



PnF (PLAY and FUN) APPLICATION FOR READING

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Abstract

In Digitalization era the Indonesia students especially for junior high school must be able to use technology in learning process. This article is to investigation were: students lack in, students need, student wants in Reading. The current research used RnD (Research and Development) research. The respondent were student of elementary school. The result of this research is a PnF (Play and Fun) application, it is a mobile application that can use anywhere. In this application, the researcher only focus on Profession material. Based on the evaluation material, students can develop their reading skill using PnF (Play and Fun) Application

Keywords: Reading, Application, Play and Fun

INTRODUCTION

SD Negeri 1 Pandansurat interpreted as educational institutions. Students in SD Negeri 1 Pandansurat learn with teaching materials books, general books of scientific knowledge and android provided by the government to support teaching and learning activities at the school. Along with general science such as mastery of foreign language and apply it as well as guidance in daily lives by emphasizing the importance of morality in social life. Teaching and learning activities of English subject in SD Negeri 1 Pandansurat currently look same as the Elementary school in general, there is no significant difference, the English teachers in SD Negeri 1 Pandansurat use the same textbooks as those in use by the elementary school in general.

From the syllabus at the school that the researcher met there is material about profession, but the theme book about profession is not complete because there are only kinds of profession without the explanation. The students only now the pictures without the explanation how they working. From the result of interviews with English teachers and grade 5 student of SD N 1 Pandansurat, the researcher was informed that teachers have difficulty in teaching English to student, especially in Profession subject. The preliminary of the research to students suggest that they have difficulty in understanding English especially about profession because many kind about it. They



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have difficulty memorizing, reading, pronunciation and remembering about profession in English.

Based on the results of pre-research conducted SD N 1 Pandansurat , the school has implemented the 2013 curriculum, but in the use of technology as a learning medium has not fully supported learners to be active, creative and innovative to solve problems in the teaching and learning process. After the analysis turned out that the media used by educators was not supportive enough to achieve the purpose of a good learning process. Educators only use print media in the form of package books that only contain material, examples of problems, and problem exercises. This is considered quite boring because the media used has not been able to adjust the learning needs of learners with technological advances that are currently growing rapidly. The availability of facilities and infrastructure in the school is quite feasible, can be seen from the availability of projectors as supporting teaching and learning activities in schools, the distribution of mobile phones for learning activities and the availability of internet networks.

Learners not only need interesting learning media but learners also need practical learning media such as the use of smartphones or mobile phones, which means it can be used anytime and anywhere. Due to the limited use of interactive learning media to support the learning process so that learners will easily understand and solve problems in materials delivered actively, creatively and innovatively. So that the emergence of this study that adapts from further research from various studies that have been done before. The development of media that utilizes smartphones or mobile phones called mobile learning. Mobile learning or M-learning which is one of the learning media development alternatives aimed at all mobile phones with android platform.

Based on a needs analysis conducted at SD Negeri 1 Pandansurat, on May 8, 2021, it found that students have difficulty learning English due to lack of reading. Researchers distributed questionnaires to 30 students. 26 students answered that they had difficulty understanding reading because the media and learning methods provided by the teacher were conventional learning methods. 23 students answered that they wanted learning media that was more interesting and they could learn at any time. 24 others answered that they needed a more interactive way of learning reading than before. The teacher teaches reading by lecture and not much practice. So the teacher

only spoke English while reading, after that the teacher immediately threw the assignment in the book. There is no innovation in learning activities used by teachers. The teacher uses classical methods that are not effective with the skill or its components. Moreover, with the covid situation like this which results in not being able to go to school as usual, many students spend time playing gadgets.

Based on need analysis, students need a game as a media for learning. Students want a media that they can play on their gadgets but didn't require them to have internet data. Students want games with pictures and colors so they can guess the vocabulary easily. Besides that they also want the game to have sounds that they can imitate. Researchers concern to design a media for learning reading. A game is one of media that can be used in teaching reading.

RESEARCH METHOD

The researchers tried to make a new product related to the aims of the research itself. Research and Development is a process used to develop and validate educational products. The objective of this research is to develop application of reading skill for Grade Fifth student. Therefore, this research is classified as Research and Development since it aims to develop a finished product that can be use appropriately in an educational program (Borg and Gall, 2002).

Research and Development is uses both qualitative and quantitative approach to draw the research and collect the data. Research and Development as a process that use to developed product in educational. The result of the Research and Development not only to develop the product is provide, but also to found new knowledge in developing materials. The subjects of this research are the Fifth Grade students of SD N 1 Pandansurat. Each class consists of 30 students. All of the student,,s dominant are female and male. The research subjects are limit for only one class. The procedure of this research to the system approach model proposed by Gall et all (2003). However, the system approach mode; has been adapted by the writer to meet the condition of the research. The chart explain about the procedure of development is based on Borg and Gall development model. This model includes ten steps.

The first is Needs Analysis Include in the step These include literature studies relate to the issues study, needs measurement, small-scale research, and preparation to

formulate research frameworks. The research this is purpose of the needs analysis is to gather the information of learners “needs and learning needs. The data are analysis as the basis for learning application in Elementary School One Pandan surat. Second is Planning Including in this step a research plan that includes formulating skills and expertise relate to the problem, determining the objectives to be achieve at each stage, design or research steps and if possible necessary to conduct a feasibility study on a limit basis. There is also a consideration about the core competence and basic competences which underlie English teaching at Elementary School One Pandan Surat.

The third is Designing the Materials, Designing materials and based on the syllabus. Each section follows the scientific, method, which is; observation, questioning, experimenting/collecting, data/information, analyzing, communicating and creating. Which develops the initial form of the product to be produce. Include in this step is the preparation of supporting components, preparing guidelines and manuals, and evaluating the feasibility of supporting tools. Examples of development of learning materials, learning process and evaluation instruments.

Forth, validation product. After developing the materials, the writer validate the product with advisor and co-advisor. The product will give the suggestion from advisor what the appropriate materials and theme, the advisor give suggestion in general about the product. Here the writer add some materials for the product that has designed. The materials have been evaluated by the experts to assess the appropriateness of the materials. The process of assessment uses expert judgment questionnaire. There are two people that evaluated the materials, there are teacher in the school and lecturer. The experts are also provided with some open-ended questions to write their opinions or suggestions about the materials.

Expert judgments were evaluated about the content, presentation, language features, and graphics. They also given score in each component in the guidebook that writer has created. The suggestion from the experts judgment from questionnaire will be input to writer to make the materials more appropriate to students, if the materials has appropriate and the expert judgment agree with the materials, the writer does not revise the product. And then continue to Revising 1. The results of the expert judgment questionnaire is analysis and revision by writer, the writer revision the materials evaluated by expert judgment to make materials appropriate with the suggestion from

expert. And the product use as the basis to rewrite the final draft of the materials. The revisions are based on some categories such as the content, the language, the presentation, and the layout. After being revision, the materials are considered as appropriate English learning materials for the Grade fifth students of SD N 1 Pandansurat.

After the researcher get some suggestion from the expert,,s judgment. The researchers do the tryout in grade fifth students of SD N 1 Pandan surat. There are 30 in one class. The purpose from tryout is to know validity and reliability from each questionnaire in the guidebook. In this step is usually called a field trial to get an evaluation of the product.Next steps, Revising 2 In this step the reseracher revise the product based on the result of product tryout and suggestion from the experts“ judgment. Therefore the product would reach the goals that are plans. After a material has implementation and revising by writer the product will be publishing and the product can be used to the students.

Next steps is Implementing the product. The strengths and weaknesses of the product in the process of learning In this step the writer applies the product of Research and Development to the students. The implementation of the product to know the effectiveness of the product. The implementing the product also to measure and teaching.

During the data collection process, interview questions were formulated per interview guidelines such as students lack in Reading, students need in reading,. and student wants in Reading. Beside interview the researcher used observation and also questionnaire. And for data analysis the researchers used There are two types of data that will be analyzed here, namely qualitative and quantitative data : Qualitative data is data that contains analysis in the form of sentences based on facts. In this type of data, the researcher will analyze the results of the data using sentences. The data that will be analyzed is interview and observation. The qualitative data is analyzed using several relevant steps (Miles et all, 2014) states that data analysis consists of four processes, they are data collection, data reduction (condensation), data presentation (display data), and drawing conclusions or verifications (drawing and verification). In more detail, the steps of (Miles et all, 2014) will be applied as follows: Data collection, Data reduction,

data display, and Drawing Conclusions or Verification. And for data quantitative The data is analysis manually using the following formula: $\text{Percentage (100)} = \frac{f}{n} \times 100\%$

FINDINGS AND DISCUSSION

After implementing and analyzing the research result which was gain from several sources, the researcher concluded several findings in implementation of PnF (Play and Fun) Application, that was about Reading Comprehension, The designing PnF (Play and Fun) Application and PnF (Play and Fun) Application for reading skill. The research findings of this research were presented as follow:

First, Reading Skill: Definitional component of reading skill which is stated by Perfetti (2014) is an individual's standing on some reading assessment. From the assessment result, the researcher will indicate and categorize the students into some categories. It will guide the researcher to decide what the researcher should do to them. The skill of reading is used by the reader to anticipate text information, selecting key information, organize and mentally summarize information, monitor comprehension, repair comprehension breakdowns, and match comprehension output to the reader goals.

Every reader has their own way of reading to do that which is appropriate with them. The teacher should give some skills to the students to make them comprehend text easily. Using the skills, the students may increase the pleasure and effectiveness of reading activity. In academic field, reading aims at some things new to learn. Learning will be successful when there is a change in mind by knowing something from unknown. After knowing something, students have to understand the thing so that they can apply the knowledge in a real life or at least they can pass their school exam. To gain this successful process, the students should have a skill to bring them into a good comprehension in reading a text. As stated by Brown (2004), there are two major skills of reading. They are micro-skills and macro-skills. The readers, in micro-skills, must have skills when they deal with graphemes and orthographic patterns and linguistic signals.

Second, result of Designing PnF (Play and Fun) Application. This application is designed to introduce a wide variety of professions to students. The existing material is to learn professions such as doctors, teachers, police, and so on so that through this application will be invited to learn and play. The application is designed based on the

model in CAI (Computer Assisted Instruction) which is a tutorial and game model because the model will be more effective where it can be learning and playing vehicle for children. (Dian et al., 2018). PnF is part of MALL (Mobile Assistance Language Learning) because this application is an application that help to improve students' reading skill and use the mobile to operate the application. The research aims to develop English vocabulary materials for fifth grades student. The materials that are developed based on the needs analysis that was done. The first step to developing the material is to conduct a needs analysis. It needs analysis was carried out in July 2022 by distributing questionnaire to the students of SD N1 Pandansurat. The questionnaire was developed based on the principle of need analysis by Hutchison and Waters there is a target need. Goals, goals Needs are about needs, deficiencies and wants. After the researchers gave questionnaires and perform a needs analysis, the researcher knows about what students' needs, lack, and want. Based on interviews conducted by researchers with teachers of SD N1 Pandansurat, students need media in the form of mobile learning. This statement was supported by the information of the field note analysis in appendix 13 on research finding analysis at pages code A. on teacher interview analysis (A1) at the code IA1. She said "if you look at this generation of covid, madam, what is needed is a fun media. Regarding smartphones. Due to being online in the past, children still like to depend on their smartphones, miss."

After the research design the product, the design did the first validation with advisor and co-advisor. After the product design is approved by advisor and co-advisor, the researcher gives the product to the expert judgment for evaluation. Researchers must visit two expert judgments, namely material expert judgment and media expert judgment. The researcher gave a questionnaire to the expert judgment that the materials evaluated by expert judgment. The questionnaire covered four aspects which were the appropriateness of the content, language, presentation and graphic. The results of expert judgment media, researchers get a value of 3.85 in category very good for the appropriate of the language, 3,83 in category very good for the appropriate of the graphic. And then the expert gave a comment in the questionnaire, that the researcher must added back button and added choose button for feel more alive. The results of expert judgment material, researchers get a value of 3,42 in the category of very good for the appropriateness of the content, 3.35 in the category of very good for the

appropriate of the presentation, 4 in category very good for the appropriate of the contextual. The expert gave a comment in the questionnaire, that the researcher must changing some titles and adding empty columns. The results of the expert judgment were then used to revise and develop the product and the material.

From the expert judgment the next step is try out, to know the media valid and reliable the researcher try out in fifth grade at SD N 1 Pandansurat, and then the researcher gave the instrument to the validator. After that the researcher reviewed the instrument and analyzed the answers of the instruments by grouping similar answers, that the result shows the validator gave the answer that the product valid and reliable. So, PnF (Play and Fun) Application can be implements.

The third is PnF (Play and Fun) Application for Reading Skill. PnF (Play and Fun) has shows positive results in improving the reading skills of students at school. Using Mobile phone in reading instruction generated a lot of interest among the students for reading comprehension. In addition, students enjoyed the reading material with a variety of pictures and sounds. For this reason, teachers need to prepare PowerPoint presentation to generate more interest in learning among the students (Bhatti,2013). (Hartoyo,2006) with Mobile Assisted Learning Programs students learn actively, respond to questions, complete interactive tasks, and enter a personal dialogue with their electronic tutor. Students can also asses themselves without the fear of losing face. In contrast to human behavior, tutorial feedback in well deigned Mobile Assisted Learning program remains constantly supportive and patient.

A Mobile Assisted Learning tutorial can encourage self-driven inquiry by the students. This application is designed to introduce a wide variety of professions to students. The existing material is to learn professions such as doctors, teachers, police, and so on so that through this application will be invited to learn and play. Mobile Phone play a very important role in the learning process of students especially in the field of reading, where reading material is very well presented and also interesting. With instructional materials that are interesting students will interested voluntary in receiving lessons in class.

CONCLUSION

Based on the results of the need analysis, it can be conclude that the target needs are contain of Necessities, Lack, and Want. This is can be seen from the based on the result of the need analysis is 89% where the students necessity in learning English reading, 82% where the student lack in English reading and teaching process, and 92% where the students want. Based on the implementation of PnF (Play and Fun) Application and worksheet students understand what they learn with PnF (Play and Fun) Application. They are more enthusiastic about learning and they are more active by using this application.

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