

DESIGNING “LEARY” IN VOCABULARIES TEACHING LEARNING FOR BEGINNER**Nur Amala^{1*}, UlfaWulan Agustina²**^{1,2} Pendidikan Bahasa Inggris, Universitas KH A WahabHasbullah
Email: ¹amalanur4@gmail.com, ²ulfa.wulanagustina@unwaha.ac.id©2018 –JoEMS Universitas KH. A. Wahab Hasbullah Jombang ini adalah artikel dengan akses terbuka dibawah lisensi CC BY-NC-4.0 (<https://creativecommons.org/licenses/by-nc/4.0/>).**ABSTRACT**

English is an international language. English is the language of communication in the globalized world, so that almost no country does not learn and use English as the language of international communication. The objective of the research is to designing *LeaRy* (Learn Vocabulary) for beginner level of English learners. In this research, the researcher used Research and Development (R&D) methods. This research procedure adapts the ADDIE development model which consists of five stages which include analysis, design, development, implementation and evaluation. The researcher used observation and questionnaire to collect the data. The researcher did research and field testing to the 21 students in Al-Lathifiyyah 1 females Islamic Boarding House. The result of material validation is 3.3 points and categorized as good quality. Then, the result of media validation is also categorized as good quality in 3.2 points. In addition, the result of user validation is 4.7 points and categorized as good quality. Therefore, *LeaRy* learning media is a good learning media to learn English vocabulary, especially in spell vocabulary and English pronunciation.

Keywords: *LeaRy* (Learn Vocabulary), English Learning Media, Beginner Learners.

ABSTRAK

Bahasa Inggris adalah bahasa internasional. Bahasa Inggris adalah bahasa komunikasi globalisasi di dunia, sehingga hampir tidak ada negara yang tidak belajar dan menggunakan bahasa Inggris sebagai bahasa komunikasi internasional. Tujuan penelitian ini adalah merancang *LeaRy* (Learn Vocabulary) untuk tingkat pelajar pemula bahasa Inggris. Dalam penelitian ini, peneliti menggunakan metode Research and Development (R&D). Prosedur penelitian ini mengadaptasi model pengembangan ADDIE yang terdiri dari lima tahap yang meliputi analisis, desain, pengembangan, implementasi dan evaluasi. Peneliti menggunakan observasi dan kuesioner untuk mengumpulkan data. Peneliti melakukan penelitian dan pengujian lapangan kepada 21 siswa di Pondok Pesantren Putri Al-Lathifiyyah 1. Hasil validasi materi adalah 3,3 poin dan dikategorikan berkualitas baik. Kemudian, hasil validasi media juga dikategorikan berkualitas baik dalam 3,2 poin. Selain itu, hasil validasi pengguna adalah 4,7 poin dan dikategorikan berkualitas baik. Oleh karena itu, media pembelajaran *LeaRy* adalah media pembelajaran yang baik untuk belajar kosa kata bahasa Inggris, terutama dalam mengeja kosa kata dan pengucapan bahasa Inggris.

Kata kunci: Belajar Kosakata, Media Pembelajaran Bahasa Inggris, Pelajar Pemula.

INTRODUCTION

English is an international language. English is the language of communication in the globalized world so that almost no country does not learn and use English as the language of international communication. Thus, it takes understanding and being able to communicate using the foreign language. One of the basic things that are

important to master in learning English is mastery of vocabulary. In general, beginner English learners really need knowledge of good and adequate vocabulary. Learning English vocabulary will increase the number of vocabulary in English. Mastery of an adequate number of vocabularies will make it easier to improve 4 skills in English, namely: listening, speaking, reading, and writing.

Learning English vocabulary experiences obstacles and even fails due to not using media, or using inappropriate media. So far, the majority of English learning is delivered using the lecture method and the use of learning media is very minimal. If available, the majority are only wall pictures containing English vocabulary. Activities like this are very monotonous; the activeness of students in class is very limited. So that students become more easily bored and disinterested or become less meaningful learning, and result in them becoming easily sleepy and not understanding and even not paying attention to what is being taught.

Listening is one of support aspect in teaching vocabularies. Listening is not only hearing: it is a state of acceptance that enable an understanding of what is heard and grants the listener full partnership of the communication process (Lorena Manaj, 2015). Listening skill is important thing to receiving messages effectively. It is a blend of hearing what another person says and psychological involvement with the people that is talking (Vishwanath Bite, 2013). Unfortunately teaching listening in vocabularies is not easy as we think. We need some media to make it easier. Media in learning method is supporting component one another for knowledge transfer method between the teacher and learners. According to Shodganga (2018) media could be a syllogism from medium to communication and it comes from mode of expression employing media, the teachers can communicate their goals clearly as the researcher understand that learning could be a communication progress, to create it optimally, teachers can use media. Sadiman, Arief S dkk (2007: 10) media is not for teacher solely, however a lot of importantly employed by students. Therefore, in line with Daryanto (2010:5) media is a learning method that includes of communication.

In English learning method, especially for English Specific Purpose (ESP) divides to levels. Those are beginner, intermediate, and advance. During this analysis, the researcher applied the media for beginner level. Scott, W. A. and Listbeth, H. Y. (2004) in Anisa(2018) stated about some characteristics of beginner learners that each kid has a special something especially their ability to respond the content of learning.

METHOD

The research method that used in this research is research and development (R&D). This method used to produce a particular product and test the effectiveness of the product (Sugiyono, 2013:

297). This research procedure adapts the ADDIE development model which consists of five stages which include analysis, design, development, implementation and evaluation (Sugiyono, 2015: 200). This procedure contains with 5 steps those are: analysis, design, development, implementation, and evaluation.

The ADDIE development model is effective, dynamic, and supports the performance of the program itself (Warsita, 2011: 7).

The steps of ADDIE development research in this study if presented in the form of a chart are as follows:



Figure 1. Steps of the ADDIE, 2015 development model (Sugiyono: 200)

In the analysis step the researcher did some analysis to develop some new learning media in student need. Then in design phase the research make some story board of media according to need analysis which got before. After that develop it in development phase and validate it to the expert validation.

The implementation phase was carried out to 8 grades students' beginner level of English learners. During the trial, the researcher made notes about the deficiencies and obstacles that still occur when the product was implemented.

Evaluation is the process of analyzing media at the implementation stage there are still weaknesses and weaknesses or not. If there are not more revisions, then the media is appropriate to use.

Subject of this research is about 20-40 students' of 8 grades in Al-Lathifiyyah 1 females Islamic Boarding House.

Material validation and media validation questionnaires have a few different points depend on validation value. Data analysis technique of this validation used the questionnaire with 1-4 Likert Scale, as follows:

Score	Description
4	Very good (strongly agree with the statement)
3	Good (agree with the statement)
2	Low (disagree with the statement)
1	Very low (strongly disagree with statement)

Then the data analyzed by finding the mean (average score) to describe the responses all of the participants according the calculation instruments, as follows:

$$Xi = \frac{\sum x}{N}$$

Descriptions:

Xi = Mean (average score)

$\sum x$ = Total score

N = Number of participant

RESULT AND DISCUSSION

Result

1. The Result of Analysis

The researcher gave some questionnaire before creating and develop some product to the object of the research 40 students' of 8 grade in Al-Lathifiyyah 1 females Islamic Boarding House as participants to get responses/feedback in the form of needs analysis data. The results of need analysis questionnaire, as follows:

Figure 4.1 Result of Need Analysis Diagram

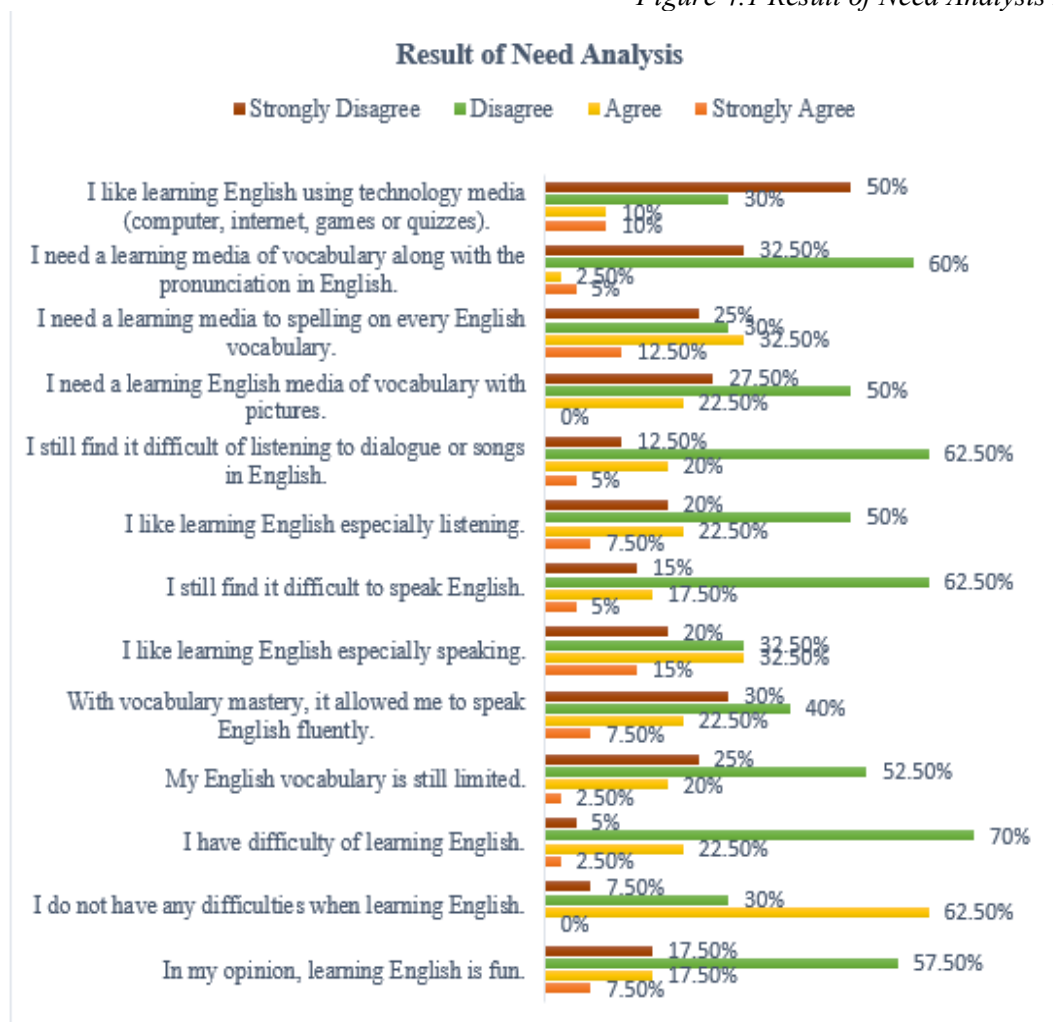


Figure 2. Result of Need Analysis Diagram

2. The Result of Design

LeaRy learning media is created and designed using PowerPoint 2013 software and will convert it into APK by utilizing supporting software such as Ispring Suite 9 and Website to APK. So it can not only be accessed on the laptop but also can be on a smartphone. The result of LeaRy learning media design, as follows:

a. Logo of LeaRy

The researcher used a combination of eight colors on the logo, namely: yellow, orange, green, red, light blue, black, pink, and dark blue that aims to give a fresh imagination, cheerful, and feel spirit. So the students who use LeaRylearning media can feel motivated and happy.



Figure 3. Logo of LeaRy

b. Layout of LeaRy

The initial display features the LeaRy logo, profile icon, share icon, learning icon, game/quiz icon, voice setting icon and a picture of a teacher giving an explanation of how LeaRy learning media works. The theme of LeaRy learning media is colorful to the aim in order to make students more cheerful and spirited to learn.



Figure 4. Direction Layout



Figure 5. About LeaRy Layout



Figure 6. Link of Share Layout



Figure 7. Learning Materials Layout

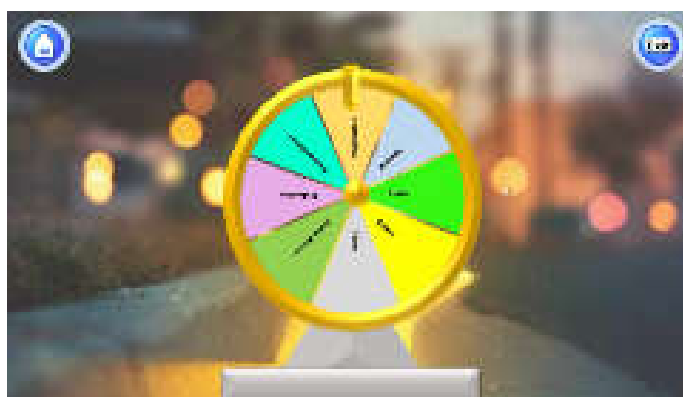


Figure 8. *The Quiz Layout*

c. Font of LeaRy

LeaRy learning media uses the following font types: Rockwell Extra Bold, Time New Roman, Bodoni MT Black, Arial Black, Elephant, Calibri Light, Stencil, Imprint MT Shadow, Bahnschrift Light SemiCondensed, and Bauhaus 93. The reason for using this font style is to make the text inside LeaRy more varied and interesting. Another reason is in order to be easy for students to read and understand.

d. Picture of LeaRy

To support vocabulary themes, the researcher uses suitable and attractive images as buttons or accessories, supporting the material on each chapter of LeaRy learning media. For example: pictures of fruits, animals, vegetables and so on. The images used in LeaRy learning media are taken from the internet and the links/references have been included in the Link of Share menu in LeaRy learning media.

e. Audio of LeaRy

To make LeaRy learning media more fun and engaging, the researcher added audio to support the interactive learning process more creative. The researcher used the song Free Backsound for Presentation taken from YouTube (<https://youtu.be/F3XE2RiVII0>) because it is fun and suitable for the theme of LeaRy learning media. In addition, there is an Incorrect Sound Effect (https://youtu.be/3Aq_Uck8HTI) to give sound if the answer is wrong and there are several audio sounds to fill in the material spelling English vocabulary and pronunciation on each image.

f. Packaging of LeaRy

LeaRy learning media can be stored on flash disk, laptop and smartphone. LeaRy learning media does not require an internet

connection (offline).

3. The Result of Development

In developing LeaRy learning media, the researcher do and pass through a few steps first, before LeaRy learning media is ready and suitable to be implemented to students. The results of LeaRy development, as follows:

1. Media Validation

This validation focuses on operating LeaRy learning media. LeaRy can go well or no, function the buttons in each layout, gives and gets feedback and suggestions, revises product, and so on. LeaRy's validator is NoviaAnggraini. She is one of the integrated laboratory staff at KH. A. Wahab Hasbullah University Tambakberas Jombang has qualifications.

The result of media validation sheet, as follows:

No.	Aspect	Obtained Score	Maximum Score
1	Desain layout	6	8
2	Text/typography	9	12
3	Image	17	20
4	Audio	8	8
5	Packing	6	8
6	Using	6	8
7	Navigation and interactive link	6	8
	Total	58	72
	Mean	3.2	4

From the result of media validation table above shows that the mean (average score) is 3,2 points and categorized as good quality.

2. Material Validation

LeaRy is learning media focuses on English vocabulary. The material validator of LeaRy is M. NurSoleh as an English material expert and one of the English teachers in Al-

Lathifiyyah 1 females Islamic Boarding House.

The result of material validation sheet, as follows:

No.	Aspect	Obtained Score	Maximum Score
1	Curriculum	3	4
2	Using	13	16
3	Opening	7	8
4	Contents	17	20

5	Closing	9	12
	Total	49	60
	Mean	3.3	4

From the result of material validation table above shows that the mean (average score) is 3,3 points and categorized as good quality.

3. Product Development

Based on the results of the validation sheet, there are some revisions of the media validator and the material validator. Generally, the validator will give feedback and suggestions to change it for the better and worth to implement. The result of product revision, as follows:



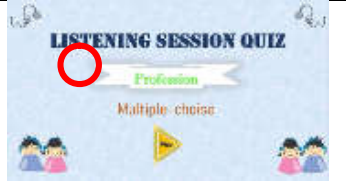



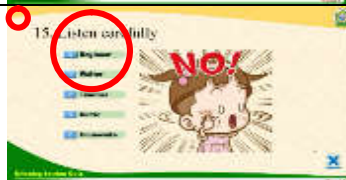

No	Aspect	Before Revision	After Revision
1	Change the back icon and other icons.		
2	Add a back button to the game's choice menu.		
3	Add the number of questions that have been worked and the questions that are still left.		
4	Add a check mark to the correct answer and reduce the number of questions from 15 to 10.		

Figure 9. Before-After Layout Appearance

4. Result of Implementation

After doing various processes and passing the step by step of creating and developing the learning media product, then the researcher did research and field testing to the 21 students in Al-Lathifiyyah 1 females Islamic Boarding House at June 5, 2021. And share some questionnaires to get responses/feedback and assessment from the participants that will be used as user validation data. The result of user validation questionnaire, as follows:

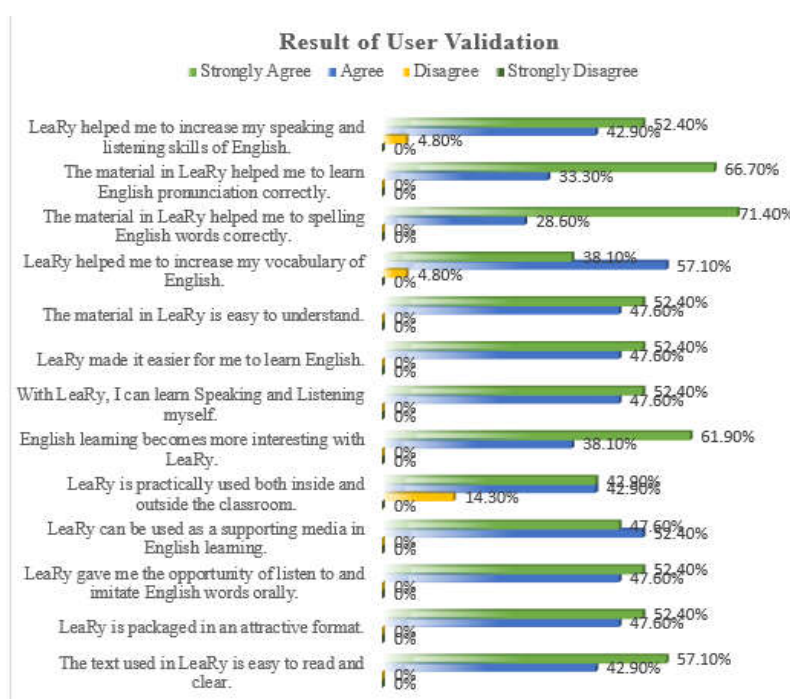


Figure 10. Result of User Validation

5. Evaluation

After doing implementation on 21 students in Al-Lathifiyyah 1 females Islamic Boarding House and get the result of user validation. The researcher will evaluate Leary learning media, which still need to be improved and need to be increased again.

Discussions

From the result of need analysis diagram above shows that from 40 participants, there were 17.50% strongly disagree, 57.50% disagree, 17.50% agree, and 7.50% strongly agree to the statement "In my opinion, learning English is fun." There were 7.50% strongly disagree, 30% disagree, 62.50% agree, and 0% strongly agree to the statement "I do not have any difficulties when learning English." There were 5% strongly disagree, 70% disagree, 22.50% agree, and 2.50% strongly agree to the statement "I have difficulty of learning English." There are 25% strongly disagree, 52.50% disagree, 20% agree, and 2.50% strongly agree to the statement "My English vocabulary is still limited." There were 30% strongly disagree, 40% disagree, 22.50% agree, and 7.50% strongly agree to the statement "With vocabulary mastery, it allowed me to speak English fluently." There were 20% strongly disagree, 32.50% disagree, 32.50% agree, and 15% strongly agree to the statement "I like learning English especially speaking." There were 15% strongly disagree, 62.50% disagree, 17.50%

agree, and 5% strongly agree to the statement "I still find it difficult to speak English." There were 20% strongly disagree, 50% disagree, 22.50% agree, and 7.50% strongly agree to the statement "I like learning English especially listening." There were 12.50% strongly disagree, 62.50% disagree, 20% agree, and 5% strongly agreed to the statement "I still find it difficult of listening to dialogue or songs in English." There were 27.50% strongly disagree, 50% disagree, 22.50% agree, and 0% strongly agree to the statement "I need a learning English media of vocabulary with pictures." There were 25% strongly disagree, 30% disagree, 32.50% agree, and 12.50% strongly agree to the statement "I need a learning media to spelling on every English vocabulary." There were 32.50% strongly disagree, 60% disagree, 2.50% agree, and 5% strongly agreed to the statement "I need a learning media of vocabulary along with the pronunciation in English." There are 50% strongly disagree, 30% disagree, 10% agree, and 10% strongly agree to the statement "I like learning English using technology media (computer, the internet, games or quizzes)".

At this stage, we can find that most of the problems that was happen are about how to learn English vocabulary becomes easier and fun. Based on the analysis, the researcher have an idea to develop a learning media that can help students be more spirit and motivated to like of learn English and improve their English vocabulary. From the result of media validation table above shows that

the mean (average score) is 3,2 points and categorized as good quality of Likert Scale or with some revisions. While from the result of material validation table above shows that the mean (average score) is 3,3 points and categorized as good quality of Likert Scale or with some revisions.

Then, after some revisions and the product can be implemented to students. From the result of user validation diagram above shows that from 21 participants, there were 52.40% strongly agree, 42.50% agree, 4.80% disagree, and 0% strongly disagree to the statement "LeaRy helped me to increase my speaking and listening skills of English." There were 66.70% strongly agree, 33.30% agree, 0% disagree, and 0% strongly disagree to the statement "The material in LeaRy helped me to learn English pronunciation correctly."

There were 71.40% strongly agree, 28.60% agree, 0% disagree, and 0% strongly disagree to the statement "The material in LeaRy helped me to spelling English words correctly." There were 38.10% strongly agree, 57.10% agree, 4.80% disagree, and 0% strongly disagree to the statement "LeaRy helped me to increase my vocabulary of English." There were 52.40% strongly agree, 47.60% agree, 0% disagree, and 0% strongly disagree to the statement "The material in LeaRy is easy to understand." There were 52.40% strongly agree, 47.60% agree, 0% disagree, and 0% strongly disagree to the statement "LeaRy made it easier for me to learn English." There were 52.40% strongly agree, 47.60% agree, 0% disagree, and 0% strongly disagree to the statement "With LeaRy, I can learn Speaking and Listening to myself." There were 61.90% strongly agree, 38.10% agree, 0% disagree, and 0% strongly disagree to the statement "English learning becomes more interesting with LeaRy." There were 42.90% strongly agree, 42.90% agree, 14.30% disagree, and 0% strongly disagree to the statement "LeaRy is practically used both inside and outside the classroom." There were 47.60% strongly agree, 52.40% agree, 0% disagree, and 0% strongly disagree to the statement "LeaRy can be used as a supporting media in English learning." There were 52.40% strongly agree, 47.60% agree, 0% disagree, and 0% strongly disagree to the statement "LeaRy gave me the opportunity of listen to and imitate English words orally." There were 52.40% strongly agree, 47.60% agree, 0% disagree, and 0% strongly disagree to the statement "LeaRy is packaged in an attractive

format."

There were 57.10% strongly agree, 42.90% agree, 0% disagree, and 0% strongly disagree to the statement "The text used in LeaRy is easy to read and clear." In addition, the result of user validation is 4.7 points and categorized as good quality of Likert Scale. This data was obtained after using LeaRy learning media and the researcher gave some questionnaires that used to measure about LeaRy learning media product.

CONCLUSION AND SUGGESTION

1. Conclusion

After doing the research and development by following the research procedure of ADDIE development model, LeaRy learning media can be implemented for beginner level of the English learner. The result of material validation is 3.3 points and categorized as good quality. Then, the result of media validation is also categorized as good quality in 3.2 points. In addition, the result of user validation is 4.7 points and categorized as good quality. Therefore, LeaRy learning media is a good learning media to learn English vocabulary, especially in spell vocabulary and English pronunciation.

2. Suggestion

This report is based on what has been carried out during the implementation of research and development to the 20-40 students' of 8 grades in Al-Lathifiyyah 1 females Islamic Boarding House Bahrul 'UlumTambakberasJombang. There is no ivory that is not cracked. Given the limitations of the author, this paper is certainly far from perfect. Therefore, we expect constructive criticism and suggestions. Hopefully, this paper can be benefit especially for ourselves and for readers in general.

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Nur Amala, UlfaWulan Agustina.

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