

Development of Listening Comprehension Learning Media for Beginners-Based Websites

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Abstract

This research is entitled Development of Website-based Listening Comprehension Learning Media for Beginners. The purpose of this research is to produce a product, namely the learning media of the E-learning website. This study uses the ADDIE development model (Analysis, Design, Development, Implementation, and Evaluation). In the analysis phase, a preliminary study, curriculum analysis, and needs analysis are carried out. At the design stage, an outline of the contents of the website and the preparation of the website framework are made. At the Development stage, website creation, website packaging and presentation, quiz design, testing by media experts and material experts are carried out. At the implementation stage, tests were carried out on small classes and large classes. The evaluation stage includes indicators of media success which quantity evaluates each stage of development. The application used for this development is Adobe after Effects.

Keywords

development; learning media; ADDIE



I. Introduction

Based on the observations that have been made on the Hörverstehen für Anfänger (beginner listening skill) course to semester 1 students, there are still many students who experience difficulties in the learning process which have an impact on student achievement. The main difficulties faced by students are in the form of understanding words and intonations that are still unfamiliar to hear which makes it difficult for students to understand the lessons about these subjects. This difficulty is clearly seen when the teaching and learning process takes place using the Studio A express book. At the time of learning, students only heard audio from the CD contained in the book without any text display to facilitate student understanding. This is an obstacle faced in the learning process so that it makes students feel bored and bored. Of course, this affects the learning achievement results to be low.

German language learning should be delivered through various learning media. One of the media that can be used is e-learning. E-learning media that can be used as an alternative as a teaching medium is a learning media using a website. This learning media is considered effective in learning German because it can stimulate the motivation and thinking power of students, relieve students' boredom, and help the learning process so that it is not monotonous. This learning media was chosen because it can be accessed online or offline so that students can learn anywhere without space and distance restrictions. This medium has also never been used in the Hörverstehen für Anfänger course.

II. Review of Literatures

2.1 Foreign Language Learning

Learning is essentially a process of action to maximize the increase in knowledge and talents or potential of a person. When the learning process occurs, knowledge, insight, skills and experience increase. In the Longmann dictionary, Dictionary of Language Teaching & Applied Linguistics (Richards and Schmidt, 2002) says that: Language is the system of human communication which consists of the structured arrangement of sounds (their written representation) in to larger units, morphemes, words, sentences, utterances. In common usage it can also refer to human system of communication such as the "language" of bees "language" of dolphins.

Which means that language is a human communication system which consists of a structure of sound arrangement (written picture) into broader units, morphemes, words, sentences, speech or expressions. In common usage it is also used in human communication systems such as the "language" of the bees, the "language" of the dolphins. Another case is expressed by Brown (2008: 6), says that:

Language is a complex special skill that develops in children spontaneously, without conscious effort or formal instruction, is used without exploring the underlying logic, is quantitatively the same in everyone, and differs from other skills that are more general in terms of process information or behave intelligently. Language is a medium of communication between humans. Language is needed by humans because human language can find their needs by communicating (Syakur, 2020).

Brown (2005: 5) also reveals that language is systematic and is an arbitrary symbol. Language as a symbol leads to a meaning that refers to something. Brown also explains that language is used to communicate in a community of speakers or culture. Although language is more dominant in vowels, language can also be visualized. According to Pringgawidagada (2002: 5) language is a set of linguistic symbols that are used in a common habit by a number of people that make it possible to communicate and understand one another. Language serves as a means of communication between humans.

In studying a field of science, it can be guaranteed and it is not impossible that someone will benefit, because what is called learning is a process or effort to get something from those who do not know to know, from those who cannot become able. So in learning a foreign language, it must have advantages, namely (Ghasali 2000: 138-139): (1) Learners have relatively more knowledge about the world, (2) Learners are able to control the input they receive (3) Learners are more ready to learn and apply rules (4) learners can transfer the strategies they have used when learning their first language, and (5) learners have known some cultural aspects that they can use in learning a second language.

The conclusion is that language learning is an effort or process of learning a science of cognition by understanding the sounds, symbols and meanings of a message or utterance. After that, a person will acquire special skills or abilities without realizing it or without any formal instructions to understand the message conveyed, for example through symbols, sounds and motion. Entering the world of work, English language skills are needed when conducting communication or outreach in a company that involves colleagues who are accustomed to using English (Syakur, 2020).

2.2 Listening Skills

a. Definition of Listening

Listening is an activity that involves one of the five senses, namely the sense of hearing carefully either in the form of stories or other information conveyed through the media or the words of other people directly. According to Sutari, et al (1997: 20) that: "Basically, listening is a psychological process starting from the process of recognizing the sounds that he hears attentively through the listening device, then compiling an interpretation that is full of active association between guesses, estimates, idealizations, along with interpretation and appreciation to capture information, message ideas. Furthermore, it is continued with the process of storing and connecting the results of interpretation to obtain an understanding of the communication that is delivered through spoken language."

Dewi (2019) listening skill is an activity that is actually mental and must be active and creative following the flow of sounds that have the phonological, semantic, and syntactic potential of a language. Musfiroh, et al (2004: 5) define that:

Listening is an activity that is deliberately carried out, has a target level of understanding required and pays attention to non-linguistic aspects, such as stress, intonation, rhythm, and sound range.

Schreiter (1995: 31) defines somewhat differently that: Listening is a psychological process in which there is a sorting of language issued by the speaker which is rearranged in the listener's memory, what is conveyed by the speaker is received by the listener selectively and then combined with the knowledge that is in the listener's memory.

Meanwhile Nieweler in Seidl (2009: 5) explains that: Das Hörverstehen ist ein aktiver mentaler prozess Laute und Geräusche werden aufgenommen und Einheiten (...) segmentiert denen dann Bedeutung Zugewissen wird. Neben das gesagte tritt dabei immer auch das gemeinte, d.h der Höher muss interpretieren (...) der Höher (ist) stets bemüht, die Daten und Informationen des Textes mit seinen Wissenstrukturen abzugleichen und auf diese Weise sind zu konstruieren.

Which has the meaning that hearing is an active mental process, tone and sound are divided into units that have their own meaning in addition to what is said as well as what is meant. This means that the listener must interpret what is heard. Listeners always try to equate data and information to their knowledge and build facts. According to Nunan (1991: 17) divides listening in two processes, namely: they segment the stream of speech into its constituent sound, link these together to form word, chain the words together to form lauser and sentences and so on. It's known as approach on lishtening.

Hearing has two processes that cannot be separated, namely hearing and understanding. Hearing is the process of receiving sound through the organs of hearing in the body, while understanding is the result of processing information received by the brain and understanding what the brain receives.

From the opinions of several experts regarding the definition of hearing above, it can be concluded that listening is an activity that involves the five senses of hearing and listening carefully to sound symbols on purpose with the aim of being able to obtain news or information or messages from the speaker which is manifested in the form of spoken language. The spoken language is the result of processing that comes from the brain and then becomes a tool used for disclosing news, information and messages obtained from the speaker.

b. Development Research

In development research, one of the development models is known, namely the ADDIE model. The ADDIE development model is a learning design model based on an

effective and efficient system approach and an interactive process, namely the results of the evaluation of each phase can bring learning development to the next phase. The end result of one phase is the initial product for the next phase. This model consists of 5 main phases or stages, namely 1) Analyze, 2) Design, 3) Develop, 4) Implement, 5) Evaluate (Reyzal Ibrahim, 2011).

c. Understanding Learning Media

Learning media is a tool that can channel messages, can stimulate the thoughts, feelings, and willingness of students so that they can encourage the creation of a learning process in students. This is in accordance with what Heinich, Molenda, Russel (1996) stated that a medium (plural media) is a channel of communication, examples include film, television, diagrams, printed materials, computers, and instructors. (Media are communication channels including film, television, diagrams, printed materials, computers, and instructors). The media is an intermediary that channels messages from the source to the recipient of the message (Prasasti, 2019).

d. Website Overview

Website is an internet facility that connects documents locally and remotely. Documents on the website are called web pages and links on the website allow users to move from one page to another (hyper text). Pages are accessed and read through browsers such as Netscape Navigator, Internet Explorer, Mozilla Firefox, Google Chrome and other browser applications (Hakim Lukmanul, 2004).

e. Website Elements

There are 3 very vital elements on the website. The three elements in question are:

1. Domains. If the website is like a product, then the domain is a brand. Choosing a unique domain name also makes it easy for people to remember it for later re-visit.
2. Hosting. Hosting has the role of storing all the databases (scripts, images, videos, text and so on) needed to form a website.
3. Content. The content on the website can be in the form of text, images or videos.

2.3 Types of Websites

Website is a medium for displaying information. Currently, various types of websites can be found easily, not only displaying information in the form of writing. Here are some of them:

a. Personal Website

The web that is owned by an individual, although in the form of a personal website, does not only contain things that are personal from the website owner.2. Website Toko Online

b. Blogs

Blogs usually contain articles that aim to share the author's knowledge, ideas or experiences.

c. Website Benefits

Website has many benefits in our life. For example, to access social media, shop online, and find important information, etc.

d. How to Create Websites

How to create a website is to use WordPress. WordPress is a high-quality website building platform without having to deal with coding. Just install WordPress, buy web hosting, choose the desired theme, install the important plugins, and the website is ready.

e. Adobe after Effects

Adobe after Effects is a software developed by Adobe. Currently, Adobe after Effects is one of the software that has a reliable design. This software has effects that reach 50 kinds and even more effects that can be used to change and animate objects. There are tools in Adobe after Effects that can be used to create shapes. In Adobe after Effects, there are several categories of features, namely text animation, visual effects, motion graphics, rotoscoping, and motion tracking.

f. Text Animation

The first very useful feature in Adobe after Effects is tweaking the text according to the animation of your choice. This includes turning it into 3D, making it move, and changing the color and transparency of the text.

g. VFX

In the VFX (visual effects) category, there are several key features that can simplify work and make the final video look professional. Examples are the added weather effect, Warp Stabilizer VFX to stabilize footage that accidentally shakes, and the Cinema 4D renderer that can convert any text or shape into 3D.

h. Motion Graphics

In the motion graphics section, Adobe after Effects can be said to be the champion. Adobe after Effects can animate any character and background (as is commonly found after shooting with a green screen), convert from 2D to 3D graphics, and much more.

i. Rotoscoping

Another interesting feature is rotoscoping, which makes it possible to play with the captured footage. With rotoscoping, users can separate an object into background and foreground. After that, just choose whether you want to change the background, remove distracting objects from the background, take the graphic for use elsewhere, or it can also be used as an animation.

j. Motion Tracking

Motion tracking from Adobe after Effects is a feature you can use to create text that moves along with footage. Users can make any text or graphic appear suddenly, make it stay in one place and still look realistic (as if it was there when the picture was taken).

III. Research Methods

This research is a development research that aims to develop learning media made with a website for the Hörverstehen für Anfänger course in the first semester of the German Language Education Study Program. In the development of this media using the ADDIE model (in Tegeh & Kirna, 2010). Tegeh & Kirna (2010) stated that the stages of development research on the ADDIE model are:

1. Analyst (Analysis)
2. Design
3. Development (Development)
4. Implementation/execution (Implementation) and
5. Evaluation/feedback (Evaluation).

The data and data sources taken from this research are all from the themes in the Studio Express book. This research was conducted in the German Language Study Program. The five stages of the development procedure can be seen in the chart of the stages of development as follows:

1. The analysis phase includes the following activities:
 - Conduct an analysis of the competencies required of students
 - Analyze the characteristics of students regarding the learning capacity, knowledge, skills, attitudes that students have and other related aspects
 - Conduct material analysis in accordance with competency demands.
2. Phase II Design is carried out with the following terms of reference:
 - Who is the lesson designed for? (learners).
 - What skills do you want to learn? (competence).
 - How can the subject matter or skills be learned well? (learning strategies).
 - How do you determine the level of mastery of the lesson that has been achieved (assessment and evaluation).
4. The third stage is development activities which include collecting interactive multimedia-based learning media/materials, making illustrations, typing, and others. Then proceed with the preparation of interactive multimedia-based learning media with the help of the required software.
5. The fourth stage of activity is implementation. The results of the development are applied in learning to determine the effect on the quality of learning which includes effectiveness, attractiveness, and learning efficiency.
6. The last stage is to conduct an evaluation which includes formative evaluation and summative evaluation. Formative evaluation was carried out to collect data at each stage.

The type of research instrument in this study is the Hörverstehen für Anfänger test in the form of multiple choice questions consisting of options a, b, c, and d. Then form the question with the answer ja oder nein (yes or no). This question is in the form of an oral discourse and is heard through a laptop and active speakers.

IV. Discussion

The results of the research data analysis showed that the data obtained were normally distributed and the sample came from a homogeneous population. Thus the learning outcomes of students who are given learning through the use of media are better than the results of learning without the use of media. This can be seen from the difference in the average final score of students in the experimental class and the control class. This can be seen from various aspects, namely:

1. The use of video media in the experimental class is very functional, challenging memory, concentration, and most importantly students can understand and capture the material presented. The use of video media in learning really attracts the attention

of students because it describes a piece of events or events chronologically and directly so that students do not just imagine or guess. This is in line with the benefits of video media proposed by Arsyad (2010: 49-50) namely being able to focus and maintain attention, being able to follow directions, training analytical skills, determining the meaning of context, being able to sort out relevant information or ideas and information that irrelevant, and may summarize, restate, or recall information.

2. Video media that involves two senses, namely the senses of hearing and sight simultaneously greatly assist students in digesting, and processing information, as well as imagining in the minds of students. Therefore, video media can help lecturers in the learning process, namely how to convey information through the senses of sight and hearing. With that learning will run not monotonous.
3. Learning requires repeated practice, this is because learning achievement is related to the process of listening, thinking, concentrating on obtaining information, how to get used to hearing foreign sounds or terms, then digesting and becoming new information for students.
4. The assumption and suggestion that German is difficult and unattractive is also because it requires high concentration and full attention and the limited vocabulary possessed by students. The use of interesting media, one of which is video media, will greatly help students in the learning process so that the learning process is not boring and can eliminate students' assumptions that German is not interesting and difficult, besides that video media can help lecturers in delivering learning material.

Other factors are needed to support Hörverstehen für Anfänger's learning achievement including motivation, interests and talents, learning environment, school facilities, and lecturers as facilitators and motivators in the classroom.

Outcomes Achieved

The output achieved from this research is a learning video where the video will be uploaded to sipda.unimed.ac.id as a website-based learning media for the Hörverstehen für Anfänger course.

V. Conclusion

1. There is a significant difference in student achievement in the German Language Education Study Program between those taught using media and those taught without using conventional media.
2. The use of media in teaching Hörverstehen für Anfänger students in the German Language Education Study Program is more effective than using conventional media.

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