

**DEVELOPING MATERIAL FOR TEACHING SPEAKING USING ADOBE FLASH
PROFESSIONAL CS6 SOFTWARE FOR SECONDARY SCHOOL STUDENTS**

RESEARCH PAPER



By:

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA**

2024

APPROVAL

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2024

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TESTIMONY

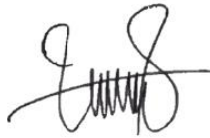
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Herewith, I certify that this research is the original work of the researcher. The things that are not the researcher's original work have been marked with a citation and indicated in the bibliography.

If later, it is proven that the researcher's statement is not true, then the researcher is willing to accept academic sanctions in the form of revocation of this research paper and the title the researcher has obtained from this research paper.

Surakarta, September 18, 2024

A handwritten signature in black ink, appearing to be 'Nia Kurniasari', written in a cursive style.

Nia Kurniasari

MOTTO

“Whoever takes the path to gain knowledge, Allah will facilitate for him the path to heaven”

(HR. Muslim)

“If you cannot fly then run, if you cannot run then walk, if you cannot walk then crawl

Whatever you do you must keep moving forward”

(Martin Luther)

“Failure is not the enemy; the real enemy is the fear of failure. So, dare to dream because success is in people who dream big and are willing to fall up and down to realize their

dreams.”

ACKNOWLEDGMENT

In the name of Allah, the most powerful and merciful, who always gives his mercies and blessings to the researcher. By his mercies and blessings, the researcher can end her research entitled *The Study of Transitivity Within the Prologue of the Most Beautiful Moment in Life*. Peace and salutation are always given to the Prophet Muhammad Shallahu ‘alaihi wa ssalam.

In this part of paper, the researcher would like to express her gratitude to:

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Surakarta, September 18, 2024

Author

ABSTRAK
PENGEMBANGAN PERANGKAT LUNAK ADOBE FLASH PROFESSIONAL CS6
UNTUK MENINGKATKAN KETERAMPILAN BERBICARA BAGI SISWA
SEKOLAH MENENGAH

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Penelitian ini bertujuan untuk mengembangkan software Adobe Flash Professional CS6 guna meningkatkan keterampilan berbicara siswa sekolah menengah. Fokus utama penelitian meliputi proses pengembangan software, analisis validitas dan kepraktisannya, serta persepsi guru dan siswa terhadap penggunaannya dalam pembelajaran berbicara bahasa Inggris. Menggunakan metode Research and Development (R&D), dengan model 4-D (Mendefinisikan, merancang, mengembangkan, dan menyebarluaskan). Penelitian ini menghasilkan produk multimedia interaktif untuk pembelajaran bahasa Inggris. Proses pengembangan mencakup tahap Perancangan, pengujian, dan perbaikan produk berdasarkan evaluasi. Hasil penelitian menunjukkan bahwa produk multimedia interaktif yang dikembangkan memiliki tingkat validitas yang sangat baik, dengan persentase rata-rata 88,57% dari aspek media. Uji kepraktisan yang melibatkan 21 siswa kelas VII menghasilkan persentase 91,92%, menunjukkan bahwa produk ini sangat praktis untuk digunakan. Kesimpulannya, software Adobe Flash Professional CS6 yang dikembangkan terbukti valid dan praktis untuk digunakan dalam pembelajaran bahasa Inggris, khususnya untuk meningkatkan keterampilan berbicara siswa SMP Negeri 17 Seluma Bengkulu. Produk ini menawarkan media pembelajaran interaktif yang menarik dan mudah dipahami oleh siswa.

Kata kunci: *Adobe Flash Professional CS6, keterampilan berbicara, multimedia interaktif, pembelajaran Bahasa Inggris, Research and Development*

ABSTRACT

DEVELOPMENT OF ADOBE FLASH PROFESSIONAL CS6 SOFTWARE TO IMPROVE SPEAKING SKILLS FOR SECONDARY SCHOOL STUDENTS

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This study aims to develop Adobe Flash Professional CS6 software to improve the speaking skills of secondary school students. The focus of the research includes the software development process, analysis of its validity and practicality, as well as teachers' and students' perceptions of its use in learning English speaking. Using the Research and Development (R&D) method, with the 4-D model (Define, Design, Develop, and Disseminate). This research produces interactive multimedia products for English language learning. The development process includes designing, testing, and improving the product based on the evaluation. The results showed that the interactive multimedia product developed had a very good level of validity, with an average percentage of 88.57% from the media aspect. The practicality test involving 21 seventh grade students resulted in a percentage of 91.92%, indicating that this product is very practical to use. In conclusion, the developed Adobe Flash Professional CS6 software proved to be valid and practical to be used in English language learning, especially to improve the speaking skills of students of SMP Negeri 17 Seluma Bengkulu. This product offers interactive learning media that is interesting and easily understood by students.

Keywords: *Adobe Flash Professional CS6, speaking skills, interactive multimedia, English language learning, Research and Development.*

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