
Android-Based Mobile Learning as an English Language Learning Media during Pandemic Times

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Abstract: In an era that is all advanced and modern, technological sophistication causes learning that initially runs in one direction, where teachers and students meet and communicate with each other in the classroom, can be carried out through the help of information technology. Along with the development of information, where books and teachers were originally the main learning resources, now they have begun to experience developments where learning resources originating from the internet have begun to be often used in the teaching and learning process, especially during the Covid 19 pandemic which requires students and teachers to learn. With the Online system (In the Network) which requires innovation in the teaching and learning process. Mobile learning is defined as a mobile device that is used in the teaching and learning process. English subject itself is one of the subjects that must be taken by students of Madrasah Ibtidaiyah Sinar Betung which must be achieved as well as possible. This subject emphasizes the concept of interaction using English and increasing English vocabulary at the elementary school level for English speaking skills in everyday life. Mobile learning developed in this research is in the form of electronic teaching materials in wave courses. The purpose of this research is to develop electronic teaching materials in the form of mobile learning. Mobile learning that has been built is only limited to conveying information using Internet facilities and students can download materials taught by teachers via smartphones that have installed Mobile Learning on Android owned by their students. The mobile learning application is built using the android studio programming language, note Path, PHP, Mysql database, display design with Photoshop. With this mobile learning application, it is easier for teachers and students to get online interaction and in delivering material that can be accessed anytime and anywhere.

Keywords: Mobile Learning, English, Ibtidaiyah Sinar Betung, Pandemic



1. INTRODUCTION

1.1 Background of the Problem

At this time, technology has become a tool for human activities that cannot be abandoned, almost 70% of information technology users, both in the form of gadgets and cellphones that have been certified for operation, both in the form of iPhone and Android, have been very popular among the world community, therefore the Covid pandemic period 19 which is currently a frightening specter for interaction. Every human being must be given another alternative. One of them is using online learning or what is called online learning in the network to anticipate things like that so that they can be carried out properly and so there must be a facility that can help every interaction. between teachers and students so that the teaching and learning process continues to be carried out as well as possible with an application that will later use easily accessible and repeated by students, the researcher needs information for making the application to deepen an understanding of the Android application, it is mandatory to include the components in making the application while the things that are very important in understanding this Android application are every programmer. must require supporting component software such as from the programming language which will later give an instruction to the system will be able to execute all the commands then the repetitions of these instructions are written in a script or coding which can later be done repeatedly by Android. Becomes important because the interface on the Android application for learning English will be used by children still in elementary school at Madrasah Ibtidaiyah Sinar Betung which will later become a new communication tool so that interaction will be minimized with this application reducing face-to-face meetings to avoid the spread of the covid-19 virus and any repetition of material will be easily accessed by students because it can be repeated anywhere and anytime).

According to Setiawan, at this time, all education is experiencing changes, both in terms of teaching and learning processes and in their interactions, especially during the covid 19 pandemic, which requires that teachers and students do not meet directly, so an alternative is needed that can help keep the speakers and discussions as material for study from students and teachers, but there is a lack of interactiveness in online-based delivery, an educational game application is needed for learning English at SD Sinar Betung Elementary School in Padang, with the occurrence of conflict 19, it is necessary to have other tools so that the teaching and learning process can be implemented between teachers and students continue to interact by activating and having fun so that the material delivered is still absorbed and understood by students during the covid 19 pandemic, the application was built using the PHP programming language, my SQL database and the localhost exam server, the interface display using Photoshop and converted into an application that can be installed on an Android-based Smartphone so that it can be easily accessed anytime and anywhere and can repeat the material effectively and efficiently.

After the emergence of the Covid-19 outbreak in the hemisphere, the education system began to look for an innovation for the process of teaching and learning activities. Moreover, the Circular no. 4 of 2020 from the Minister of Education and culture who recommends that all activities in educational institutions must keep a distance and all material delivery will be delivered at their respective homes. There are several methods that can be used, including:



1. Project Based Learning

In this learning method students will be divided tasks to complete a real project for the completion of the material provided by the teacher so that students will become more objective in solving the problem because the project is free. Knowing how to apply it or its use in everyday life as well as a problem solving so that this project makes learning very important for students to carry out all the materials provided by the teacher which will later make a practical science more effective and efficient when students can use the learning base of this Project.

2. Online Method

This online method is very much needed during the COVID-19 pandemic because it is a learning system or teaching and learning process in a network that uses long-distance communication but can interact well between students and their teachers and the most advantageous thing is that the material delivered by the teacher can later be repeated by students both in their video conference recordings and in the form of digital files that can be stored properly by students this online method really needs an application that will be able to facilitate interaction both in the form of websites and Android applications but in/required a collection between teachers with online-based students and this is very troublesome when in certain areas it is still difficult to network but with the application that allows later it can be shared when using a smartphone that is already based on Android, the teacher will easily provide material directions using the Android application, so it is really needed in this time of covid.

3. Luring Method

The offline method used to be very popular in terms of interaction and understanding, students can directly meet face to face with the teacher and will understand better because they will get information that is directly face to face and meet so that the material to be given is really clear and can be easily accepted by students. But at this time it can't be done because it anticipates the spread of covid-19 which is increasingly widespread, offline is a method that no longer needs to be forced to meet students and teachers if it is carried out by force there will be a spread of the covid-19 virus which is very dangerous both from teachers and students, so it is very good to interact with each other clearly and understand each other, but indeed for certain conditions offline, it cannot be forced to be able to be the only learning method that is most effective and efficient, there needs to be a new breakthrough and innovation in anticipating this offline method, one of which will be an Android application for learning English material at Sinar Betung Madrasah Ibtidaiyah.

4. Blended Learning

There is this method combines the online method with the offline method, namely the method within the network as well as the method and outside the network but there are certain limitations in the spine for the offline limit is everything that is based on practice and must meet face-to-face such as exams or quizzes which will later be able to monitored directly by the teacher but the materials that will be taught by the teacher will later be based on an online application and not directly face to face between students and teachers anticipating the later spread of covid 19 and so that it can make an alternative safety together so this blended learning is sometimes used as an alternative by mixing online and offline methods, but to



anticipate it, face-to-face meetings are minimized. directly only various things that really have to meet between teachers and students.

Madrasah Ibtidaiyah Sinar Betung which is an Islamic-based school does not want its students to be left behind in material so that Madrasah Ibtidaiyah tries hard to carry out the teaching and learning process by providing alternatives in the form of developing educational mobile learning media using smartphone technology but still based on the material being taught. The advantage of mobile learning is in learning English, especially to develop listening and speaking skills. Therefore, during a pandemic like this, it is necessary to design an interactive learning media model for English conversation at the SD/Madrasah Ibtidaiyah level. The reasons for determining the object are:

1. Elementary school (SD)/Madrasah Ibtidaiyah students today are no longer awkward using Smartphones, which in operation still receive assistance from parents, the need for Smartphones can be an alternative for continuous learning.
2. Many Madrasah Ibtidaiyah students use smartphones;
3. The online method is chosen so that users can easily get the material shared by the teacher through Mobile Learning;
4. Interactive concept was chosen to increase user engagement in learning English conversation; and conversational skills in English were chosen because in the current era of the Covid 19 Pandemic, students of Madrasah Ibtidaiyah are expected to continue to do online learning.

a. Formulation of the problem

Based on the background written in the previous section, the formulation of the problem in this design: How to provide an alternative to learning English for students of Madrasah Ibtidaiyah Sinar Betung using Mobile Learning media?

b. Research Aims and Benefits

This mobile learning English learning tool was developed with the aim of being an alternative learning medium for students of Madrasah Ibtidaiyah Sinar Betung in online or online English subjects. The expected benefits are to facilitate the learning process and increase the ability for students of Madrasah Ibtidaiyah Sinar Betung to learn English through this medium.

2. Literature Review

2.1 Definition of Mobile Learning

According to Mildawati, Mobile Learning is an application that is now popular because it looks very simple and can then be accessed easily using a gadget or an operating system information system application using a smartphone that is based on Android. The application can adapt to gadgets and smartphones that are currently almost everyone already using it.

There is mobile learning, this is an Android application which will be specifically designed to be an alternative learning that is fun and exciting with online methods but can be streamlined and maximized the learning material because it can be repeated anytime and anywhere by using a gadget or smartphone that is already based on Android so that this application becomes an alternative during the covid 19 pandemic which is indeed dangerous when directly meeting the teacher-student interface



2.2 Android

According to T. Waseso and RM Manikam Android is an arrangement of several software, Android operates a Linux system that is specifically designed for mobile devices such as smartphones and tablets. The android system referred to in this study is the operating system found on the smartphone as a mobile learning learning device which is a smartphone that has an android operating system belonging to Ibitadaiyah Sinar Betung students which is used for learning media.

2.3 Learning Media

According to M.Ramli All tools that can be an alternative in learning media, both the formation of graphics and information which will later be in the form of video or audio or what is often referred to as multimedia, have become one of the alternative learning methods that are very much needed by teachers and students during a pandemic like this. Reducing interfaces and direct interactions that cause the spread of covid-19, learning media like this is currently very important for every teacher and school which will later become an alternative learning to help teachers and students continue to do teaching and learning process activities. Later, a Link mobile application will be created which can easily be understood in an easy-to-understand interface which will later provide material English for the Madrasah Ibtidaiyah Sinar Betung Talang Padang class.

2.4 English

English teaching and learning process does not have to be face-to-face but can use a learning media. One of them is a mobile learning application learning media that will help teachers and students to be able to carry out English teaching and learning activities, especially during the covid 19 pandemic, this is not allowed legally. Teachers and students face to face to convey the activities of the teaching and learning process. Introducing a foreign language to elementary school students should start early. In addition to making students more familiar with the language, the brain's ability to absorb information is also faster. Therefore, teaching children English requires great hard work from the teachers.

2.5 Madrasah Ibtidaiyah Sinar Betung

Islamic-based elementary school which is often referred to as Madrasah Ibtidaiyah which is located on Jalan Ogan III, Talang Padang District, Tanggamus Regency, which has been established since 2008 with the First Principal Mr. Supriadi, S.Pd.I. who has now been replaced by Mrs. Sumarti, S.Pd.I., M.Pd.I. who until now still serves as the Principal of Madrasah Ibtidaiyah Sinar Betung.

3. RESEARCH METHOD

3.1 Data collection

Data collection is a very important research technique because all information from the research object will be processed into important information from the findings of the problem and will be studied more deeply to get a solution to the problem.

1. Observation Method



Observation method is a method where researchers make observations, see and examine directly to the object of research about all activities related to the purpose of the study. In addition, researchers also evaluate the system that is running and provide solutions through Mobile Learning that will be built so that it is more useful.

2. Library Method

Literature study is a method of collecting data by studying scientific sources from references or from books that are relevant and support research. Through a literature study, a study was conducted on the learning system at Madrasah Ibtidaiyah Sinar Betung.

3. Interview Method

The interview method is an interactive search for information directly with school equipment between teachers and students of Madrasah Ibtidaiyah Sinar Betung. The questions given to the teachers and students are as follows:

1. How is the system that has been running for the English learning system during the covid-19 pandemic?
2. Can the learning system that is already running be felt optimally in terms of the process and results of learning English?
3. Does Sinar Betung Madrasah Ibtidaiyah have Mobile Learning that can facilitate the teaching and learning process?
4. if it doesn't exist, do the teachers and students need a Mobile learning application as a medium for learning English?

3.2 Design Model

This research uses a research and development method which is a research method that is usually used to produce a particular product. This research produces a product that can be used in the learning process in the form of an android-based application on a smartphone. Research on the development of a product for learning media was conducted to determine the feasibility of the media in the learning process. Therefore, it is necessary to have a research design that has stages so that this research can run in the right direction. The stages of the research carried out refer to the ADDIE development model which includes Analysis, Design, Development, Implementation and Evaluation.

1. Analysis, at this stage the researcher analyzes the system to be made which includes: determining objects, analyzing input requirements, analyzing output requirements, and evaluating system effectiveness.
2. Design, in designing this system the researcher uses context diagrams and DFD level 1 to solve the problems encountered in the research object which includes database design, user interface planning, hardware requirements, network planning, software requirements.
3. Development, at this stage the system that has been created is carried out in accordance with the stages, then perfects the architecture and then implements it by creating a program.
4. Implementation, at this stage the application of the system to the object of research to be able to solve the research problems faced.
5. Evaluation, this stage is carried out to determine the reliability of the system that was built based on the stages that have been designed and find out the weaknesses of the system as material for evaluating system improvements.



3.3 Data analysis

This stage is the stage of analyzing the curriculum, analyzing the material, analyzing the media and analyzing the level of ability and characteristics of the target users, namely students.

- **Curriculum analysis**

Curriculum analysis is done by adjusting a media development that is integrated with the curriculum used at Madrasah Ibtidaiyah Sinar Betung so that the data obtained is in the form of a lesson plan syllabus containing English sub-materials. These sub-materials serve as guidelines for collecting materials that will be included in the android application-based mobile learning media.

- **Material analysis**

Material analysis was carried out by selecting materials that matched the RPP indicators used by English teachers from several references such as the 2013 Curriculum package book used in student learning at Madrasah Ibtidaiyah Sinar Betung.

- **Media analysis**

Media analysis is carried out to determine a media to be developed. The media developed is in the form of an application based on the Android system in which there is material about the English language that is entered into the smartphone. Mobile learning media is made in accordance with the smartphone operating system used by students, namely the Android system because the majority of students use smartphones in the form of an Android system so that it can be used in independent learning media.

- **Student analysis**

Student analysis is a way to examine the characteristics of students that are adapted to the design of learning media development. This stage is like a way to analyze the topic of teaching materials that are not understood by students because there are many discussions in the material and the time is not sufficient so that it requires the help of independent learning media that can be used anytime and anywhere so that optimal learning can be achieved.

4. DISCUSSION

Model Learning is a very effective and practical learning model to use. Because the Learning Model is based on Android, it can be installed on all types of smartphone device. After the installation process is successful, users can easily learn about appropriate English conversation materials the theme he wants, anywhere and anytime.

The principle of learning is not limited by space and time is really visible in the Learning Model. In order for users to enjoy the advantages of Mobile Learning to improve competence in learning English at Madrasah Ibtidaiyah Sinar Betung, the user must have a number of prerequisites as follows:

1. Users must have an Android-based smartphone
2. The user will use Mobile Learning via Handhphone, the operating system must be based on Android.

3. The user must have the minimum specifications of the smartphone that will be used to run the Mobile Learning application.

4.1 Design

Data Flow Diagrams (DFD) Mobile learning proposed in this study as an initial design to see the process of its use can be seen as:

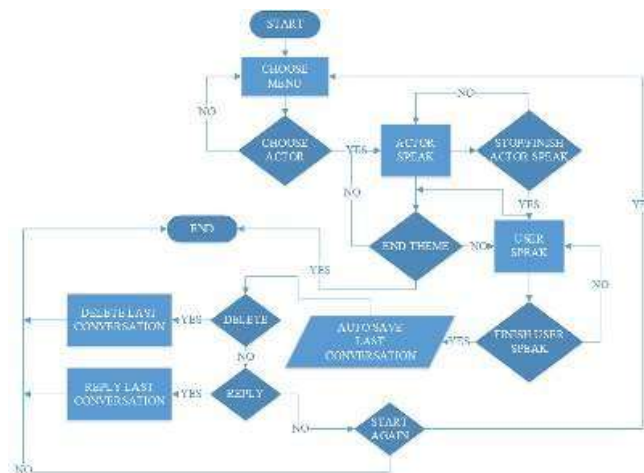


Figure 1. Data Flow Diagram Mobile learning

4.2 Context Diagram

The context of this diagram is a reference for programmers to see how the overall flow of the system works and interacts

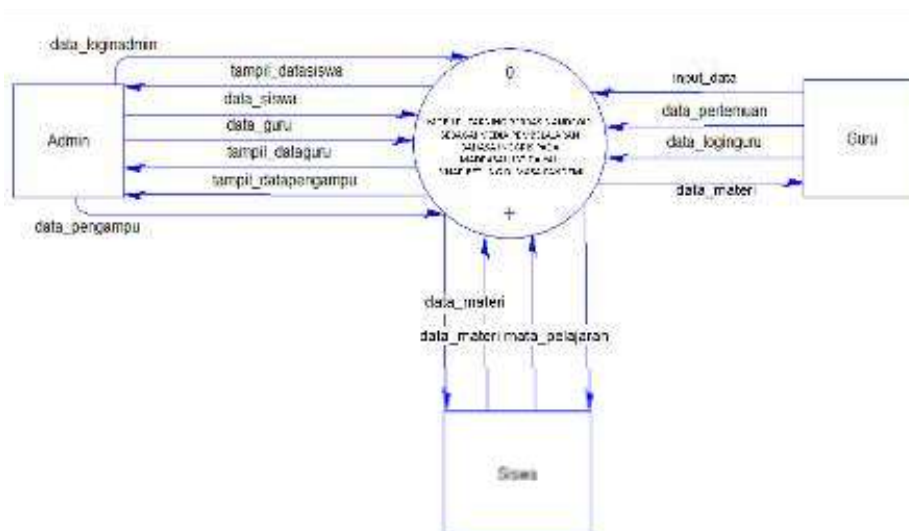


Figure 2. Mobile learning Context Diagram

4.3 Implementation

After designing this mobile learning application, the researcher can conclude an application that can later be seen how to use it and the intervention of using this mobile application so

that it can make it easier for teachers and students to access it and can repeat the material given anytime and anywhere with ease. This will later be installed by teachers and students on cellphones or cellphones that are already based on smartphones that are already smartphone-based so that the application can be easily accessed and used repeatedly by students and teachers. The interface display on this mobile learning application can be seen in the image of the implementation results as follows:

1. Home screen and main menu



Figure 3. Initial view

When Mobile Learning is opened for the first time, a preface will appear explaining how easy it is to use mobile web-based learning media.

2. About Page View



Figure 4. Display About Page

This display provides a general overview of Mobile Learning-based learning media for English subjects.

4. Login Page View



Figure 5. Login Page Display

Each student will create a login account to view and get English materials that have been inputted by the teaching teacher.

4. English lessons



Figure 6. Login Page Display

In this section, Madrasah Ibtidaiyah students can view English materials anytime and anywhere, the most important thing is that they are already using a smartphone and connected to the internet.

4.4 Discussion

With this Mobile Learning application, students of Madrasah Ibtidaiyah Sinar Betung will feel more fun and enjoyable in learning English and the material presented by the teacher can be repeated.

5. CONCLUSION

Based on the research on the development of learning media that has been carried out, the following conclusions can be drawn:



1. This development research has produced an English learning mobile learning media at Madrasah Ibtidaiyah Sinar Betung using the ADDIE model. The stages that are passed are Analysis, Design, Development, Implementation, and Evaluation in order to obtain the final product of Android-based mobile learning learning media.

2. This English Mobile Learning media can be an alternative to the independent learning process during the Covid 19 Pandemic as it is today which does not require teachers and students to meet face-to-face.

3. Android-based mobile learning English learning media in terms of material presentation, media display, implementation in the learning process and the use of language in mobile learning application media are included in the appropriate category. Android-based English mobile learning learning media is feasible to be used as an independent learning medium.

Suggestion

Based on this research, the authors provide the following suggestions

1. It is hoped that further research can reproduce English material that is in accordance with the teaching and learning activities reference that was in effect at that time.

2. Development for the iPhone or IOS operating system so that the application not only can it be installed on Android-based Smartphones.

3. Android-based mobile learning media can be used as a medium for independent English learning in other schools.

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