Research Article

Developing an English Vocabulary Material Using English Learning Application

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Article Info	Abstract
	This research focuses on developing English vocabulary material by using English Learning Application at 1st-grade MTs. Mambaus Sholihin Gresik. The material of this product was designed according to the needs and characteristics of the students. With this material, students can learn English vocabulary easily because the application is very practical to use for learning. In this research, the researcher used the approach of Research and development, Research and development is a method used to create some product and then try it to the objective of the study about the effectiveness of the product. The data collection techniques which were used in this research were distributing questionnaires to students and interviewing the teacher. The questionnaires were applied in the needs analysis stage. The students' characteristics and learning resources were observed by doing a need analysis. The application was effective. Students were able to increase their vocabulary and able to reduce their boredom with learning English. They also believed that the product was useful to assist them in learning vocabulary. The role of the application as a medium for learning vocabulary is very influential, this is because before learning we must pay attention to the motivation and interest of students in learning. The application is proven to be able to overcome student motivation and interest. The improvement, revision, addition, and alteration had been done based on the feedback from the expert and the subjects of the product try-out.

INTRODUCTION

The technological development in the learning process, especially for internet access to explore students' knowledge and participation in educational resources. Using technology was familiar in education to create an effective and efficient learning process. One of the benefits of technologies in education is to expand the use of learning media in the teaching process. Using technology-based learning media is very important to support the student's learning process because it can help them understand the material and reduce their boredom (Mulyadi,2020). Thus, the primary function of learning media is to help students comprehend the learning materials.

The use of the application as a learning media has become common at education levels because the application is exceptionally available and affordable for the learning process. This condition agrees with the

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development of technology. Moreover, many applications are integrated into classroom teaching and can support the student's learning process through mobile applications (Rahim, 2019)

The researcher found some problems which become the major obstacles to the English learning process. The problems such as: 1. The unavailability of English learning materials design that the students' need and interest related to the materials, 2. The students have low motivation, 3. The media in learning English is boring. It, of course, becomes a problem in achieving the learning objectives.

Concerning these, interesting English learning material should be designed based on the students' needs to support the English learning process. This study intended to develop an English learning vocabulary using an application that was used by students in junior high school for their English learning. The English vocabulary learning in this study was designed based on the needs of the students.

LITERATURE REVIEW

Learning is a process of student interaction with education and learning resources in a learning environment. Learning is assistance provided by educators so that the process of acquiring knowledge and knowledge, mastering skills and character, and forming attitudes and beliefs in students can occur. In other words, learning is a process to help students learn well. Learning is a complex activity. Learning is essentially not just conveying messages but also a professional activity that requires teachers to use basic teaching skills in an integrated manner and create efficient situations (Mashudi,2007).

Vocabulary is one of the most obvious components of language and one of the first things applied linguists turned their attention to (Thornbury, 2002). Learning a language must be given special attention to get the goal of language learning. There are four skills of language. They are, listening, reading, speaking, and writing. To support the development of four language skills, English language components, vocabulary, grammar, and pronunciation or spelling are also taught. Besides that in constructing a sentence, we do not need just grammar and pronunciation correctly but also the appropriateness of choosing vocabulary.

Vocabulary is essential for successful second language use because, without an extensive vocabulary, the learners will be unable to use the structures and functions we may have learned for comprehensible communication (Nunan, 1991). The kinds of vocabulary are divided into three kinds. 1) a vocabulary about person, place, or usually we call noun. 2) a vocabulary that expresses an action or we can call it a verb. 3) a vocabulary to describe the qualities of a thing or action, it is called adjective and adverb (Marine, 1996).

Vocabulary mastery in junior high school especially in the first grade students still at the level of receptive use. They can identify the words when they meet them but they are not able to produce or use the words speaking or writing. Some steps in vocabulary learning, namely: 1) Listening to the words. 2) Pronouncing the words. 3) Understanding the meaning. 4) Making illustrations in the form of sentences. 5) Doing practice in expressing the meaning. 6) Pronouncing the words in a loud voice. 7) Spelling the words (Lado,1965).

The keywords of learning media are the introduction of tools or instruments, the activity of channeling information or learning material, the involvement of physical instruments in distributing learning material, the existence of learning resources, and relating to learners, instructors, and material, with learning objectives. From this definition, the basic concept of language learning media is a physical instrument, both software, and software taken from a learning source, then with a learning strategy that is used as a learning tool so that the goal of language learning is achieved (Sanaky, 2015).

Applications are software made by a computer company to do certain tasks, such as Microsoft Word, and Microsoft Excel. The application comes from the word application which means the application of usage applications (Dhanta, 2015). Application is the application, storing things, data, problems, and work into a means or media that can be used to implement or implement existing things or problems so that they turn into a new form without losing value. the basis of data, problems, and the work itself (Jogiyanto, 2013).

Applications are ready-to-use programs that can be used to execute commands from application users to get more accurate results by the purpose of making the application, application has the meaning of problem-

solving that uses one of the application data processing techniques which usually races on a desired or expected computing application and expected data processing.

METHOD

In this research, the researcher used the approach of Research and development, Research and development is a method that is used to create some product and then try it to the objective of the study about the effectiveness of the product. Educational Research & Development is a research design aimed and developing educational products, like curriculum, syllabus, textbooks, instructional media, modules, assessment instruments, etc. The researcher concludes the steps for proceeding with development, are: 1). Need Analysis 2). Material Development 3). Expert Validation 4). Revision I 5). Try-out 6). Revision II 7). Final Product.

RESULT AND DISCUSSION

Result of Questionnaire For Students

The researcher gives 22 questionnaires to the 40 students of 1st-grade MTs. Mambaus Shoihin to get data about the need analysis of the students, the students need a development material of the previous material to make them learn English effectively and efficiently.

Result of a questionnaire for an English teacher

To compensate for the given questionnaires to the student, the researcher also gives a questionnaire to the teacher of English lessons in the class. The teacher knows what the teacher needs to teach the students in the class and what the students need to accompany them in learning English in the class, so the teacher also has an important role in the class.

Result of Expert Validation

For the next step in developing English vocabulary learning for 1st MTs. Mambaus sholihin is expert validation, after all of the steps have been done the validator has to check the revision about the material development is feasible to learn or not. The validator suggests tidying up the picture and then adding the sound of how to pronounce it in each English vocabulary.

Result of Product Revision I

The researcher revises based on validator guidance, there are some weaknesses found in the learning material application such as; The content of the material to tidy up the picture inside the vocabulary than adding a sound how to pronounce the vocabulary.

Result of Product TryOut

The product try-out after the revision is needed, so the researcher gives 7 questionnaires to the students of 1st MTs. Mambaus sholihin, these questions are given to know about students' feedback and comments about the learning material and the content of the application.

Result of Product Revision II

The researcher revises based on the result of try out to the students. There is no significant revisions from the application, the researcher just revises a few pictures not interesting which found in trying out.

Result of Final Product

The researcher develops the material proposed by the teacher about English learning materials of first semester which easy to study and memorize even to practice it. The application was effective. Students were able to increase their vocabularies and able to reduce their boredom in learning English. They also believed that the product was useful to assist them in learning vocabularies. The role of the application as a media for learning vocabularies is very influential, this is because before learning we must pay attention to the motivation and interest of students in learning. The application is proven to be able to overcome student motivation and interest. The improvement, revision, addition and alteration had been done on the basis of the feedbacks from the expert and the subjects of the product try out.

The final product, in terms of design, already represents and can understand students because each material was interspersed with pictures that represent a discussion. The fonts contained in the application are clear enough to make students not confused in terms of reading. Lay out has been formed neatly. Layout with each other no stacking or double layout. Overall, this application is very easy and interesting to learn English

vocabulary.

However, due to the researcher's weaknesses in time management, the final product of this study contained several weaknesses. The first weakness was that the final product include only first semester. The second weakness about sequence of main menu display, material option should be the first before quiz option. This application is very good in developing English vocabulary learning. The researcher hopes that the final product of the researcher can help the world of education, especially in learning English vocabulary

CONCLUSION

English is a foreign language and a second language. Skill mastery of this language is very needed. For the students who have just come to junior high school grade needs to be noticed clearly about their vocabulary skill mastery. However, vocabulary skill is very important to be able foreign language. Therefore the researcher chooses junior high school grade exactly 1st of Mts. Mambaus Sholihin as the subject of the study.

This design of the research uses Research and Development with a qualitative and quantitative approach. The researcher use the steps for the procedure of development as followed: need analysis, material development, expert validation, f[rst revision, try out, second revision, and final product.

The researcher produced the products in the form application as the name English learning application. There are several software that can help the researcher to create the game, such as Macromedia and Microsoft Office and also Game Maker, Etc. but here the researcher chooses Microsoft Office to help the researcher in creating the application.

RECOMMENDATION

After doing the study, may there be some suggestions for this study to get achievement in the aim of the study and to know that kind of learning media process are very much. Someone has to develop the learning media process to get development and increase. the result of the study here is not only for the student, for the teacher, for the institution even for the researcher self.

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