
DEVELOPING ANDROID BASED APPLICATION “SPEAK BUDDY TO IMPROVE SENIOR HIGH SCHOOL STUDENT’S SPEAKING SKILL

Oleh

Ivandes Noel¹, Yanti Sri Rezeki², Eka Fajar Rahmani³, Urai Salam⁴, Wardah⁵

¹Jurusan Bahasa dan Seni/Program Studi Pendidikan Bahasa Inggris/ Universitas Tanjungpura

E-mail: ¹ivandesnoel@student.untan.ac.id, ²yanti.sri.rezeki@fkip.untan.ac.id,

³ekasastria10@fkip.untan.ac.id, ⁴urai.salam@untan.ac.id, ⁵wardah@fkip.untan.ac.id

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Abstract: *This research was conducted to developing an android based application “Speak Buddy” to improve senior high school student’s Speaking Skill. The form of this research was (R&D) Research and Development. This research and development were conducted to produce innovative teaching media as suggested by Branch (2009) consisting of three phases namely analysing, designing, and developing. The Analyse phase was to find the actual conditions of students and the teacher. The Design phase was done to prepare the appropriate material to create the application. Develop phase was done to create an essential part of the Android Based Application called Speak Buddy. The designed product was completed after having an internal validation regarding the needs and it is already valid to be used by the internal validator. As the result, Speak Buddy is useable to improve student’s speaking skill, especially the eleventh-grade students of SMA N 1 KET. Hulu.*

INTRODUCTION

Speaking consists of producing systematic verbal utterances to convey meaning (Nunan, 2003). This is the reason the researcher chooses speaking as the topic of discussion in this thesis, because many students at SMA N 1 Ket. Hulu are still lacking in speaking skills, students feel embarrassed to speak in English due to various factors, based on this problem, the author chooses to improve students’ abilities in speaking by making applications that can help improve students’ speaking skills.

In this research, the researcher is focused on developing android based application for teaching speaking for grade XI. the researcher wants to create Android based application to improve student’s speaking skill that can help and support learning. “SPEAK BUDDY” can be an alternative to achieve goals in the teaching and learning process of English, especially speaking. By using application based on android, teachers can make interesting and interactive speaking activities which can motivate students to practice their English. The more the students practice their speaking, the better English communication they have. Therefore, it would be more effective to learn through practicing rather than attending lectures or trying to understand theories. The result showed that the application was

appropriate for teaching XI grade students. Android based application is one of the examples of the development of technology which is useful for people. Android is a mobile operating system that is based on a modify version of Linux Li (2012). studies on similar topics have been carried out previously, Mira Ulfa, had created and developed interactive learning media. She spoke about the Development English Interactive Multimedia for Teaching Speaking skill practice for grade VII Students of SMP N 1 Sleman. In this research, Mira Ulfa focuses on Reading skill. The result shows that the suitable contents of English interactive multimedia are that the contents of materials should match with standard competency and basic competency. The criteria of well-designed media quality are categorized into three aspects: content aspect, media aspect, and interactivity aspect. The developed English interactive multimedia is concluded to be appropriate to be used in the teaching learning process because all aspects were category into Good.

LANDASAN TEORI

Speaking is a communicative event that includes the use of verbal and nonverbal language to convey meaning. as stated by Chaney (Jondeya, 2011:28), speaking is a process of constructing and sharing meaning through the use of verbal and nonverbal symbols, in various contexts. According to this definition, speaking aims to exchange meaning. To achieve goals, people use their articulators to generate language so that they can express meaning to others. In addition, they also use non-linguistic symbols such as facial expressions and body language to make their meanings clearer. Android based Applications in the android system in general are a part of the design of operations related to linux-based mobile devices which in android applications include operating systems, applications, and middleware. These three elements are closely related to the use of smartphones. Android App is a software design to run on an Android device or emulator. According to Murtiwiayati dan Glenn Lauren (2013) the android application provides an open platform for users, developers in creating various forms of applications they want. MIT App Inventor is an intuitive, visual programming environment that allows everyone even children to build fully functional apps for smartphones and tablets. Bhagi (2012) also defines that App Inventor is a web-based tool developed by MIT and Google that allow users to build Android apps via visual, block-based development environment without any knowledge of programming language. Those new to MIT App Inventor can have a simple first app up and running in less than 30 minutes. App Inventor is a free, cloud- based service that allows you to make your own mobile apps using a block- based programming language. You access App Inventor using a web browser (Chrome, Firefox, Safari).

RESEARCH METHODOLOGY

In this research, the researcher going to use Research and Development method which is to develop a new product to solve the problem. Richey & Klein (2005) define research and development research as the systematic study of designing, developing, and evaluating instructional programs, process, and product that must meet the criteria of internal consistency and effectiveness. The researcher chose ADDIE model by Branch (2009) which is consist of analyze, design, implement, and evaluate. ADDIE is an abbreviation that represents the steps of instructional design, namely (1) Analyze, (2) Design, (3) Develop, (4) Implement,

and (5) Evaluate. Roger (2002) develops ADDIE model into those five steps These steps provide dynamic and flexible guidelines which are used for effective and efficient instruction. Nevertheless, the researcher tends to focus doing three steps only; Analyze, Design, develop due to time limitation.

1. Procedure of research

a. Analyze phase

Firstly, the purpose of the analyzing phase is to recognize the possibility of the causes of the performance gap in the learning process (Branch, 2009). In this phase, the researcher observing the process of thesis guidance implement in high school by asking students about their English subject. In this observation.

b. Design phase

At this step, the researcher decides to design and needs for students and teacher. Branch (2009) mentions that design phase should be able to prepare a set of functional specification for losing the performance gap. It includes prepare the suitable material and test performance for the application. Furthermore, researcher gathered and selected the right material, evaluated the selected material and design the first draft of the application

c. Develop phase

The activities are including modified application to achieve the objective that have been determined. The purpose of developing phase is to generate and validate selected learning resources (Branch 2009).

RESEARCH FINDING AND DISCUSSION

The data was collected through the interview with English teacher. In this process, the researcher conducted an unstructured interview, in which the interview was being asked the sequence of question that have been decided in advance by the researcher (Cohen et al., 2007).



Picture 1 Topic

This application has 4 topic that can help students, this topic chooses based of student's problem. To run the application designed, it takes two components of information technology namely hardware and software. The researcher using MIT App Inventor to build the application. MIT App Inventor does not require users to understand coding, this application

using block chain instead of coding. Speaking skill is one of the important skill in learning English, unfortunately students are lack of speaking skill there are many reasons that make it difficult for students to learn it due to the difficulty of getting easy access, therefore researchers make an application that can solve students' problems in improving their speaking skills. That is by designing the Speak Buddy application, students can study anywhere to improve their speaking skills. them with just an android smartphone. In order to provide an appropriate solution of the problem, the researcher used ADDIE approach of the development research proposed by Branch (2009) as the method in conducting the research. This method consists of five phases but the researcher used analyze phase, design phase, and develop phase only in this research.

The first is analyze phase, this phase was conducted in order to find the problem and needs that faced by students in Highschool, the problem and needs was gathered by interview from students and teacher.

The next phase was design. This phase was conducted based on the information gathered from analyze phase. Branch (2009) mentions that design phase should be able to prepare a set of functional for closing performance gap. In this phase, the researcher selected, collected, and evaluate the appropriate materials to create the application.

The last phase is developed phase, in this phase Speak buddy was developed by researcher based on material chosen and diagram that had been made. The development was done to create essentials parts to help students improve speaking skill. After the developed the researcher applied assessment rubric for expert validation whether the application is appropriate to help students or not. McCall in Nastiti (2012), stated factors that determine software quality namely correctness, reliability, integrity and usability. There was fourteen criteria developed from the four main additional note for the recommendation.

CONCLUSION

the researcher summarized the conclusion of the research. The following conclusion are:

1. Speak Buddy as an academic application is designed to improve student's speaking skill. It is created as android based application. The application can help students to improve speaking skill by became an application that can used anywhere by using android smartphone
2. Speak Buddy is useable to closing the gap between students learning process.

SUGGESTION

Based on conclusion above and after seeing the result of research that has been done, the author can put some suggestions that can be taken into further consideration. The following suggestion are the application should test in real time by using limited scope so that user will know the advantages and disadvantages of the application. In the implementation, teachers need to teach students how to use application.

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