E-LEARNING WEBSITE AS INTERACTIVE MEDIA IN ENGLISH LEARNING

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ABSTRACT: English learning in Sekolah Tinggi Teknologi (STT) Nurul Jadid demands the student to bring a resume for learning-teaching material in every meeting. It aims the student comprehend the material that will be discussed at class. However, although the lecturer has given a handbook for learning material in a semester, the students still rely on anonyn websites in internet to gain the lesson material instantly. The problem arise is they do not comprehend the available lesson and gain subject for their resume is in the form of sub-chapter fragments and not in accordance with English class material. Hence, it needs a specific media bridging the interaction between lecturer and students. This research proposes e-learning website as interactive media in learning English. By this website, students can access the material and training from lecturer then they can comprehend, memorize, and develop it before coming into class. Besides, students can submit their comprehending on the material at that meeting also before attending the class.

KEYWORDS: e-learning, English lesson

INTRODUCTION

Learning in the term of joyful learning is interpreted as an active process in building knowledge and meaning. In the process, a learning student will be involved in a social process. A process of building a meaning is hold continuously. This process of learning is based on constructivism view. According to Piaget, Constructivism’s central idea is that human learning is constructed, that learners build new knowledge upon the foundation of previous learning (Gide:6).

In implementing the constructivism idea in the classroom, we need to believe that when students come to class, their brain is full of knowledge. They come with the knowledge, ideas and understanding that already exists in their minds. In accordance, this early knowledge becomes the basis for the new knowledge they will develop.

Dealing with constructivism idea, English learning in Sekolah Tinggi Teknologi (STT) Nurul Jadid demands the student to bring a resume for learning material in every meeting. It aims the student comprehend the material that will be discussed at class. However, although the lecturer has given a handbook for a semester, the students still rely on anonyn websites in internet to gain the lesson material instantly. The problem arise is they do not comprehend the available lesson and gain subject for their resume is in the form of sub-chapter fragments and not in accordance with English class material. Hence, this learning needs a media that bridging an interaction for lecturer to students, and student to students in order they can build their comprehending, ideas, and innovation before attending the class.

By comprehending a joyful learning in creating a harmony and dynamic of creative learning, it need a role of technology as an instrument for interactive learning technology. One of its products in learning sector is e-learning.

Related work about e-learning website is conducted by Turino, et.al (2009), they create an e-learning website application to improve students’ cognitive skill. Other research has been done by Sumarmi (2012) she conducted a research to identify the influence of e-learning and students’ interest on reading skill. In other works, Chairiyani (2013) has conducted learning English for business through e-learning, its result is learning thorough e-learning is effective in improving students competence and
RESULT AND DISCUSSION

After analyzing the problem and designing the system, then the system is implemented into a program. In this research, the system uses web as the program language in order the research goal can be achieved, it is helping students in understanding the material easily and independently. The implementation of designing system of e-learning website is delivered as follow.

1. MAIN PAGE

This page is used to input data related to system. The user can login from this page. If he is succeed, he can access and explore the available menus. This page provides lesson material, doing exercise, resume submission, and score preview as shown in Figure 2.

2. LESSON MATERIAL

This page contains some lessons material deal with English lesson for informatics students of STT Nurul Jadid. This lesson is various themes that are compiled by the lecturer used in a semester, it is fourteen meetings. The view of lesson material page is shown if Figure 3. Here, lecturer can updating the lesson material by clicking “update” button in the right side. Furthermore, the student can download the lesson in their page view as shown in Figure 4.

METHOD OF MEDIA DEVELOPMENT

The stage in developing e-learning as interactive media in learning English is structured as Figure 1. First stage of this research is observing how learning activity in learning English at STT Nurul Jadid. The problem arise is students relay on anonymous websites to make a resume for English material in every meeting. From the problem, the second stage is planning to develop a media that can help students comprehending the lesson easily by accessing the material and training from lecturer by online. Besides, they also can discuss the material in this media. Hence we develop e-learning as interactive media in learning English.

The next stage is collecting data initial requirement. In this development, we collect the lesson material in learning English at STT Nurul Jadid and some references about e-learning features. The data will be synthesized as a basis system design. The design of this system includes designing English learning material for students of STT Nurul Jadid, designing a flowchart in developing e-learning website, and designing user-interface application.

Before publishing the media, it is necessary to test the program. This process aims to find out the errors in the presentation of subjects or other errors that can interfere the learning process. If there are some errors on the system, it is necessary to revise the program. After revising process, do testing again. The program is tested by user, students, and programmer as an expert in IT. It is continuously done until the program achieves the research goal.
3. DOING EXERCISE

This page provides a form of kind of task that should be done by the students. The lecturer can describe the kind theme, task method, title in this form. Besides she also can adds the file for task by clicking “update” button (see Figure 5).

4. RESUME SUBMISSION

This page views the result of students’ comprehension on the material from lecturer that is typed in a document. Then, they should upload their resume in this site by filling students’ identity in available box and attaching their file by clicking “upload” button as shown in Figure 7. In lecturer’s page view, the lecturer can access the student who submit the resume and view her result of resume as shown in Figure 6.

5. DISCUSSION PAGE

By this page, students can discuss the available lesson material by writing a comment, question, idea, and suggestion in the box as shown in Figure 8.

CONCLUSION

Based on the development result, it is shown that e-learning can be an interactive media for lecturer to students. It is proven by student can download the lesson material from lecturer directly and give the result of their comprehension on the lesson back through this site. Therefore, the student cannot access lesson material from anonym sites anymore because the lecturer will check it directly by downloading the student’s resume submission in this site. In conclusion, by this website, students can access the material and training from lecturer then they can comprehend, memorize, and develop it before coming into class. Besides, students can submit their comprehending on the material at that meeting also before attending the class.

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