

Android Application of English Learning as Learning Media for Junior High School Students

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Abstract— One form of technological advances in computers is a mobile device. At this time English is a very important requirement in all fields of education and work even in daily life, because English itself has become an international language where most countries use this language. However, most junior high school students often have difficulty in learning English. This research aims to create an English learning application based on the existing curriculum using Adobe Animate CC 2017 which is offline. The stages used to make the application in this study are problem analysis, problem, problem solving strategies and system design. The global system design uses UML modeling which consists of Use case Diagrams, Story Boards, Activity Diagrams, Sequence Diagrams and Flow Charts. This application makes it easier for junior high school students to learn English so that it helps make it easier for teachers to convey material and also this application considers all aspects of development, is meaningful, interesting, and functional. features after testing on several smartphone devices.

Keywords: Adobe Animate CC 2017, Decision Support English Learning, UML

I. INTRODUCTION

One of technological advances in computers is a mobile device. Mobile devices are devices that have the ability to move and are able to meet user needs without being tied to a place or resource. Some examples are smartphones, tablets, and PDAs. Mobile device users are not only adults, but also used by young people (children). The children often spend time using smartphones, especially androids to play games, thereby reducing the time to study.

English nowadays is a very important need in all fields of education and work even in daily life, because English has become an international language where most countries use this language. However, most junior high school students often have difficulty learning English, starting from vocabulary, writing, pronunciation, and to memorize the meaning of English which is difficult for junior high school students to understand because the teachers still use conventional methods in teaching English so it makes the students feel bored and less interested in learning English.

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This media application is expected to help to support the memory of the students who are still very sensitive to what they see and hear, especially in learning English. The target application is prioritized for junior high school students.

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Adobe Animate CC is widely used in the creative industry to develop attractive projects that integrate video, sound, graphics, and animation. You can create original content in Animate CC or import assets from other Adobe applications such as Photoshop or Illustrator, quickly design animation and multimedia, and use code to integrate advanced interactivity. (Russel Chun, 2017).

II. RESEARCH METODHS

1. Problem analysis

English at this time is a very important need in all fields of education and work even in daily life, because English itself has become an international language where most countries use this language. However, most middle school children often have difficulty in learning English, starting

from vocabulary, writing, pronunciation, and memory to memorize the meaning of the English language which is difficult to understand and understand by junior high school children due to the learning system that still uses face-to-face method with reading and translating which makes elementary and junior high school students difficult to understand.

2. Problem

The current problem can be described as follows:

- a. It is difficult for junior high school students to learn vocabulary, writing and pronunciation caused by the learning system that still uses the face-to-face method by reading and translating.
- b. Often there is difficulty in memorizing the meaning of English.
- c. It is difficult for junior high school students to memorize formulas in.

3. Problem Solving Strategy

The problem-solving strategy recommended by the author to make students not find it difficult to learn English is to design an English learning educational application for junior high school students according to the 2013 curriculum.

The design of an English learning educational application system for Junior High School Students based on Android is one of the efforts to provide information and a lesson to students about recognizing letters, numbers, colors, spelling, tenses, verbs, and nouns for junior high school students. In general, children really like to learn by drawing and animation methods, therefore in designing an English learning educational application system for Android-based junior high school students, it can help teachers teach material to students in terms of recognizing and memorizing.

4. System Design

The global system design uses UML modeling which consists of Use case Diagrams, Story Boards, Activity Diagrams, Sequence Diagrams and Flow Charts.

III.RESULTS AND ANALYSIS

The following will explain the display of the results of the English learning educational application for Android-based junior high school students which can be seen as follows:

1. Application Loading Display

The display presented by the system to display the application login can be seen in figure 1.



Figure 1. The Display of Application Loading

2. Display the Application Main Menu

The display presented by the system to display the SMP menu page on the application can be seen in Figure 2



Figure 2. The Display of Main Menu

3. Verb Menu Display

The display presented by the system to display the verb menu page in the application can be seen in Figure 3.



Figure 3. The Display of Verb Menu

The verb menu display in the application explains the learning material in the form of the verb, where the material is explained in form, text and audio. Users can use the right arrow icon to continue with the next material and when they want to return the user can select the upper left arrow icon to return to the main menu.

4. Display Menu Noun

The display presented by the system to display the noun menu page in the application can be seen in Figure 4.



Figure 4. The Display of Noun Menu

The noun menu display in the application explains the learning material in the form of nouns, where the material is explained in form, text and audio. Users can use the right arrow icon to continue with the next material and when they want to return the user can select the upper left arrow icon to return to the page menu

5. Adjective Menu Display

The display presented by the system to display the adjective menu page in the application can be seen in Figure 5.



Figure 5. The Display of Adjective Menu

In the adjective menu display, the application explains the learning material in the form of nouns, where the material is explained in form, text and audio. Users can select the arrow icon on the top left to return to the SMP page menu

6. Exercise Menu Display

The display presented by the system to display the exercise menu page



Figure 6. The Display of Exercise Menu

The exercise menu display on the application displays exercises from previous learning materials that have been studied to find out how well students understand after studying the material in the application.

IV. CONCLUSION

Based on the process of designing, manufacturing and testing this learning media, the following conclusions can be drawn:

1. This application can run well in appearance and features after testing on several smartphone devices.
2. This application has been made in a language that is quite easy to understand, and is useful for junior high school users.
3. The material taught to junior high school students is Listening.

THANK-YOU NOTE

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