

**DESIGNING COMPUTER ASSISTED LANGUAGE LEARNING MEDIA
FOR JUNIOR HIGH SCHOOL STUDENT AT SMP N 1 WONOSOBO**



PUBLICATION ARTICLE

**Submitted as a Partial Fulfillment of the Requirements for Getting Bachelor
Degree of Education in English Department**

By

ARFIN SETIAWAN

A 320080198

**SCHOOL OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA**

2013




ACCEPTANCE
DESIGNING COMPUTER ASSISTED LANGUAGE LEARNING MEDIA
FOR JUNIOR HIGH SCHOOL AT SMP N 1 WONOSOBO

by

ARFIN SETIAWAN
A 3200 80 198

Accepted and Approved by Board of Examiners
School of Teacher Training and Education
Muhammadiyah University of Surakarta
on February, 2013

Team of Examiner:

1. **Aryati Prasetyarini, S.Pd, M.Pd.** ()
(Chair Person)
2. **Drs. Sigit Haryanto, M.Hum.** ()
(Member I)
3. **Drs. Djoko Srijono, M.Hum.** ()
(Member II)

Dean



DESIGNING COMPUTER ASSISTED LANGUAGE LEARNING MEDIA FOR JUNIOR HIGH SCHOOL STUDENT AT SMP N 1 WONOSOBO

By

Department of English Education, A 320080198

Email, arfinsetiaone@gmail.com

ABSTRACT

This research aims at describing the process of designing an interactive learning medium known as Computer Assisted Language Learning at SMP N 1 Wonosobo. It is conducted to describe stages of developing a learning medium, problem faced while developing a medium, and problem solving by the researcher. In this research the data are derived from event, informant, and document. There are three techniques in collecting the data namely: observation, interview, and document analysis. The data achieved from informations related to media use in the classroom teaching learning process, in form of the field note, script interview and document. Designing Computer Assisted Language Learning Media for Junior High School Student at SMP N I Wonosobo, the results are 1) In the developing of Computer Assisted Language Learning Media the writer used four stage according to the Thiagarajan theory. They are Define, Design, Develop and Disseminate. 2) The problem faced by the researcher in Designing Computer Assisted language Learning Media founded in Develop stage are, feedback answer, Material Composing, and *Actionscript* Programming. 3) To solve those problems, researcher doing some revision to the product in the Develop stage by giving direct feedback for the answer one by one, correcting material used in the medium and giving suggestion to the other media designer to contact an expert programmer while writing the *Actionscript* through the media.

Keywords: Computer Assisted Language Learning Media

A. Introduction

In the learning activity, there are two very important element, the method of teaching, and the use of learning media during the classroom teaching and learning process. There are many kinds of learning media around us, but to reach the highest result in classroom teaching and learning process we must design the most appropriate learning media itself based on to the needs of the users of learning media, both teacher and students.

The word medium comes from the Latin word *medius* which literally means "middle", "intermediate", or "introduction". In Arabic, the media are intermediary or introductory message from the sender to the receiver of the message learning media carry an information contain instructional or teaching purposes used to convey the content of teaching materials consisting of books, tape recorders, cassette, video camera, video recorder, film, slides (pictures), photos, pictures, graphics, television and computer.

Computer was successfully helping people doing their work, including the use of computer in educational purpose. Both the progressiveness of Information and Communication Technology (ICT) and the use of Computer in all parts of society also give an impact to the form of learning media in teaching learning process.

Nowadays the development of Information and Communication Technology (ICT) has reached all aspects in the society. For almost people computer is not an uncommon device anymore. According to Munadi (2010: 152) "...sometimes a learning media could replace the teacher's function as the learning source, is called Interactive Learning Media." From the theory above the interactive learning media is a type of learning media where learners have an ability to learn material and evaluated their competence by themselves. Interactive learning media can be used in the classroom teaching and learning process because it significantly increases the learner's competence.

There are some reasons to develop an appropriate English learning media for junior high school student. First reason is the benefits of interactive learning media for classroom teaching and learning process. One of the aspects that determine success in teaching and learning process is the use of appropriate learning media.

The second reason is in accordance with the level of student thinking in Junior High School. They need something special to attract their attention in learning English. The interactive learning media is the answer of this conventional problem that usually found in English learning process. By using an appropriate interactive learning media, researcher hopes the English learning process will be as funny as playing game in computer.

Third, Both teacher and students at SMPN1 Wonosobo used medium in the classroom teaching learning process. They used Power Point Presentation from a LCD Projector while explaining materials. LCD Projector helps teacher illustrating a topic from pictures and videos. Students copied a Power Point Presentation file created by teacher then brought it home for a self-learning material. Materials without a computerized exercise compose it.

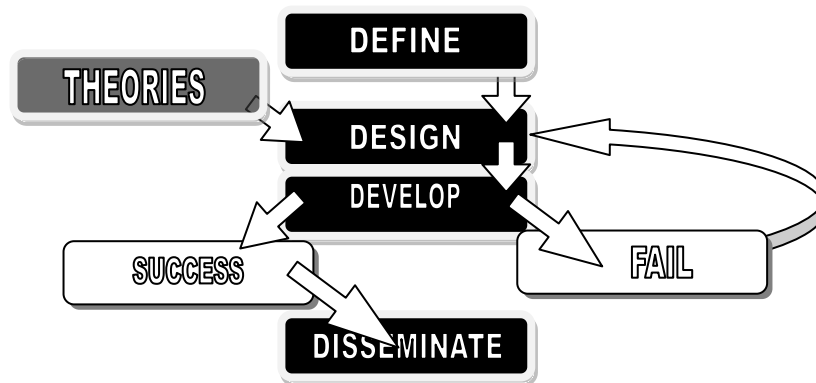
By using Computer Assisted Language Learning (CALL) software build by a flash-based application such as Macromedia Flash, it is possible for a student to bring their computerized exercise at home with materials included on it. Computer Assisted Language Learning (CALL) software also brings student a feedback instantly. It helps students evaluate their exercise without a teacher at home.

Those are some reasons why the interactive learning media can enhance learning success in the English learning process. In this research paper researcher will explain the designing interactive English learning media especially for junior high school student by using Computer Assisted Language Learning (CALL) Theories with Research and Development method (R&D) because according to Borg and Gall (1983) in Arifin (2011: 127) “research and development is a

powerful strategy for improving practice”. It is a process used to develop and validate educational product.

B. Research Method

Educational Research & Development is one research design aimed at developing and validating educational products. According to Thiagarajan in Arifin (2011: 129) stated that there are four stage in research procedure called 4-D, “*Define, Design, Develop, and Disseminate*”.



1. Define

Define is a first stage of the research method use by the writer for determine what type of product and How the product will look like. Next, researcher is doing Literary Study, Field Survey and Observation, and Interview.

2. Design

Design is a stage where the researcher designs the product according to the CALL theories.

3. Develop

Develop is the stage where the researcher develop the product by Field Testing, doing Revision and Validating. In Develop stage when the result of Field Testing is not reaches the minimum Target revision is absolutely needed. But in case when the Field testing Result has reached the minimum target so the product is ready to validate.

4. Disseminate

Disseminate is the stage where the researcher disseminate the product into the society and all the possible user of the product, English teacher, English Lecture and English Student especially the Junior High School Student.

C. Research Finding and Discussion

It is proven that using Computer Assisted Language Learning Media (CALL) helps teacher to deliver the material and gain the student happiness during classroom teaching learning process. It is far different when a teacher delivers materials conventionally using verbal without a concrete material on his hand.

Existence of a Computer Assisted Language Learning Media by the third party developer answer the needs of Computer Assisted Language Learning Media Software. It brings a new kind of model of a media in educational use. But those kind of Computer Assisted Language Learning Media Software created by third party developer that we found in marketplace sometime doesn't fit and match with syllable and curriculum used in formal classroom teaching and learning process. It contain a material about learning English in general without a specific purpose to be used in a formal classroom teaching learning process. Almost of them contain English materials only for Children and Kindergarten.

The researcher tries to develop an appropriate learning media that can be used both in a class and home. In this case, it contain materials in order to gain students grammar skill. Especially test the students understanding about *tenses* in a daily use. Simple flash-based CALL software made by a researcher successfully bring an interesting activity into a classroom teaching learning process by gain student awareness about the material and keep them out from bored feeling during a lesson.

Computer Assisted Language Learning Software made by researcher is far from perfect without any helps from computer experts both computer programmer and also graphic designer. With lack of both resources and knowledge that faced by researcher there always a willing to bring an interesting

classroom teaching and learning activity, it is possible to a researcher to build a simple flash based computer assisted language learning software.

The existence of a medium made by a researcher brings an interesting learning activity in the classroom teaching and learning process. This kind of media contains materials that match with the student needs according to their level and grade.

However, the success point of a teacher in using a computer assisted language learning media depends on how the message successfully delivered to the student with an interesting way. In the other side, the advantages of Creating, Building and developing a media by himself, researcher also understands the needs of the student.

VIRTUAL REFERENCE

Duber, J. (2000). *Computer assisted language learning*. [www-writing.Berkeley.edu /chorus/call/September 2001](http://www-writing.Berkeley.edu/chorus/call/September%202001). Accessed in December 12, 2012.

Hammersmith, L. (1998). Easy internet activities for the ESL teacher. University of Illinois at Chicago. www.eslplanet.com. Accessed in December 12, 2012.

The Internet TESL Journal, Vol. V, No. 3, March 1999. <http://iteslj.org/>. Accessed in February 17, 2012.

The Internet TESL Journal, Vol. II, No. 7, July 1996
<http://iteslj.org/>. Accessed in February 17, 2012.

The Internet TESL Journal, Vol. III, No. 11, November 1997
<http://iteslj.org/>. Accessed in February 17, 2012.

Warschauer, M., & Healey, D. 1998. *Computers and language learning: An overview*, 31, 57-71.
http://www.gse.uci.edu/person/warschauer_m. Accessed in December 12, 2012.