

THE IMPLEMENTATION OF ENGLISH JEMBER APPLICATION BASED ON WEB IN IMPROVING THE ABILITY OF ENGLISH VOCABULARY FOR MADRASAH ALIYAH AS-SHOFA STUDENTS

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THE IMPLEMENTATION OF ENGLISH JEMBER APPLICATION BASED ON WEB IN IMPROVING THE ABILITY OF ENGLISH VOCABULARY FOR MADRASAH ALIYAH AS-SHOFA STUDENTS

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Abstract. Mastery of English vocabulary needs to be improved especially for english learner. Therefore, learning should be joyful and interesting in order to motivate and encourage the learner. One way to improve and increase english vocabulary for english learner is through software application, namely English Jember. This study aims to identify the improvement of English vocabulary of 10th grade students of MA As-Shofa after using English Jember application. This study used quasi experiment design with pretest-post test one group design. Population and sample of the research is the 10th grade students of MA As-Shofa which consist of 26 students. The results of the data analysis found that average score 69,57 before using English Jember application. Then, after using English Jember application the average score is 81,34 . Thus, it can be said that the use of English Jember application help the students of MA As-Shofa in increasing their english skill especially for English vocabulary.

Keywords: English Jember Application; Web; As-Shofa

I. INTRODUCTION

English is known as a foreign or international language for Indonesian people because it is used on every occasion, for example some parents tend to speak English with their children than speaking in Indonesian. Moreover, English can be used for applying a job because there are several multinational and international companies which require English language proficiency both spoken and written skills are good. In learning English, every learner must be able to master 4 skills in English, namely Listening, Reading, Writing and Speaking. In addition there are three components supporting those four skills, namely grammar, pronunciation and vocabulary. English vocabulary becomes very important and fundamental part for the four in learning English. According to Long and Richards (2008: 31) stated that vocabulary is the same as grammar. It is the main and fundamental thing for someone in learning a language. It can be concluded that vocabulary is not only used to communicate but also an important part to be mastered in learning English. Therefore, the more english learners master vocabulary, the better their communication skills in English. In fact, these conditions were not found in Madrasah Aliyah As-Shofa, Sukorambi District, Jember. The learning process was not optimal for English vocabulary. Based on the observation results, there are problems

faced by students, such as many students who were not able or had difficulties in memorizing vocabulary well.

Problems that arise from English ability, which is difficult in remembering vocabulary, and pronouncing English words. Based on the results of the preliminary study, the authors give a solution that is to provide a learning media that can be done by using technology, such as internet software. In this study, the authors used the English Jember application platform. It is not grammar-intensive because it only focuses on vocabulary and pronunciation, along with the exercise. Furthermore, English Jember is not only made for web-application language, but also mobile application which can be downloaded at Google Play Store. English Jember also provides some features such as picture and voice features. These are helped the students to answer by looking at the pictures and to find out how to pronounce letters or words correctly.

II. LITERATURE REVIEW

2.1 Vocabulary

Vocabulary is a set of words that are known by someone or a part of particular language. Vocabulary in English is called English vocabulary, a person's vocabulary is defined as a set of all words understood by that person or all words that are used by a person to compose new sentences. The addition of one's vocabulary is considered as an important part, both of the learning process of a language or the development of one's abilities in mastering a language. Students are often taught new words as part of certain subjects and many people think that vocabulary formation as an interesting and educational activity. Vocabulary is all the words contained in a language, the wealth of words owned by a speaker or writer. Vocabulary is used to represent a name, character, shape and type of thing. It can be used as a meaningful language unit, called words or group of words.

The quality of one's language skills obviously depends on the quality and quantity they have. Tarigan (1993: 23) stated that the richer the vocabulary that can be mastered by people, the better their language skills. So it can be concluded that the quantity and quality of a person's vocabulary is the best personal index for his mental development.

2.2 Interactive Multimedia

Tan Seng Chee & Angela F. L. Wong (2003: 217) stated that multimedia traditionally refers to the use of several media, whereas multimedia today refers to the combination of several media in the learning process through computers. Agnew, Kellerman & Meyer (1996: 8) stated that the term of multimedia is more focused on the interactivity between media and media users. Multimedia refers to computer-based systems that use various types of content such as text, audio, video, graphics, animation, and interactivity.

Multimedia in the teaching and learning process can be used in three functions. First, multimedia can be used as an instructional aid. Second, multimedia can be used as an interactive tutorial, for example in simulation. Third, multimedia can be used as a source of learning instructions, for example, multimedia is used to store a series of microscope or radiograph slides. In developing multimedia learning, it is necessary to pay attention to the specific stages that must be passed. It has been done in order to produce a good and worthy multimedia product for learning media. Luther, 1994 (Ariesto Hadi Sutopo, 2003: 32-48) revealed six stages of developing multimedia learning, namely concept, design, material collecting, assembly, testing, and distribution.

2.3 English Jember

English Jember is a web-based and android-based learning media. It offers a solution for students in learning English vocabulary. In addition, English Jember facilitates students to learn in a fun way because it is equipped with several features and practice tests. The following is a display of web-based English Jember application in Figure 1 and based on Android in Figure 2.

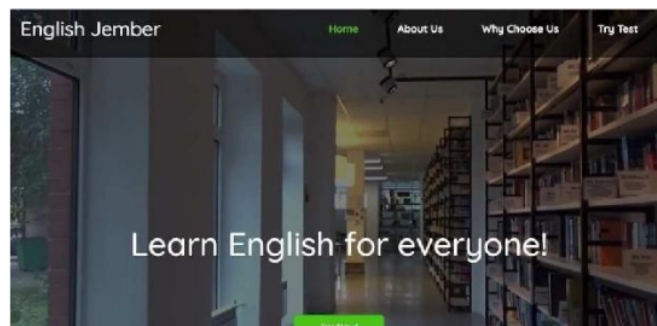


Figure 1. web-based

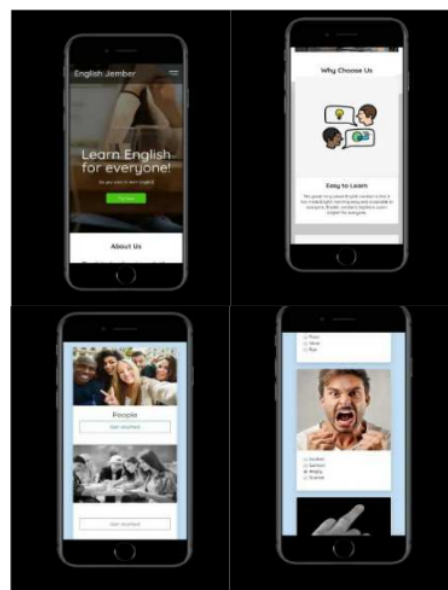


Figure 2. android -based

III. RESEARCH METHODS

This study is using quasi experimental research. It is using a quantitative and qualitative approach. According to Sugiyono (2010: 114) stated that a quasi-experimental research method is a method that has a control group that cannot fully function to control the variables that affect the experiment.

This study used one group pre-test post-test design. In the design of this study gave pre-test on the sample before treatment and post-test is given to the sample at the end of learning. One group pre-test and post-test design was taken because according to the aim of this study was to know the improvement and learning outcomes of tenth grade students in English subjects by providing English Jember application as a learning media after pre-test and before post-test. The following is a table design of one group pre-test post-test design.

Table 1. One group pre-test post-test design

Subject	Pre-test	Treatment	Post-test
Students	X	English Jember Application	Y

According to Sugiyono (2013: 117) stated that population is a generalization which consists of objects or subjects that have certain qualities and characteristics. It is determined by researchers to be studied and then drawn conclusions. In other word, population is all individuals who will be used as research objects. The population in this study was the tenth grade students of MA As-Shofa. There are 26 students in class X. Arikunto (2013: 174) said that the sample is a part of a population that shows characteristics of the entire population under study. In this study, the object to be studied is students. The sample of this study was 26 students or all students from class X because the population is below 100. According to Arikunto's opinion stated that if the population is less than 100, then the sample is taken from the entire population so it is called the population in research.

Data collection of this study is very important because it relates to the availability of data needed to answer research problems, so that drawing conclusions are correct. Therefore, data collection methods must be carried out appropriately. In this study, data collection methods for obtaining qualitative and quantitative data are Questionnaire, and pretest and posttest assesment. First, Questionnaire is a data collection technique carried out by giving a set of written questions to the respondent to be answered. There are two types of questionnaires, namely closed and open. The questionnaire used in this study is a closed questionnaire. It is a questionnaire which answers have been provided, so that respondents easily to choose and answer directly (Sugiyono, 2008: 142). This questionnaire was designed for students of MA As-Shofa in order to gather information about their perceptions toward English Jember application. Second, pretest and posttest assesment was used to assess the effectiveness of English Jember for helping students increase their English vocabulary. For data analysis, the researcher conducted two types of data analysis in this study. First, Quantitative data analysis was used to check students' understanding in learning English vocabulary. Second, qualitative data analysis was used by analyzing data from the results of the questionnaire to see students' understanding toward English Jember application.

IV. RESEARCH RESULTS AND DISCUSSION

The first meeting, the author gave an overview about the English Jember application, such as explaining the English Jember application is an educational Android application that is equipped with various features, such as enriching vocabulary and also equipped with voice features to find out how to pronounce letters or words learned in English. In addition, the researchers also carried out a pretest. it is used to determine the initial abilities of MA As-Shofa students. While the questionnaire is to find out the experience and knowledge of students about the English Jember application. In the second to fourth meeting, researchers provide assistance to students for working on and answering question in English Jember application. In English Jember application, vocabulary tests are provided multiple choice questions and writing exercise. The first stage of doing the test will be faced with easy material with increasing difficulty level. Then, the researcher conducted an evaluation through a posttest and questionnaire distribution.



Figure 3. Implementation of English Jember Application in MA As-Shofa

The results of the pretest and posttest analysis showed increasing the learning outcomes of MA As-Shofa students. The average pretest result is 69,57 while the posttest result is 81,34. By looking at the average results, it shows increasing their ability in learning English. While the results of the questionnaire showed that MA As-Shofa students never knew and never used the software application in learning English. Instead, what they know is social media and online gaming. Therefore, they are very enthusiastic and motivated to learn English. The other results were shown after the researchers analyzed the questionnaire after English Jember application training. The results show that MA As-Shofa students can improve their English skills in vocabulary and pronunciation.

While the enthusiasm of MA As-Shofa students are very high. It is evidenced by the high level of students' attendance for each meeting. The number of participants who attended the training and assistance activities was 26 students of class X. ¹² Pretest and posttest assessment was conducted on 26 students from MA As-Shofa. For more details, it can be seen in the following table.

Table 2. The result of pre-test and post-test

No	Nama	Pretest (X)	Posttest (Y)
1	Student 1	70	78
2	Student 2	70	82
3	Student 3	63	77
4	Student 4	76	80
5	Student 5	78	90
6	Student 6	76	82
7	Student 7	50	78
8	Student 8	73	85
9	Student 9	70	82
10	Student 10	75	80
11	Student 11	63	76
12	Student 12	74	78
13	Student 13	77	83
14	Student 14	70	77
15	Student 15	62	82
16	Student 16	67	88
17	Student 17	65	76

18	Student 18	67	76
19	Student 19	77	92
20	Student 20	65	88
21	Student 21	67	75
22	Student 22	74	80
23	Student 23	72	80
24	Student 24	63	82
25	Student 25	75	78
26	Student 26	70	90

Table 3. The average of pre-test and post-test

Score	X	Y
Minimum	50	75
Maximum	78	92
Average	69,57	81,34

V. CONCLUSION

The results of this study showed that the use of English Jember application can improve English language skills. Attractive and engaging materials of English Jember application makes learning more fun and doesn't have to feel boring. Moreover, learning feels like play using various features provided by English Jember. Thus, the authors hope that the success of this study can make a real contribution to the development of education in Indonesia.

Suggestion

Further research needs to be carried out for developing and adding some features of four skills in English for software application in order to obtain completed and interactive learning media application.

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