

The Use of *KASINO* (Synonym Word) Learning Media in the Intermediate Grammar Class of BIPA

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ABSTRACT

Learning Indonesian grammar for foreign speakers requires media that is attractive and easy to understand. One of the materials presented to Indonesian Language for foreign speakers (BIPA) students in intermediate class is the concept of equivalent words and opposite words. This study aims to describe the planning, implementation, and evaluation of the application of *KASINO* (synonym word) learning media in the Grammar course in the intermediate class of BIPA program at Universitas Negeri Surabaya (Unesa). The research was conducted at the 6th and 7th lecture meetings (October 10 and 17, 2019). The research subjects were 12 Unesa's BIPA students from the 2019/2020 academic year with a total of 12 people from China, Japan, South Korea, Thailand, and Azerbaijan. This research is development research by Borg and Gall which includes: (1) collecting information, (2) planning, (3) initial product development, (4) preliminary field testing, (5) product revision I, (6) main field testing, (7) product revision II, and (8) product improvement.

Keywords: *BIPA learning, synonyms, antonyms, grammar*

1. INTRODUCTION

Indonesian has the potential to become the medium language in Southeast Asia. This was motivated by the high interest of foreign speakers in Indonesian so that the majority of universities in Indonesia opened the BIPA (Indonesian Language for Foreign Speakers) program. In fact, the BIPA program is not only open in Indonesia but also in abroad. The BIPA program has spread in 45 countries in the world [1]. Based on the increasing popularity of the Indonesian language in the international realm, the Ministry of Education and Culture together with the Ministry of Foreign Affairs are preparing Indonesian to become the medium language in Southeast Asia. This effort is realized with the realization of a program to send Indonesian language teachers to the Southeast Asia region. Until now, there are 793 BIPA teachers sent to 29 countries [2].

Language proficiency indicates mastery of vocabulary and grammar. These two obstacles also become obstacles for foreign speakers to master Indonesian. This is in line with Mawadati's statement [3] that the obstacle faced by learners is a lack of mastery of vocabulary and grammar. These obstacles can be overcome by using learning media. Media serves to facilitate learning. Sudjana and Rivai [4] state that media is a tool intended to assist learning.

The learning media used to facilitate learning grammar in this study were *KASINO* (synonym word). *KASINO* combines text and images so that students understand the grammar (in the case of synonyms) material easily. Based on this description, learning grammar (in the case of synonyms) may run effectively.

2. METHODS

The design of this research is research and development (R&D) [5]. R&D research is a series of processes for developing and validating educational products. The development carried out is aimed to make the learning effective. This is in line with Sugiyono's statement [6] that R&D is a research design used to produce and test the effectiveness of products for learning. Through this research, *KASINO* (synonym word) learning media were developed for the Grammar course in the intermediate class of BIPA program, Unesa.

3. RESULTS AND DISCUSSION

The research subjects were 12 Unesa's BIPA students from the 2019/2020 academic year with a total of 12 people from China, Japan, South Korea, Thailand, and Azerbaijan. The following describes the details of the research subject.

Table 1. Research subject

No.	Name	Origin
1	Y Z	China
2	Y S	China
3	A F	Jepang
4	T H	Thailand
5	Y Y	China
6	H X	China
7	L J	China
8	Q L	China
9	J T	Thailand
10	W I	Thailand
11	E H	Azerbaijan
12	L S	South Korea

The steps carried out in this research according to the R&D design [7] include (1) collecting information, (2) planning, (3) initial product development, (4) preliminary field testing, (5) product revision I, (6) main field testing, (7) product revision II, (8) product improvement.

Research on the development of *KASINO* media in the Grammar course in the intermediate class of BIPA program was carried out at the 6th and 7th meetings (October 10 and 17, 2019) with the research subjects of Unesa's BIPA students in the intermediate class of the 2019/2020 school year with the total of 12 people from China, Japan, South Korea, Thailand, and Azerbaijan. The process carried out in this study includes eight stages, namely (1) collecting information, (2) planning, (3) initial product development, (4) preliminary field testing, (5) product revision I, (6) main field testing, (7) product revision II, (8) product improvement.

The following are the steps for the research carried out and the results.

3.1 Collecting information

Collecting information is done by observing the use of instructional media so that the obstacles that hinder the effectiveness of learning are known. Based on observations, it is known that there are no appropriate media in the Grammar course with specific material "Synonyms and Antonyms".

3.2 Planning

Planning is done based on product-related information needed to streamline learning. At this stage, the *KASINO* learning media was designed. Things that are planned include the materials used to produce the product to the material in the form of text and images that will be conveyed through the media.

3.3 Initial Product Development

At this stage, the development of the product format and validation is carried out with BIPA media and learning experts. The product specifications that have been produced at the planning stage are realized at this stage. Media and materials that have been planned are materialized in the form of *KASINO* learning media. The product in the form of *KASINO* media was validated by BIPA media and learning experts so that it could be tested.

3.4 Preliminary Field Testing

The preliminary field testing included validation by experts and implementation toward BIPA students in the intermediate class for the 2019/2020 school year. This was done to determine the feasibility and effectiveness of the *KASINO* media in learning "Synonyms and Antonyms" in the Grammar course.

KASINO media was validated by two lecturers of the Indonesian Language and Literature Department, Unesa, who are qualified as learning media experts and BIPA learning experts. Based on the learning media test, the score was 82, while the BIPA learning material test was 85.

The *KASINO* media was tested on twelve research subjects who were Unesa's BIPA students generation 2019. The following is the application of *KASINO* media in the Grammar course with the subject "Synonyms and Antonyms" for Unesa's BIPA students generation 2019.

Based on the implementation of the *KASINO* media, learning outcomes and students' responses from questionnaires to the media used were obtained. This is presented in the following table.

Table 2. Learning outcomes and students’ response of questionnaires on the implementation of *KASINO* media

No.	Name	Assignment Score	Questionnaire Score
1	Y Z	70	80
2	Y S	75	85
3	A F	80	85
4	T H	70	80
5	Y Y	73	83
6	H X	80	77
7	L J	85	77
8	Q L	70	80
9	J T	75	85
10	W I	85	85
11	E H	70	75
12	L S	85	85
Average		76,5	81,27

Based on Table 2, learning outcomes were obtained with an average of 76.5 and the results of the BIPA student questionnaire responses to the implementation of *KASINO* media were obtained with a mean of 81.27.

3.5 Product Revision I

Based on the preliminary field testing, the feasibility mean score of the *KASINO* media was 83.5. Revisions that need to be done are (1) adding image media in accordance with vocabulary, (2) replacing material of media with colored paper, and (3) adding material “Sentence and Paragraph Development”.

3.6 Main Field Testing

Products that have been revised are retried by validating and implementing them. Based on the validation carried out by BIPA media and learning experts, the score of the learning media was 95 and the material score was 93 so that the average score of the *KASINO* media feasibility was 94.

The *KASINO* media that has passed the feasibility test by the expert was tested again to BIPA students. Based on the application of *KASINO* media to BIPA students, learning outcomes and students’ responses

from questionnaires to the media used were obtained. A table containing information about learning outcomes and a questionnaire on the responses of BIPA students is presented in the following.

Table 3. Learning outcomes and students’ response of questionnaires on the implementation of *KASINO* media

No.	Name	Assignment Score	Questionnaire Score
1	Y Z	92	93
2	Y S	90	95
3	A F	94	95
4	T H	90	97
5	Y Y	88	93
6	H X	96	85
7	L J	90	93
8	Q L	86	85
9	J T	90	90
10	W I	88	95
11	E H	82	90
12	L S	88	95
Average		89,5	92,16

Based on Table 3, the BIPA students’ learning outcomes were obtained with a mean of 89.5 and the results of the BIPA students' questionnaire responses to the implementation of *KASINO* media were obtained with a mean of 92.16.

3.7 Product Revision II

The feasibility score of *KASINO* media at the main field testing stage was 94. Based on the suggestions of students, instructional media experts, and BIPA learning experts, analysis and revisions were carried out to optimize the appropriateness of *KASINO* media in making learning “Synonyms and Antonyms” effective in the Grammar course. Based on this analysis, the revisions that need to be done are (1) adding information on the use of *KASINO* media, (2) replacing the material with thicker paper, and (3) adding paper on the back of the card so that it can be used for writing paragraphs.

3.8 Product Improvement

Based on the suggestions of students, learning media experts, and BIPA learning experts, product improvements are made so that they can be produced. The improvement of *KASINO* media is the final stage in determining the feasibility and effectiveness of the media to make learning “Synonyms and Antonyms” effective in the Grammar course.

4. CONCLUSION

The development of *KASINO* learning media in the Grammar course in the intermediate class of BIPA program, Unesa, got good results. It is based on the results of validation, learning outcomes, and the results of the BIPA student response questionnaire. The mean score of the *KASINO* media validation results is 94 which indicates that the media is feasible to be applied to streamline the grammar learning in the material “Synonyms and Antonyms”. The mean score of the learning outcomes of BIPA students was 89.5 and the results of the response questionnaire were 92.16 which indicated that learning was effective with the application of *KASINO* media.

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