

Development of Learning Media Based Android "Tretan BIPA" for Cultural Learning Materials in BIPA Interest Class of Indonesian Language and Literature Education Program, Trunojoyo Madura University

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ABSTRACT

This research aims to develop learning media based Android for cultural learning materials, especially Madura culture in BIPA interest classes in the Indonesian Language and Literature Education Program. This media is used to facilitate BIPA class students in preparing teaching materials, especially materials for cultural learning. The method used in this study was development (R&D). The procedure in this study is to follow development research according to Borg and Gall consisting of ten stages, stages (1) information collection and literary studies; (2) preparation of design and development model; (3) field data collection; (4) preliminary data analysis; (5) preparation of development models; (6) field trials; (7) modeling workshop; (8) expert review; (9) model enhancements; (10) modeling. The results showed that the learning media "Tretan BIPA" is worth using. The average material validation assessment of material validators is 84% and the media expert validator is 80%. Based on the expert's assessment it is known that the score obtained from the percentage of the category is worth using with revisions. Student scores in answering questions when the trial as many as 75% of students scored above 70. Based on the results of the questionnaire response obtained a percentage of attractiveness of 85.6% with very interesting criteria on all aspects measured, namely the material aspect 84.2%, the presentation aspect 82%, and the language aspect 85%. The overall number of such percentages reaches very high criteria so, it can be concluded that the media developed is very interesting and makes it easier for students to understand the material.

Keywords: *learning media, "Tretan BIPA", cultural learning of Madura.*

1. INTRODUCTION

Indonesian is one of them. Languages in a world that is progressing which is quite significant. It is seen from the number of countries that learn the language Indonesia has reached more from 45 countries. This affects an increase in the number of colleges as well as private institutions that teach Indonesian to Foreign Speakers (BIPA).

One of the universities that also teaches BIPA is Trunojoyo Madura University. Trunojoyo Madura University, especially the Indonesian Language and Literature Education Study Program. This is in accordance with one of the graduate profiles designed to be a BIPA teacher. To support the graduate profile, PBSI Study Program compiles a curriculum by including BIPA as an interest course that students can pursue from semester 3 to semester 6.

The course that must be taken by students in the 3rd semester of BIPA interest class is BI courses as a Foreign Language. The purpose of the course is that students can develop teaching materials for basic-level BIPA learners. The teaching material that is compiled includes four language skills, namely listening, speaking, reading, and writing. In addition to language skills materials, BIPA learners should also be taught about cultural materials.

To be able to produce Indonesian language learners who can understand the cultural and linguistic context, language learning should be supported with appropriate materials and methods. So far existing BIPA material it is conventional and does not exist yet [1]. BIPA materials that combine materials multimedia and local content comprehensive. In the context of use multimedia and foreign language learning based on culture, BIPA learning is still far behind compared to other learning.

The use of multimedia is a very urgent thing considering the advancement of information technology today. In addition, the use of multimedia will also facilitate learners in learn a variety of experiences language and culture of Indonesian language. Therefore, the writers I think that BIPA learning you need to use a combination of multimedia touch and cultural content local. Restricted local cultural content in this article, it's related with the character and behavior of people Indonesia in general and some tribes big in particular.

Based on that problem as mentioned above, this research will discuss the development of BIPA teaching materials it combines multimedia and local cultural content. By utilizing the latest technology that is in accordance with the purpose of learning, it will be able to again increase students' interest in studying BIPA. Based on the facts of the rapid development of Android-based smartphone technology, its usefulness, and its positive impact on the student learning process, the author intends to conduct media development research so that the Android smartphone is optimal for BIPA learning. The scope of the material used focuses on the source and knowledge of local madurese culture. This is intended so that students better understand madura culture so that later when becoming a teacher BIPA can teach cultural materials optimally.

2. METHODS

This research is development research or Research and Development. Research and Development is a research method used to produce a particular product, and is used to test the effectiveness of that product [2]. Thus, research and development is a research method used to develop or validate products used in education and learning.

There are ten steps to the implementation of research and development techniques, the Research and Development steps proposed by Borg and Gall are simplified into 7 stages. Thesis research and dissertation should be limited to the scale research stage because if done up to the tenth stage will require a very long cost and time [2]

This research is a development research using a development model developed by Borg and Gall. Borg and Gall's development model consists of ten steps that are limited to the seventh step by the researcher, the revision stage. This development was carried out using the

development of Borg and Gall with Sugiyono modifications in Emzir [3].

The product developed in this research is the development of BIPA interactive learning media based on Android educational games loaded with local culture Madura for improving the quality of BIPA learning in the Indonesian Language and Literature Education Program. Learning media in the form of Android applications is expected to motivate students in learning Madura culture.

3. RESULTS AND DISCUSSION

This research is research on the development of Indonesian language learning media for BIPA learning with the aim to facilitate students in understanding the local culture of Madura. Borg and gall there are seven stages of research, namely, problem identification, information collection, product design, product trials, design revision, design validation, and product revision. The learning media developed can be used on Android phones and computers, while its development on the ministry and content of ease of operationalization of Android-based learning media. Android is a Linux-based operating system on mobile telepo. Android provides an open system for creating applications so that they can be utilized into a wide variety of programs or applications that are easily accessible [4].

Media "Tretan BIPA" is arranged for one material or subject matter, namely the subject of cultural learning in BIPA. In contrast to the results of the design of the Android-based BIPA learning media application conducted by the previous designer [5] it contains an Android media app about the introduction of Indonesian culinary culture by guessing the image of the type of food available to BIPA learners. This learning media application is designed for prospective BIPA teaching students. This Android application developed aims to increase the understanding of prospective BIPA teaching students related to madura local cultural materials so that later it can teach local Madura culture to BIPA learners.

The use of teaching media in educational interaction is not an additional perception, but it is part of the whole situation and process of that interaction[6]. In fact, the media has a broader meaning, that the use of learning media is a unity integrated with the subject matter, is a round unity that cannot be separated, the media is also a

form of intermediary used to spread its ideas so that the idea reaches the recipient [7].

The preparation of material that is based on the needs of people who will learn the language is good material [8]. Whether they are learning Indonesian for academic or professional purposes, for example will study or work in Indonesia. Do they learn Indonesian for the purposes of a tourist visit to Indonesia in order to appreciate and enjoy the tour more. For that, it is necessary to arrange teaching materials that are in accordance with their needs to learn Indonesian. All the sources of information that can be accessed today provide opportunities for creative teachers to create new ways of presenting learning materials [9].

In this material, students are required to better understand and get to know the local culture of Madura so that it is expected that later it can compile a BIPA teaching material with the insight of madura local culture. This media is equipped with videos about cross culture understanding, material with cultural learning, quizzes, and job descriptions that must be completed by students.

In the preparation of Android application media has several stages, namely, concept (story board), preparation using unity applications, validation of learning media (including appearance, ease, and design), validation of materials (cultural learning in BIPA in the application), revision, and trials to students.

Validation of learning media in it is the technological component and message design, music sound, ease of installation, and image color that must be improved. The learning media that is compiled has become a complete application before being validated by media experts and material experts. After the media expert gives further input validates the material. The results of material validation found that the learning media "Tretan BIPA" can be implemented by adding examples of local Madura cultural content. Validation results from material experts will be used as research recommendations that will come with the aim of breadth and reach of the learning media "Tretan BIPA".

Measuring media reliability and measuring student understanding of the material taught by piloting directly to BIPA class students. Benchmark student understanding seen from the score or quiz score done and the value of the assignment collected by students.

Table 1 Bipa Student Quiz and Assignment Results

No.	Student	Quiz	Assignment
1.	Sabrina Dwi Ambarwati	80	85
2.	Irma Fitriani	90	80
3.	Dewi Sholihah	80	80
4.	Silvia Qotrun Nada	80	75
5.	Siti Farida	90	85
6.	Nurul Latifah	80	70
7.	Anindya Putri Pratiwi	80	80
8.	Nur Khofidotur Rofiah	90	80
9.	Vira Dwi Amalia	90	85
10.	Ni Matul Lailiyah	90	75
11.	Salsabila Mohtar	80	80
12.	Lina Diana	90	80
13.	Khodzaimatun Kimanah	80	85
14.	Sutralia	90	75
15.	Rafiqi A`Azzul Akrom	70	75
16.	Rofik Hariyadi	80	80
17.	Rizaldy Alifan Ramadhan	80	80
18.	Tsalitsa Putri Maulidah	80	80
19.	Olady Elmo Swari	90	75
20.	Ahmad Nur Hamzah	90	80
21.	Wendi Hafifi	90	80
22.	Choliseh	80	85
23.	Nada Admawati	90	85
24.	Anik Ismawati	80	80
25.	Supriyanto Purnomo	90	80
26.	Elok Sayyidatul Muawwin	90	80
27.	Nur Aisyah	90	75
28.	Eny Listia Ningrum	80	75
29.	Annisa` Fitriia Zulaikha	90	85
30.	Aqidati Idonea Afaf	80	80
31.	Febryana Nurfadia	80	80
32.	Iiza Tri Ningrum	80	75
	Average	84.4	79.5

The results of the calculation of understanding of student cultural material concluded that their average comprehension score was 84.4 and the completion of tasks with an average of 79.5. From the data, overall the learning media "Tretan BIPA" can be applied well and used by students easily.

The recommendations of this study are; a) Android application learning media is very effective to be applied in cultural learning in BIPA classes in Indonesian Language and Literature Education Study Program; b) It needs continued development of Android-based learning

media because it still focuses on one subject or material, namely BIPA cultural learning; c) Learning media can be applied in PCs (laptops) and Android phones; d) The development of research in a better direction if all schools in the Bangkalan region open themselves to the development of more interesting and interactive learning media innovations; e) The development of the learning media "Tretan BIPA" is effective in improving students' understanding of cultural learning materials and understanding of Madura local culture.

4. CONCLUSION

In BIPA learning, it is important for teachers to understand cross culture understanding, which is the cultural differences between countries. Learning a language means also learning culture. Cultural learning related materials in BIPA classes can be packaged into interesting and fun learning by utilizing technology-based learning media. The learning media "Tretan BIPA" accommodates students in obtaining material related to cultural learning so that students in BIPA classes will be able to compile madura local culture-based teaching materials for BIPA learners in the Indonesian Language and Literature Education Study Program. The media model was developed based on material content and understanding of Madura cultural material through android-based media.

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