THE EFFECT OF ANDROID-BASED SMARTPHONE USE ON THE SIGNIFICANCE OF LEARNING ENGLISH IN SMPN 1 SIDRAP

Sam Hermansyah 1, Nurasia Natsir 2
University Muhammadiyah Sidenreng Rappang 1, Sekolah Tinggi Ilmu Administrasi Yappi Makassar 2
E-mail: sam.hermansyah82@gmail.com

ABSTRACT
Effect of Application Usage “Hello English” Smartphone Based Android Against Upgrades Student Learning Outcomes in English Subjects in Middle School (Quasi-Experiments in Language Subjects English Class VII Students at Sidrap 1 Public Middle School) The research started with a lack of student learning outcomes with a percentage below 50% for English material, especially listening skills. Research done by using the experimental method. Planning is made such as using the Hello English Application based on Android and research instruments to support learning. The implementation of learning is passed properly starting from the initial activities (giving pretest questions), core activities (introduction, and use of the application Hello English) and closing activities (giving post test questions). The results of the study show that \( t_{hitung} \geq t_{table} \) (6.667 > 1.296), and the average grade learning outcomes obtained was 82.16% This shows that the use The Hello English application has the effect of increasing student learning outcomes in English subjects in junior high schools, specifically ability listening.

INTRODUCTION

In language learning at school specifically Language English, Skills listening (listening skills) are lacking attention. Learning Language English about ability listening Which taught in schools only centered on the teacher without involve student in a manner active. It says thereby Because Teacher use method lecture just, so students are less active during process learning going on. During This Teacher only dictate dialog listening skills to student, so that ability student listening, And understand very not enough. Ability the accuracy very low. After conducting the test related to listening skills material. Results Study student almost 70% Lots Which is below the KKM score of 70. So it seems need exists repair in learning Language English, Good That media, method or models learning that is used must be interesting And in accordance with learning material.
Moment This Lots me he learning Which Can used by Teacher, Wrong one of them is e-learning media. e-media learning own Lots kind Which Can utilized in process learning, Wrong only one is media mobile learning. Media This utilise smartphone in help process learning so that student can more focus And motivated learn Because use media Which can steal attention student.

Application Hello English felt Enough fulfil need student in develop aspect listening, besides because the application is easy to get and access access, there are also complete features that can support ability listening. Like in provide conversation daily easy to understand, there are features audio pronunciation Which can be heard every time For hone students' hearing ability English conversation. and also exist features mini games that add to the excitement in use of this application.

STUDY REFERENCES

Study is something process business Which done somebody For obtain something change Act in demand a whole new one, as a result own experience in interaction with environment (Slameto, 2003:13). Study is a process within the individual interact with environment For get change behavior. Learning is a mental/psychological activity going on in interaction active with environment which produce change- changes in knowledge, skills And attitude. Study is something process in in personality man And change the exposed in form increasing the quality and quantity of behavior in demand like enhancement prowess, knowledge, attitudes, habits, understanding, skills, intellect, abilities, and etc (Judge, 2005:1).

Whereas Biggs in Sugihartono et al (2007: 80-81) share draft learning in three meanings that is:

a. Learning in a quantitative sense kindly quantitative learning means transmission knowledge from Teacher to student. In matter This Teacher demanded For control knowledge Which has so that can deliver it to student in the best possible way;

b. Learning in understanding institutional kindly institutional learning means arrangement all ability teach so that can walk efficient. In In this sense, teachers are required to always be ready adapt a variety of teaching techniques For many kinds of student Which own various difference individual;
c. Learning in a qualitative sense kindly qualitative learning means effort Teacher For make it easy activity Study student. In understanding This role Teacher in learning not only cram knowledge into students, but Also involve student in activity Study Which effective and efficient.

Media learning can define as an intermediary for the occurrence of communication from sender going to to recipient Which covers all source Which needed form hardware And software , covers man, material or study For establish a helpful condition participant educate obtain knowledge, Skills, And attitude. Media learning occupy position Enough important as a component of the system learning. Without media, communication will not happen and the learning process as a communication process also can not going on in a manner optimal. (Daryanto, 2010:4).

A number of benefit media learning according to Sudjana And Rivai (1991:3) is:
1. Learning will be more interesting student so that can grow motivation Study;
2. Material learning will more clear meaning so that can more understood by student And possible student control objective learning more Good;
3. Learning methods will be more varied, No solely communication verbal through narrative words by Teacher, so students don't get bored and teachers don't run out power, especially when Teacher teach for each lesson hours;
4. Student more Lots do activity Study, because No only listen teacher descriptions, but also other activities such as observing, doing demonstrate and others.

Mobile learning is model learning that utilizes technology information And communication. On draft learning the mobile learning benefit from the availability of teaching materials Which can accessed every moment And visualization material Which interesting. Mobile learning is part of e-Learning , but more inclined to use sophistication telephone cellular. Mobile learning provides study material that can accessed anywhere And When just with appearance Which interesting. (Quin 2000)
Technology that has now become daily necessity is a cell phone or cellphone. Development technology give progress to telephone cellular, that is telephone clever or smartphones. Smartphone or smart phone is telephone handheld which have ability level tall with function which resemble computer. Amount user smartphones the more increase from year to year. The following is a chart use of smartphones in Indonesia in year 2017.

The sophistication of the smartphone can exploited as an opportunity in the world education, where smartphones used as media support learning. Learning expected will become interesting because it feels more interactive, i.e., equipped with pictures, sounds, animations, and there is interactivity the user.

Application which named Hello English is application education on smartphones which help user in understanding and learning language English. Application artificial culture Alleys this already downloaded up to 10 million users and became the best google application in the year 2016. Application Hello English this there is many languages to customize the language user there is Language Indonesia, Malay, India, Spain, and others.

Hello English application has features rank global nor local which sort student - student based on coins they have. Coins earned every do learning. So the more Lots coin which owned so the more tall also the ranking. Matter this can make user more spirit again in learn English.

On feature helpline this Application Hello English usually give a number of vocabulary on topic certain each day which can help user for increase vocabulary knowledge. Besides give vocabulary new on Helpline there are also quizzes that we usually ask meaning from a phrase verb which asked. Users can also inquire problem which currently faced and will answered most slow during 24 hours.

Hello English application has many English material. The material is shared into 12 phases. Each phase has an average - flat 50 topic and each topic own 3 game. Not only answering questions also part speaking where user must mention a say / sentence with pronunciation which correct. Application Hello English already be equipped with dictionary with no more than 10 000 words. So the user need not bother - hassle for open application other in look for vocabulary translation.
Language English is tool for communicate in a manner oral and write. Ability communicate in understanding which intact is ability discourse, ie ability understand and or produce spoken text and or writing which realized in four language skills ie listen, speak, read and write. These are the four skills used for respond or create discourse in life public (Shintalasmi, 2012).

Listening is material which important in Language English because we must can know what which person tell us. To be able to master listening we have to really understand the words we hear. In research this material which will deepened is about drafting system Language in Language English especially simple present tense with indicators of capable learners. Mention the word or phrase that is in audio or video aspect judgement that is understanding, and thoroughness.

Use media learning is wrong one aspect which affect results study student. Application Hello English is wrong one from mobile learning including media learning. Wrong one excess from mobile in education is process learning that is not bound by place and time.

Hello English need a platform to run on, namely smartphones with operation Androids. See amount user smartphones Androids in SMPN 1 Sidrap which is quite a lot and level understanding student to material Language English about grammar, speaking, listening and writing which low so application Hello English this suitable used by student as media for add knowledge student on aspect listening. With use application Hello English in process learning expected can influential in enhancement results study student on lesson Language English especially about listening.

**METHODOLOGY STUDY**

Ruseffendi (2005: 3) argue that “the research method is the way to seek the truth. Method used in study this is method study experiment”. Because in study this, subject which chosen are all subjects in the group which intact (one class), as stated by Kartono (1999). Method experiment is method test and systematic observation in a situation specifically, where symptoms observed that so simplified, that is only only a few factors are observed, so researcher can overcome whole process the experiment.
Method This given on One group alone without a comparison group. The first thing in the implementation of the experiment use design subject single This done with give test to Subjects who have not been given treatment are called pre test (O1) to get students who have interpersonal communication problems low. After got data student Which own problem in communication interpersonal, then do the treatment (X) with assertive training techniques for the term time certain to student Which ability communication interpersonal low. After being treated student Which experience problem, so given again test for measure level ability communication student after imposed variable experiment (X), in post test will obtained data results from experiment where communication skills Interpersonal students increased or did not exist change at all. Compare O1 and O2 For determine how much big differences that arise, if any as consequence he gave variable experiment. Then data the analyzed with use t-test (Arikunto: 2002).

Approach study Which used that is approach study quantitative. Study quantitative This done with The aim is to show a relationship between variables and to obtain data results study based on scale number Then do analysis data as well as counting statistics

RESULTS AND DISCUSSION

Results And discussion Which will reported that is the influence of the Hello app English to enhancement results Study student on ability listening. media Papinus game and results from research that has done that packed through chronological learning process.

Based on study beginning Which done through process apperception And question and answer on English material especially listening skills in this junior high school Still Not yet know various type instructional Media. And student learning outcomes in English lessons a lot Not yet on KKM, with standard mark KKM that is 70. Student Which passed as much 10 student whereas Which Not yet passed as many as 22 students with the percentage of students who passed 31.25% while those who had not passed as much as 68.75%. This is due to because of the learning model that is done by Teacher Still characteristic traditional And monotone. Learning Which monotone cause students to get bored in following learning. Apart from that, time constraints learning Which only held a week very with allocation time 3 x 40 minute. Matter the become factor reason not enough optimal results learning.
From description in on so For solve problem the in go through the learning process with choose 2 indicator Which covers the problem that is 1. Students can understand dialog listening about material simple present tense2. Student brave ask about matter Which not enough he understood in material simple learning present tenses in accordance with its social function and context life daily. In process learning For pursue indicators and goals the used A media form Application Hello English Which activities done from the beginning of the learning process to the end process learning.

Application Hello English Alone is media Which help student in process understand lesson Language English specifically For hone ability listening on aspect understanding And accuracy. Application Hello English is very useful for participants students because the concept of this media is Study while play. Matter This naturally will make participant educate feel comfortable And No will feel fed up or bored moment follow process learning or in process learning. Application Hello English this is perfect used in English subject because it will make student more active in process learning and will not feel bored with material lesson Which Lots. Participant educate will feel like in learning with game media. Matter the will make learners will more easy accept material Which be delivered And answer question- question Which given.

In this study researchers provide pretest form gathering question “fill in the blank” researcher will play dialogue Which use simple present tenses Then student demanded For listening and fill in the missing words in the pre questions test the.

After all students have done the questions pretest, learning activities begin to enter in activity core Where gift treatments Application Hello English start in give.

Initially Lots student Which Still confusion in operate application This. But after given briefing And tutorial how to run this application, students looks more enjoy in studying and do material Language English. students become very enthusiastic in answer And do every exercise questions in the application, to add motivation of students even more in learning Language English it feels like Application Hello English This can become recommendation instructional Media which can be used in class or outside the class.

Activity third, that is gift question posttest with the same question weight as about the pretest at the start. The students too Spirit do question post test And Here you can see changes in student learning outcomes. From beginning do question pretest, treatment, And do question post test.
Results study find that

\[ t_{hitung} \geq t_{table} \text{ (6.667 \geq 1.296)} \] so Ho rejected and H 1 accepted. So based on results study, Application Hello English for increase results study student to material Language English on ability listening can in say successful because there are 82.16% learning outcomes student Which reach mark KKM that is 70.

CONCLUSION

Based on research it can be said that the use of the Hello English Application is media Which help student in process understand and add accuracy student to material Which be delivered that is about simple present tense. Application Hello English This very useful for students because of the concept from media This is Study while play. Matter This naturally will make students feel comfortable and will not feel fed up or bored moment follow the learning process or in process learning Because matter the. Application Hello English This very suitable used in English lessons because it will make students more active and centered focus.

As for influence from Application Hello This English can be seen from filling out the sheet pretest and post test student start from understand dialog, And accuracy in determine vocabulary on charging fill in the blanks showing matter the make participant educate more easy accept material Which be delivered And answer questions Which given.

So can concluded results Study student on ability Listening with use of M-Learning with use application Hello English effect on learning outcomes. Use M-Learning with use application Hello English can help students in understand the learning material the hard one Which there is on eye lesson Language English specifically ability listening on ability aspect and thoroughness.
LIST REFERENCES


Bandung: Alphabet.


