researcher tried out the product to 7 students. The researcher did the try out online. After tried out the product, the researcher gave a questionnaire to rate the product. The questionnaire was given by google

form and the students have to give the score in each aspect. The recapitulation of the questionnaire was explained as follows:

processed it by Likert scale calculation as follow:
 Max Score = 5 x 12(items) x 7 students = 420

Table 5. Result Of Implementation

No	Aspects	score
1	General aspects	123
2	Appearance aspects	121
3	Material aspects	120
	Total score	364

$\frac{364}{420} \times 100\% = 87\%$

Based on the calculation for result of preliminary field testing, the researcher got which is categorized in “very good” category.

In calculating the result, the researcher

The Result of Main Field Testing

In main field testing, the researcher did the try-out to 15 students for the second time. The researcher did the field testing online by google form. The result of the questionnaire was recapitulated by the researcher below.

Table 6. Result Of Main Field Testing

No	Aspects	Description	Score
1	General aspects	- Digital English book is easy to use	73
		- Digital English book is interesting and innovative	73
		- The content of Digital English book is communicative and understandable	70
		- Digital English book is very useful for students	71
2	Appearance aspects	- Digital English book design relates to the materials	70
		- Interested in using Digital English book as learning media	69
		- The background is interesting	70
		- Image and appearances in Digital English book is clear	67
3	Material Aspect	- Exercise provided eases the users to understand the materials	71
		- Material provided in Digital English book is comprehensive	70
		- Material visualisation in Digital English Book is simple and understandable	72
		- Explanation in Digital English book is applicable in each exercise	70
		Total score	846

In calculating the result, the researcher processed it by Likert scale calculation as follow:

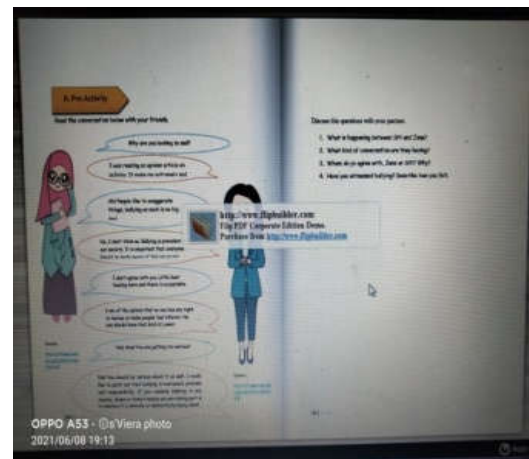
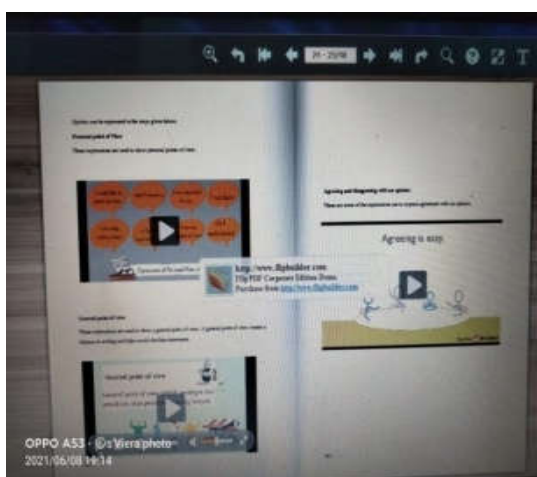
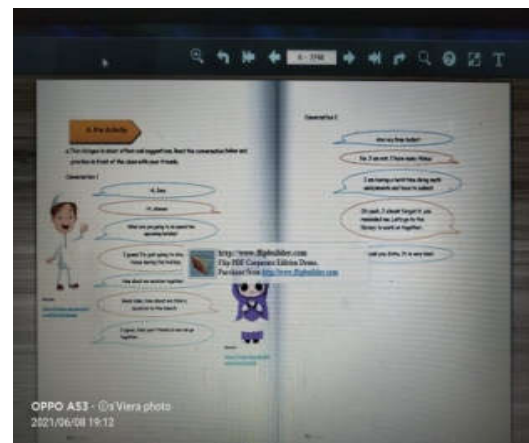
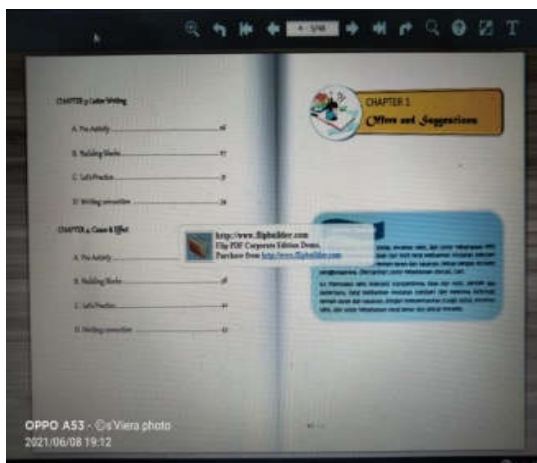
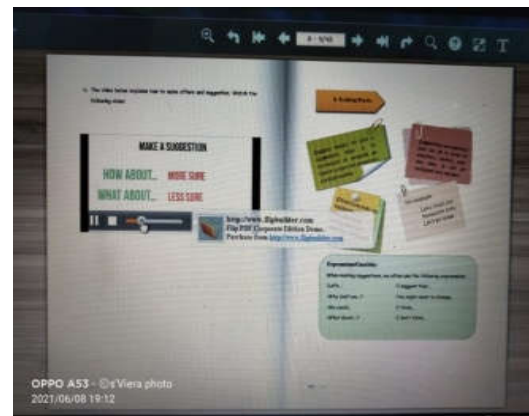
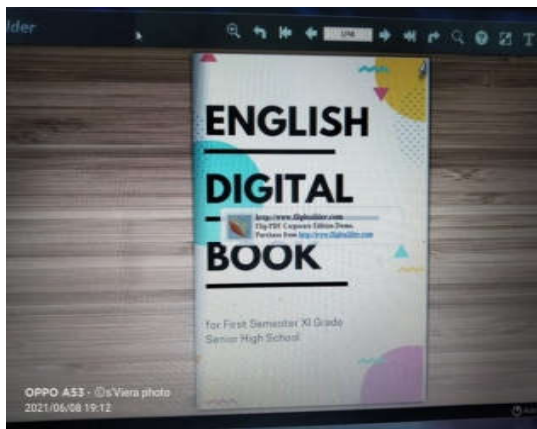
Max Score = 5 x 12(items) x 15 students = 900

$\frac{846}{900} \times 100\% = 94\%$

Based on the calculation for result of main field testing in Table 6, the researcher got 94% which is categorized in “very good” category. It meant that this product is available to help the student in learning English.

The Result of Final Product Revision

In this step, the researcher has been done the product appropriate with the student need, validation from the expert and done some revision from the field testing. The product has been completed and ready to use.



CONCLUSION

This research was aimed at developing Digital English book that can be used to support XI grade students at senior high school in learning English. The result of material validation got score 88% and the result of media validation was 86% which were in “very good” category. It meant that this product was worthy to use as learning media.

By having those conclusions, this research can give benefits for other people. For students, they can use this Digital English book for

supporting them in learning English while for the teachers, it can be used as a reference in giving their students material and exercise. Furthermore for other researchers, this product as learning media can be a reference to develop a new product in English learning.

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