

Students' Voice on Teaching Reading Using Android Based Application

Testiana Deni Wijayatiningsih¹, Enny Dwi Lestariningsih²
testiana@unimus.ac.id¹, ennydl@ecampus.ut.ac.id²

¹Universitas Muhammadiyah Semarang, Semarang, Central Java, Indonesia

²Universitas Terbuka, Semarang, Central Java, Indonesia

Abstract. Reading is the window of information for everyone. In line with the development of technology and information, the student reading strategies ways also evolved from analyzing paper-based learning into android-based that attracts students to more use the free time wherever and whenever by android reading media. Thus, this study had a purpose is to describe the students' voice on teaching reading using android. Besides, this research used descriptive quantitative using questionnaire and interview. Further, the result found that the students Therefore, this research study gives overview about the students' voice in applying the another opinion that reading can be done every where and anytime easily.

Keywords: android, reading, students' voice

1 Introduction

Reading plays a very crucial role in human life, both in individual and community contexts, it seems that we have understood together. Until now, none of the people who doubt it and deny it. Reading also involves the ability of critical, sequential, analytical, and comprehensive thought processes that require readers to interpret the content or intent of reading either expressed or implied. Furthermore, by reading, a person will obtain information, acquire knowledge and experience a new nature called receptive language skills. One can heighten his thoughts and insights and expand his view by reading, because reading is a window of the world. Reading is also integrated with everyday life. Reading activities are every time done by individuals. In the global era a lot of information is conveyed through electronic media and printed media, thus reading ability is an important basic ability that an individual must have. Therefore, learning to read from elementary school to higher education has a very important role.

Further, the development of technology demands a variety of audiences to access information that is up to date through various sources and automated media also affects one's reading skills. This skill if mastered well will prepare students and other learners to be trained to think in order, access the idea well, and master the logic appropriately and comprehensive.

The effect of these changes globally and extremes also affects students in mastering the sciences that they acquire both direct and indirect. Automatically, students need to improve their goals and motivation by reading various things. Because by reading, students can compile reports or their final assignments that are obtained from the source of the literature study that has been read. Moreover, reading is as a thought process that includes word recognition activities, understanding of literacy, interpretation, critical reading, and creative

understanding. Reading is a complex activity involving a series of mental processes [1]. In another sense, reading is a complex skill that is complicated, which includes and involves a series of smaller skills. There are also those who argue that reading is a psykolinguistic process aimed at shaping the reader's understanding of what is being read. Whereas, in a simpler sense, reading is an activity aimed at finding, viewing, and understanding the content of a reading or writing. Many experts agree that reading is a complex cognitive proficiency [2].

Besides, reading has big knowledge development because there is the most knowledge transfer percentage in reading. In addition to the above notion, there has been much research on reading skills. From the various previous studies, it generated a lot of benefits that can support learning reading skills. One of them was research that expounding reading using electronic media (on A screen or monitor) has an impact on increasing the speed of reading, which is between 20% and 30%[3].

In line with the understanding of the experts above and one of the examples of research results on reading with the electronic media, the researchers can conclude that reading requires a comprehensive cognitive mindset that requires special skills and Strong motivation to love reading especially for students at PGSD UT.

The technology advancement phenomenon happened on students of UPBJJ Semarang especially who followed Pendidikan Bahasa Indonesia di SD tutorial. The tendency of students preferred to read social media such as Instagram, Facebook, Twitter, line and what app instead of reading the scientific reading in the module. They were also lack of literacy especially in reading a book continuously. They tended to study instantly and they had bad awareness to read. Further, the constraints faced in the reading process that the teachers/students often have difficulty selecting time and studying the content of reading read. Other observations were also found in the tutor as the facilitator just gave the tutorial as directed in the module without innovating. In line with the complex problems above, it is necessary to take reflections and changes to the media of interesting learning that makes the implementation of student tutorials more active. During this time, students read the unlawfully and read the materials that were reorganized based on the module with the RAT and SAT that have been specified in the module. This android media is expected to motivate students so as to understand the reading and to reflect what is already read. Based on the initial observation of the research team, students who are class teachers in elementary school have the duties and responsibilities of teaching, researching, and evaluating learning outcomes. With so many assignments the teacher will influence the motivation of students to read because there is no time to read. In addition, the tutorial class is implemented with conventional models and there has been no interesting development in accordance with the technological advances and that can stimulate the motivation to read during busy students as teachers in school. An interesting and android-assisted media, teaching techniques that match the classroom atmosphere, is judged to support the practical learning pattern of comprehensive reading. Therefore, the researchers applied android based application program in teaching reading.

Because of the above problems, the researchers focused on analyzing the students' voice on reading using android based application program using smart application creator. This is where it takes an interesting media plan without reducing the time they teach and administrate it through the help of android-based application.

2 Method

This research was descriptive quantitative research which focused on analyzing the students' voice on reading using android based application program. The subject of this study was 2019.2 students of UPBJJ UT Semarang that consisted of 21 students. The data were collected using questionnaire which employed questions about students' self-concept and also students' responses questionnaire on reading using android application. Besides questionnaires, the results also found from interview with the students randomly.

The researchers also validated and measured the reliability of the questionnaire used for the measurement of the student's activation before and after this android media application. The results of the validity analysis are calculated based on the validity formula as follows.

$$r_{xy} = \frac{N\Sigma XY - (\Sigma X)(\Sigma Y)}{\sqrt{\{N\Sigma X^2 - (\Sigma X)^2\}\{N\Sigma Y^2 - (\Sigma Y)^2\}}}$$

From the results of the calculation using the above formula obtained the results of validity of the problem in student motivation that the number of questionnaires questions 15 questions then a valid question there were 10 questions which lies in question number 2.4, 7, 8, 10, 11, 13, 14, and 15. From these results can be concluded that only 10 problems to be used in this research because only 10 were valid.

The results of the analysis of the reliability showed that the results of questionnaire has gone into the reliable category. It is evidenced by the calculation of reliability using the following formula as follows.

$$r_{11} = \left(\frac{k}{k-1} \right) \left(1 - \frac{\Sigma \sigma_i^2}{\sigma_t^2} \right)$$

The results of the reality data of the questionnaire were at the number 0.74 which meant that the question could be used in research. Trial of closed interview sheet to be used at field trial stage. Trial of the interview sheet given ,to students of PGSD who have attended Pendidikan Bahasa Indonesia for elementary teachers' reading material.

3 Finding and Discussion

In the application of android applications, the opinions and responses from students were very needed whether the media is useful and can stimulate reading or not. Here it takes data analysis from the student's self concept questionnaires, student's participation questionnaires , and the result of random interview to several students involved in reading activities. This research results can be divided into four sections as follows.

3.1 Students' self-concept

It found that there was an increase on students' self concept after the application of android-based media on reading material stated that the student self-concept increases because

they are more enthusiastic and eager to read reading using android application because it is more attractive, engaging, colorful, understandable, and culturally appropriate to their daily understanding. Their tendency is easier to understand the content of reading and retrieve the moral message shown from each reading in the android media. The average result of students' self-concept before applying android application got 66 and it got 85 for the post test after applying android application. The clear information can be seen from Figure 1.

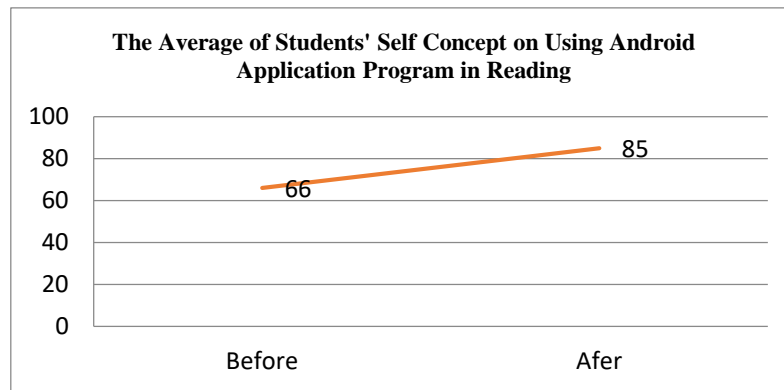


Fig. 1 Average of students' self concept on using android application program in reading

Moreover, the students felt comfortable when they read from android. They also could read everywhere and everytime freely. Besides, the results after the application of media usage of android-based reading material stated that the concept of students increased as they were more enthusiastic and eager to read reading with Android because it was more attractive, interesting, colorful, easy to understand, and according to the culture they understood every day. Their tendency was easier to understand the content of readings and retrieved the moral messages shown from each reading in the android media.

3.2 Students' activeness before and after implementing android application program on teaching reading

Besides the students' self-concept results, there was an improvement on students' activeness which can be seen from **Figure 2**. Figure 2 explicates that the activeness of the students increased from before the android-based media application on reading stories on the media and learning devices in the tutorial class. They tended to be eager to read because of the interesting android-assisted ones so that they are increasingly active in analyzing the readings and finding the right topics in learning reading in their respective classrooms. This means that the android-based media applications and local wisdom of the special reading material in learning and media are worthy of use in learning *Pendidikan Bahasa Indonesia untuk Guru SD*.

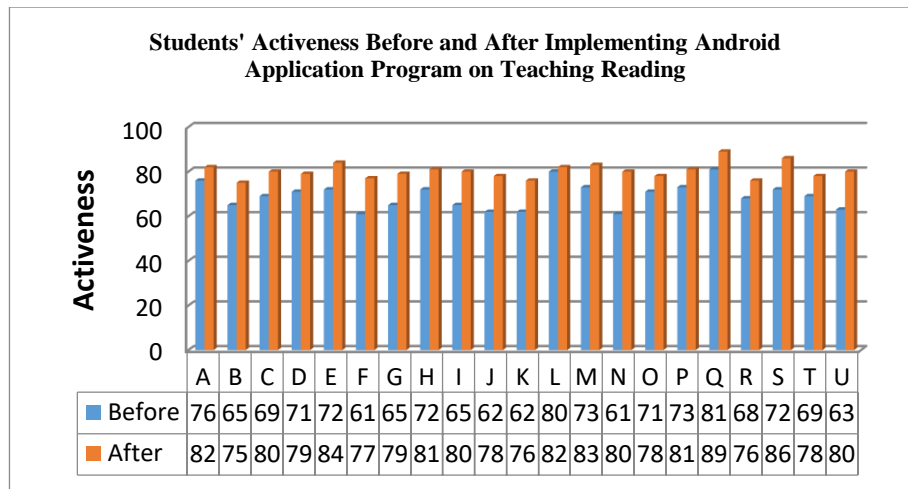


Fig. 2 Students' activeness before and after implementing android application program on teaching reading

3.3 Students' responses of android application programs

The results of students' responses of android application programs had eight indicators. The students' responses of android application programs have eighth indicators which is the highest response on the having android smartphone and enough internet connection made students felt easy to follow the learning process. The reason why they felt easy to read and join the classroom is the ease of access and read stories comfortably in the class by touching the menu window then all the students could accesses it well.

However, the lowest students' responses result could be expanded thoroughly is the difficulties to comprehend the texts given on android application. This has close relationship with the students' vocabulary mastery. Overall, the students' responses indicators create a new knowledge in reading using android application creator which is understandable. The clear indicators results can be seen from this table below.

Table 3. Interview result

No.	Indicators	Result
1	Easier to understand the materials through android application program	3.31
2	Asking the teacher in learning process actively.	3.23
3	Having android smartphone, and enough internet connection makes students feel easy to follow the learning process.	3.42
4	The difficulties to comprehend the texts given on android application.	2.21
5	Students; enthusiasm in learning process using blended learning.	3.15
6	Android application makes me get easiness in understanding reading text.	3,17
7	Although there is no interaction directly with the teacher, I can do my assignment.	3.20

8	Through android application, I have many opportunities to share my ideas and my opinion in reading some texts.	3.05
Totally		24.74
Average		3.09

3.4 Students' interview results

To support the data the researchers had interviewed the students randomly. The first question to the students was about the effect of android application program which made the students easy to understand the materials, although it was complicated in the first time applied it, and the teacher never used the method before. In addition, android application program also gave opportunity to the students to more creative in using learning platform, and also more practical, because students and the teacher can discussed everywhere not only in the classroom.

Moreover, by using android, knowledge is experienced, studied, and discovered by students themselves after reading using android media. Students also easily investigate and observe when reading the text. In addition, the student reads actively (e.g. reading by touching the touchscreen screen slowly and making a small note). Furthermore, students listen actively (showing the response, e.g. smiling or laughing when hearing funny things delivered, amazed when hearing something amazing, etc.). Students also do something to understand the subject matter (building understanding) by practicing (for example, to test concepts such as practicing with questions) and creative thinking (e.g. attempting to solve problems The practice of having different variations with the examples given). In addition, students think critically (e.g. being able to find any anomalies, weaknesses or mistakes other than others in resolving problems or tasks). More specifically, students communicate their own thoughts by presenting opinions, discussions, and presenting reports. And the most profound students can think reflective by commenting and concluding the learning process, fixing mistakes or deficiencies in the learning process, and concluding learning materials with his words own.

All in all, android application program was flexible, they could do the task everywhere that made students easier in understanding the materials. Besides, most of them explained that android application program made the students more confidence in learning English. But, there was difficulty part in applied android application that was the internet connection. Therefore, they took a long time in order to join the learning process.

4 Discussion

The students' voice is aimed to analyze the students' perception, self-concept, and activeness on learning reading through android application program. In this case, the students had positive response in learning reading using android application program and they also felt easy to operate the media after they download it from play store. If they had the application, they can read easily by clicking the menu window and had achieved smoothly process.

In addition, android-based media applications for reading material is in accordance with the relationship that is prepared by the student invites them to be able to study independently anywhere and anytime as a media alternative practical learning [4].

Furthermore, the results were also in line with Dyson and Haselgrove research results [2]. which are displayed in their research journals that reading using electronic media (on a screen or monitor) has an impact on increasing the speed of Reading between 20% and 30%.

In addition, the results of students' self-concept assessment who reached the category either when following Pendidikan Bahasa Indonesia untuk Guru SD subject in the tutorial class. It means that the concept of students experienced a good improvement in android media applications, especially using smart apps creator. It proves that this android media application is running smoothly and accordingly what to expect. Then, the student's active response in the following tutorial after applied has a positive response in tutorial learning and added excited in following the tutorial. In this case, the student's activity in analyzing the reading and discovering the topic and moral value related to the story presented where the students can demonstrate positive behavior and can learn the character through the story read in the android media.

5 Conclusion

Based on the analysis results, it can be concluded that learning reading using android application program can easily help the students' success in reading some information and it can enhance the students' understanding by applying android application program in reading activities. They also had positive response in implementing android application program in learning reading some texts easily and flexible.

References

- [1] F. Rahim, 2009. *Pengajaran Membaca di Sekolah Dasar*. Jakarta: Bumi Aksara.
- [2] M. Djiwatampu. (2008. *Membaca Untuk Belajar*. Jakarta: Balai Pustaka.
- [3] M.C. Dyson & M. Haselgrove. 2000. *The Effects of Reading Speed and Reading Patterns On The Understanding of Text Tead from Screen*. *Journal of Research In Reading Volume 23, Issue 2: Department of Typography and Graphic Communication, The University of Reading, UK*.
- [4] R. J. Purbasari, 2013. Pengembangan Aplikasi Android sebagai Media Pembelajaran Matematika pada Materi Dimensi Tiga untuk Siswa SMA Kelas X. [Online]. Diakses pada <http://jurnal-online.um.ac.id/data/artikel/artikel629A7613BF0506BACDD417F2B66AEF50.pdf>.
- [5] Rusman. 2012. *Pembelajaran Berbasis Teknologi Informasi dan Komunikasi*. Jakarta : Grafindo Persada.
- [6] Sugiyono. 2009. *Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R & D*. Bandung : Alfabeta.
- [7] Sugiyono. 2011. *Metode Penelitian Pendidikan (Pendekatan Kualitatif, Kuantitatif, dan R&D)*. Bandung: Alfabeta. Rusman dkk. 2012. *Pembelajaran Berbasis Teknologi Informasi dan Komunikasi*. Jakarta : Grafindo Persada.
- [8] S. Anitah. 2008. *Media Pembelajaran*. Surakarta: UNS Press.
- [9] S. Arikunto. 2009. *Prosedur Penelitian: Suatu Pendekatan Praktek* (5th ed). Jakarta: Rineka Cipta.