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GAMES ON ANDRIOD APP IS SUPPORTING THE STUDENT'S ENGLISH

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Abstract

English is one of the most difficult subjects, especially since this subject are presented in every semester in the school whether it is junior or in high school. In addition, this lesson is also considered boring, one of the factors causing it is the process of learning in the classroom that still uses conventional methods of lectures and media, it is better if this lesson is presented in a new form, which is more interesting and raises the passion of learning towards students. One of the emerging technologies today is the android app, almost every student has android with a quota of data package of course, and it allows students to be able to access it anywhere and anytime. One of the applications that exist on android is a language game, or a form of game that directs students in learning English. Teachers can take the advantage of this game's application to intersperse the learning process in the classroom. In addition, the game's application on android is accessible to students anytime and anywhere, so students can learn not only in the classroom but also in outside the classroom, at home, anywhere. In addition to appealing, game applications on android is a form of mobile-based learning implementation that can increase interest and student learning achievements, because indirectly students will be trained through the game they always play in this android app.

Keywords: *Game, Android, English Learning, mobile-based learning.*

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Introduction

The world of adult education entered the era of the media world, where learning activities demanded lessening of lecture methods and replaced by the use of many media. Especially in the current learning activities that emphasize the process skills and active learning, then presumably the role of learning media, becomes increasingly important. Learning materials will be easier and clearer if in learning using learning media. Hwang, et al., (2014) states that there are several factors leading to lack of speaking and listening exercises such as: there is no or no context in English that can be used to stimulate speaking and listening skills, lack of confidence from teachers or examples of language speakers Good English, and excessive reliance on traditional teaching techniques. In addition, compared with learning writing, reading, Listening and speaking that can be learned both at home and at school using a textbook, students do not have the materials and media to learn it well outside the school. The low interest influences the students' learning outcomes. From the result of field observation, it is known that the result of English students is still very low. Meanwhile, according to Miangah and Nezarat (2012), the speed of mobile technology development is increasing and penetrating all aspects of life so that this technology plays an important role in studying different dimensions of knowledge, including learning media. Learning through computers or e-learning allows learners to learn in a non-classroom environment when they are at home in front of their personal computer online or offline. However, learning via mobile or m-learning provides an opportunity for learners to learn when they are on the bus, outside or at work doing their part-time job. In fact, they can learn every time and everywhere they are. From that opinion it can be concluded that learning by using m-learning method gives new variation of learning to students.

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Students can use their gadgets to access the subject matter whenever and wherever they want .

Today's average college students have used mobile phones with android types which android have some advantages over other operating systems, including a new generation of mobile platform and is the first mobile platform complete, open, and free. Based on the above background, the author will discuss about how android based applications can support learning listening comprehension which can be a learning medium that can increase interest and student learning outcomes in teaching and learning activities listening comprehension. In addition, by explaining that with the game applications on this android, students can better utilize the gadgets they have not only to communicate but also to the realm of education.

Review of literature

Android application in English learning

According to Paulins, et al., (2014: 148) mobile devices have become an important part in the processes of everyday life. Devices such as smartphones or tablets connect learners to vast information sources and allow for interactivity with others almost wherever they are. This device provides great memory storage, high performance and data transfer rates, which can ultimately be directed for educational purposes. Meanwhile Ozdamli and Cavus (2011) stated that m-learning is a type of model that allows learners to acquire learning materials anywhere and anytime using all types of wireless handheld devices such as; mobile phones, Personal Digital Assistants (PDAs), wireless laptops, personal computers (PCs), and tablets (Yusri, et al., 2014: 425-426). From these definitions can be concluded that with the development of technology, mobile devices can now be directed as a means of infrastructure in the learning process called mobile learning or m- learning.

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Students can use the gadgets they have such as mobile phones and tablets as a learning device that makes m-learning a new solution in the development of education. This is similar to Lan and Sie (2010) in Oz (2013: 1032) stating that m-learning has recently emerged as a new type of learning model that allows learners to acquire learning materials anywhere and anytime using mobile technology and internet. Andrews, et al., (2010) in Alrasheedi and Caprets (2014: 212) also stated that so far m-learning has offered users some unique features that are not possible on traditional learning platforms and even in e-learning. The first among these features is the flexibility in terms of time, place, speed and space that can not be achieved when using non-mobile device versions. According to Hanafi and Samsudin (2012: 1) all current learning activities are possible to be implemented through m-learning powered by advances in mobile technology operating systems, especially android platforms. Android allows users to communicate with anyone at any time and place almost instantly transcends many obstacles. Android is a software (software) used on mobile devices (devices running) that includes Operating System, Middleware, and Core Applications (Mulyana, 2012). This open-air paradigm facilitates the development of Android technology, because all interested parties can contribute, both on the development of operating systems and applications. As of early October 2013, there are more than 850,000 Android apps available on Google Play (formerly called Android Market). One of the main reasons for the spread of android in the mobile market is because mobile applications developed through android technology development are more efficient and effective than other technologies, such as Window phones or Symbian operating systems, as well as producing fast, user friendly and appealing applications. As an app system file that runs on android is freely distributed on Application Market, it is easily accessible via the internet, which

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is increasingly making many people interested in using this operating system for their mobile devices.

In addition, android-based applications can run on almost any personal computer via an android emulator; and this capability drives android growth in the global market, leaving behind many other rivals (Hanafi and Samsudin, 2012: 1). According to Satyaputra and Aritonang (2014: 11), android has several advantages over other operating systems include: 1. In application availability, Android based Linux makes it easy for programmers to create new applications that are freely distributed with Open source licenses, Shareware, or even Freeware. 2. Android is open platform or not tied to one of the hardware manufacturers or one of the operators. 3. Android is Cross-Compatibility which means it can run with many screen size and resolution. In addition, Android has tools that help users build cross-compatible applications. With the advent of a new generation of mobile phones, it is now possible to design a mobile multimedia system to learn listening skills through listening practice. Hwang and Chen (2013) and Hwang et al. (2012) shows the use of mobile phones in collaborative English learning can reduce student stress and facilitate cooperation in learning English. Furthermore, mobile technology makes it more convenient for students to perform various activities, especially making students interact with each other and share what they have learned (Hwang, et al., 2014: 504).

Games and English Learning

The game is part of playing and playing as well as part of the game are both interconnected. The game is a complex activity in which there are rules, play and culture. A game is a system where players engage in artificial conflict, here players interact with systems and conflicts in the game is fabricated or artificial, in the game there are rules aimed at limiting player behavior

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and determining the game. Game aims to entertain, usually the game much preferred by children to adults.

Games are actually important for brain development, to improve concentration and train to solve problems precisely and quickly because in the game there are various conflicts or problems that require us to solve them quickly and precisely. But the game can also be harmful because if we are addicted to the game we will forget the time and will disrupt the activities or activities that we are doing Game is a program designed in such a way as to fulfill one of human need, that is human need at entertainment. Entertainment is considered important for someone because with the entertainment will be able to refresh their mind after busy with a variety of activities that drain power and brain. Games' Type: 1. Multiplayer Online. The game is again a trend in Indonesia and even the world, became one of the turning point why the world of gaming and internet in Indonesia can grow. And because it is played online and with the payment system using vouchers, piracy is not a problem anymore. Games that can be played simultaneously by more than 2 people (can even reach tens of thousands of people at a time) allow players to play together in a virtual world from just chatting to killing dragons with friends who either play where. Generally this type of game is played on PC and RPG themed, although there are also themed music or action. Examples: Ragnarok online, O2jam, World of Warcraft, Come Dance, Lineage, Rose online. 2. Casual games. As the name implies, the casual game is not complex, the game is relaxed and very easy to learn (even tends to be directly playable). This type usually requires a standard computer specifications in its era and size is not more than 100 MB because it can usually be downloaded demo version of it on the official website. The game genre is usually a simple puzzle or action and can generally be played only with a mouse (usually other games use many buttons depending on the game). Examples: Diner Dash, Sally Salon, Bejeweled, Zuma,

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Feeding Frenzy, Insaniquarium. 3. Edugames. Video Games of this type are made with a specific purpose as an educational tool, whether to learn to know colors for toddlers, know letters and numbers, math, to learn a foreign language. Developers who make it, must take into account various things for this game can really educate, increase knowledge and improve skills that play it. Target segmentation of players must also be adjusted to the level of difficulty and visual design or animation.

Examples of edugames: Bobi Bola, Dora the explorer, Billy and Tracy Adventures. English is a tool for communicating both orally and in writing. English as an International language is something important and promising in the future. With fun, democratic, creative, encouraging ways to think critically, encouraging cooperation, developing mutual respect, growing confidence, upholding norms and ethics, the learning process will develop students' self-potential to achieve superior human qualities. Thus, learning in addition to encouraging students to master the science and competence in accordance with the subjects, also develops his life skills, such as self-awareness as a servant of God, social beings and creatures of the environment, awareness of the potential of self and encouragement to develop it, information processing skills and intelligent decision making, problem solving skills, communication skills, cooperative skills, academic skills and vocational skills. Teachers can actually creatively try to find new learning strategies or techniques, test them, and evaluate them in classroom action research steps. Of the techniques that are tested it certainly there are considered more interesting, more fun, more effective and so on. Then the techniques will add variety of learning activities in the classroom so that learning is not monotonous. Game applications for instructional media or also called education game that originated from the development of video games very rapidly can make it as an alternative media for learning activities. Vice Rector III of ITS, Suasmoro said this educational game needs to be

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developed and the game should not only be fun but also can educate (republika.co.id, 2011). Given the popularity of the game, educators think they have a good chance to use game design components and apply them to curriculum-tailored learning. Where games designed for learning should have interactive interface designs that contain fun elements (Hurd and Jenuings, in Wahono, 2009). According to Randel (1991), the game is very potential to regenerate the learning motivation of children who experience a decline. Based on research conducted by Randel in 1991 it was noted that the use of games is very useful in materimateri associated with mathematics, physics and language skills

Discussion

Based on the writer's observation so far, the problem in english learning is that students do not have the material and media to learn english outside the classroom and the learning in their own class is still using conventional lecture and media method. It affects the results of learning which shows that there are still many students with low value. Every teacher who teaches English is easy but it is difficult for students. The cause of the problem is how do we so that the English material that we provide can be accepted by students with the maximum and there is a positive response from students. Teaching English lessons is not just delivering the finished material, the important material that has been delivered wrong without taking into account the psychological students we learn. Do not we / a teacher wants students didiknya feel enjoy, feel happy about the material in conveyed with the right method. If students are comfortable and happy with the way we teach the material we submit to students will be quickly accepted by children. The teaching process of teaching English in the school will be monotonous and boring if the teacher who

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teaches lack of creativity, and less mastering the teaching methods of English. Teaching English subjects is not just to write vocabulary on the blackboard then the child copy it on the note pad afterwards the child imitate the teacher in saying the words or vocabulary that has been written earlier.

Maybe this way is a conventional way and makes both students and teachers get bored quickly.

Lack of classroom time is still a problem for students in learning and engaging in English. The most effective way to learn it is by providing a sufficient portion of practice for students. Currently

schools are not the only source of knowledge. The development of technology makes the emergence of various sources of new knowledge such as internet and games are very popular community including in Indonesia. The limited time to study English in school makes the school is no longer the single most important place in learning English. Students will also be in the form of many activities outside of school. Twice a week is not enough to learn English, so they need practice outside of school. Activity out of school is currently filled by playing games. So it is important to make the game as one of the methods of learning and practicing English. The most effective way to learn is through fun games. On the other hand the development of mobile technology is increasing rapidly and has many mobile smartphone devices using open source Android operating system. The majority of students are already using a smartphone with android operating system.

The development of these technologies can now be directed as a tool in the learning process called mobile learning or m- learning. Students can use the gadgets they have such as mobile phones and tablets as a learning device that makes m-learning a new solution in the development of education.

Therefore, android-based applications can be a game application can support learning listening comprehension which of course also students can use this application well and can be a medium of learning that can improve student learning outcomes in

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teaching and learning English. Android that has always been used by students for basic needs, no longer extra because almost every minute and every second that is held and opened always android, whatever is being done almost can not be separated from the android.

This means the need for android has become a fundamental requirement of the fundamental in everyday life. Android prices vary, ranging from the cheapest to the most expensive with a wide selection of brands and sophistication offered so that can be purchased by students in accordance with their money is also a factor that dominates why the majority of students already have and use android. During this android used only for students to social media, games, and other applications that are entertainment, wherever go will not escape android itself. this can be used for lecturers in learning English in this case the author discusses about English learning. English is one of the subjects at school for students, which is considered very difficult subject to be mastered by students. In contrast to other subjects that are material and memorizing, English is a course of expertise that requires students to master it and immediately practice it. This course of course is also related to other subjects and of course affect students in mastery of English language skills. Need to learn extra and habituate in learning English, but the constraints that exist at this time, in English learning not all students are able to follow it, for students who are good at them will not have difficulty in learning but how to students who mediocre or even not understand at all even after following the course outside? would be very difficult in mastering this English. The teaching methods used are always just that, boring and for students who have inadequate skills will become very boring and in the end they just go along with it in the lesson. Our goal is how students can master these subjects and therefore need reform of our way of teaching, if all this time teachers only teach in accordance with existing textbooks in a way that

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does not change the method of lectures, exercises, back and forth it is now changed by using technology that is very familiar with students, namely android. there are many applications in android, one of them is the game and the types of this game diverse, one of which is the educational game that we can use in learning English.

Currently, many types of educational games can be used to support students' English skills, one of which is a game called "Hello English". In this game is very complete in the understanding of English, there are many variations of English learning in it, ranging from vocabulary, grammar, listening, composing letters into words, composing words into correct sentences, listening and speaking in English. There is a scoring system in the game that can be used by teachers in spurring the spirit of students so that students are challenged and motivated in playing the game. In accordance with the understanding that the game is entertainment for its users so that it can be entertaining and not boring, then the game that contains English learning even this too. Game is entertaining but indirectly become a means of learning for students, can be done anywhere and anytime so that students unconsciously have studied diligently. Fun learning on a regular basis will certainly produce results for students, there is no boredom because students have plenty of time to play it so that the students' English proficiency will improve as well. Please note by the teacher should in using learning games to use games that can be played with offline so that students are not constrained by the quota when playing.

Conclusion and Suggestions

Conclusion-

Based on the results of the discussion above it can be concluded that English learning is always considered difficult and boring for students can be very fun. One way is to utilize existing technology at this time which technology is very familiar with the students with the use of media game applications on android. Mixing between games, android and technology will certainly produce a very surprising thing as long as it is done in earnest. By utilizing games ,students of course indirectly students will learn with the routine without burdensome students in thinking because as has been explained that the game is entertaining so it will be very fun for students in playing it. Students do not feel bored with the English way of teaching it in school, but students will play while learning English anytime and anywhere they want.

Suggestions-

In learning English should not be glued to the existing textbooks only, use the media if not boring and familiar with the daily life of students who are certainly associated with technology, because the media that use technology will be more varied and fun. In choosing the game teachers should have evaluated the first game that will be used to be used properly and useful for students and that is not less important that the game used can be played offline so as not to burden for students in terms of the use of quotas or even not depending on the quota internet available. By using games on this android app, students can learn anywhere and anytime he wants.

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