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DEVELOPMENT OF SSE (SIMPLE STUDY ENGLISH)
IN CLASS VII AT MTS NEGERI 9 JOMBANG
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Abstract

This research aims at designing SSE (Simple Study English) based on an Android Application in English lesson for 7th-grade students of MTs Negeri 9 Jombang. The research used Research and Development method (R&D) that the researcher adapted from ADDIE (Analyze, Design, Development, Implementation, and Evaluation). Taken from the data on the development phase, the researcher obtained a result of material and media application of learning in the simple study English application with a feasibility percentage of 86 % points on media validation that was categorized as "good quality". The result of material validation is 88% points that were also classified as "good quality". Moreover, in the implementation phase, the student's responses were 94% that could be classified as "very good quality". From the data that this research showed, it can be said that this application is feasible and capable of being applied to Islamic Junior High School.
Keywords: Development, Application, Simple, Study, Language English

A. INTRODUCTION

The application comes from the English language, namely "to apply" which means to apply or be applied. However, the notion of an application in general is a ready-made program package that can be used. While the meaning of the application is "a computer program created to help humans in carrying out certain tasks".

In the book Human Resource Management by Hasibuan (2011) said that development is an effort to improve the technical, theoretical, conceptual, and moral abilities of employees in accordance with the needs of the job or position through education and training. Meanwhile, according to P. Siagiaan (2012) stated that development includes learning opportunities that aim to further increase the knowledge and skills needed in the work being undertaken.

English is an international language that is most widely used throughout the world so that English is very important to learn in an educational setting. As the world's social language, English is not only an academic need because its mastery is only limited to aspects of language knowledge but as a global communication medium. To master English well, the teaching and learning process emphasizes the practice aspect so that students will be actively involved in the learning process. This is highly recommended because firstly English is not the language used daily in Indonesia and secondly, knowledge of English in Indonesia is very minimal because generally students in Indonesia find it difficult to learn English except for a student who is interested in learning English.

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SSE (Simple Study English) is the application developed through an application media called Smart Apps Creator 3 which was developed by the researchers based on the material made and adjusted to the content, cover, and designed as attractively as possible. Sanaky (2013) said teaching media are used to increase effectiveness and efficiency in teaching to reach instructional goals, and one of the media is SSE.

Researchers are interested in developing an application or learning media through Smart Apps Creator 3 because an application that is produced from this media makes it easier for a student to learn English material which is packaged more concisely and attractively and the SSE application media can be installed on Android or an Android device laptops.

B. METHOD

Borg and Gall (1983) suggested that research and development steps consist of ten research steps, namely potential and problems, data collection, product design, design validation, design revision, product testing, product revision, usage testing, product revision, mass production. Then, Thiagarajan (in Sugiyono, 2011) suggests that research and development steps consist of define (defining stage), design (planning stage), development (development stage), and dissemination (dissemination stage).

Another model from Robert Maribe Branch (2009) who developed a learning design with ADDIE which stands for analysis, define, development, implementation and evaluation, and Richey and Klein (in Sugiyono, 2015) suggested the steps of research and development from planning (planning) to production (producing) and then evaluation (evaluation).

From the various R&D models above, the researchers chose the ADDIE model (analysis, define, development, implementation and evaluation) which is a learning design development by Robert Maribe Branch (2009) because according to the researcher the ADDIE development model is more suitable for u se by researchers in this scientific paper.

The steps of the Simple Study English (SSE) application development procedure are: (1) analysis; (2) define; (3) development; (4) implementation; and (5) evaluation.

D. RESULT AND DISCUSSION

From the several descriptions of the data gathered from the research, results and discussions can be obtained which can be described. The following are the results and discussion that the researchers got:

1. **Material Expert**

EVALUATION MATERIAL EXPERT

No	Observed learning aspects	Observation value				
		1	2	3	4	5
1	Curriculum					
	a. Conformity with learning indicators	V			V	

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No.	Aspect	1	2	3	4	5
2.	Use					
	a. The suitability of the media with the characteristics of students			V		
	b. The suitability of the delivery of material with the development of students			V		
	c. Demanding student activity in the learning process			V		
3.	Opener					
	a. Interesting title				V	
	b. Material truth				V	
	c. Material clarity				V	
	d. Apperception suitability with learning materials				V	
	e. Suitability of sample presentation				V	
4.	Core					
	a. Material breadth			V		
	b. Grammar				V	
5.	Closing					
	a. Systematics of practice questions				V	
	b. The proportion of practice questions				V	

Description: 1: Very poor with a value range below 50
2: Less with a value range of 50-60
3: Enough with a value range of 60-70
4: Good with a value range of 70 -80
5: Very good with a value range of 90-100

Based on the table above, the results of material expert validation can be calculated using a Likert scale. The following is the result of the validation.

$$P = \frac{\sum X}{\sum X_i} \times 100\%$$

$$P = \frac{4+3+3+3+4+4+4+4+3+4+4+4}{5} \times 100\%$$

$$= \frac{44}{5} \times 100\% = 88\%$$

So, from the presentation formula for the validity of the validator above, it can be concluded that the product made by the researchers have a percentage of 88% suitable for use without revision with an average assessment according to the validation sheet points, namely curriculum 4, use 3, opening 4, core 3, closing 4.

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2. **Media Expert**

EVALUATION MEDIA EXPERT

No	Observed learning aspects	Observation value				
		1	2	3	4	5
1	Design					
	a. The accuracy of the background selection with the material				V	
	b. Layout accuracy				V	
2.	Text					
	a. Font selection accuracy				V	
	b. Font size accuracy				V	
	c. Text color accuracy				V	
3.	Image					
	a. Image size				V	
	b. The suitability of the image with the material			V		
	c. Image display quality			V		
	d. Image composition			V		
	e. Image selection accuracy			V		
4.	Use					
	a. Ease of use				V	
	b. User compatibility				V	
5.	Media display quality					
	a. Attractive media appearance when used by students				V	
6.	navigation key					
	a. Navigation key assignment				V	

Description: 1: Very poor with a value range below 50
2: Less with a value range of 50-60
3: Enough with a value range of 60-70
4: Good with a value range of 70 -80
5: Very good with a value range of 90-100

From the table above, the results of the media expert validation above can be calculated using the Likert scale. The following are the results of the validation:

$$P = \frac{\sum X}{\sum X_i} \times 100\%$$

$$P = \frac{4+4+4+4+4+4+3+3+3+3+4+4+4+4}{5} \times 100\%$$

$$= \frac{52}{6} \times 100\% = 86\%$$

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So, from the presentation formula for the validity of the validator above, it can be concluded that the media created by this product according to media experts is suitable for use without revision. with an average rating according to the validation sheet points, namely design 4, text 4, image 3, usage 4, media display quality 4, navigation buttons 4.

E. CONCLUSION

Based on the results of expert validation of materials and media. The application of learning in the simple study English application with a feasibility percentage of 88% for the material and 86% for the media is declared feasible to be applied during online classroom learning. With the application of the simple study English application, students find it easier to learn the learning material in the application. Application learning tools have a percentage of 94% with very good assessment criteria.

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