

CHAPTER III

RESEARCH METHODH

In this chapter the researcher would like to describe the research method which is used to conduct the study. It covers the research design, data collection, and the procedure of developing material.

3.1 Research Design

The design of the study is research and development (R & D) because the researcher develops the material reading of teaching through Autoplay Media Studio 8. Researcher develops the project based on the Curriculum 2013, syllabus and needs. It is designed to be an interesting material for teaching and learning reading.

For developing the material, the researcher must pass some steps. There are many instructional development models. One of them is using ADDIE Model that stands for Analysis, Design, Development, Implementation, and Evaluation.

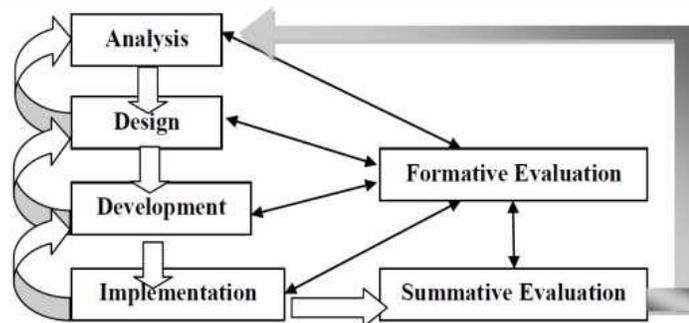
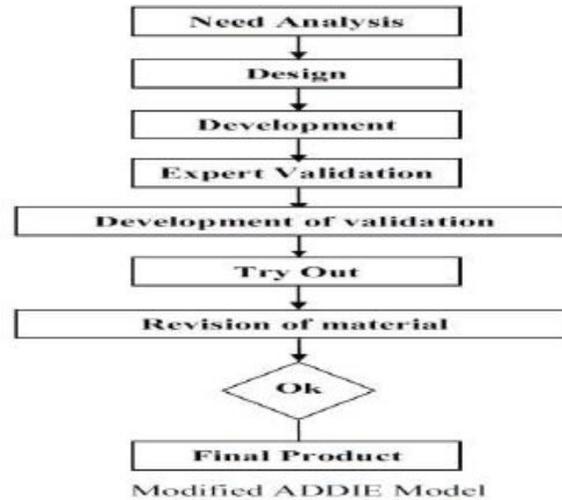


Figure 3.1 Steven J. McGriff's ADDIE Model
(http://www.e-learningguru.com/articles/art2_1.htm)

Based on model of Steven J. McGriff's ADDIE model, the researcher needs the validity of the product so the researcher adapted it from Aisyah's thesis (2011) which had modified ADDIE models, such as:



This kind of model research used in this development study, it explained in the procedure of Developing Reading material for 7th Grade students of Mts. Muhammadiyah 9 Wotan.

3.2 Data Collection

There are three instruments used in this research to measure the validity of the study. Those are interview, questionnaire and checklist. The first instrument is interviewing the English teacher of Mts M 9 Wotan. To know about their obstacles in teaching reading, and also learning needs that needed by student.

The second instrument is questionnaire; it is given to know about students' feeling toward English reading, their difficulties in English reading, and also their expectation toward English reading. The questionnaire is given twice; the first

questionnaire is given before the researcher develops the project based on the explanation above. The second is given after the researcher delivered the project to measure the interest of the development. The third instrument is checklist that is given by the expert to measure the validity of product development. It is given when the developing of the material is ready.

3.3 The Procedure of Developing Reading Material

3.3.1 Need Analysis

At the first step, the researcher did an analysis by giving questionnaire for the students and interviewing the English teacher to investigate the needs of 7th grade students in Mts. Muhammadiyah 9 Wotan. Researcher gave the questionnaire to 18 students and interview to an English teacher. It is the important step before establishing the appropriate material so we can develop it later. There are 2 stages to gather the need analysis; the first knowing the target needs and the second is learning needs to make the material suitable with the needs and aim of the study.

3.3.1.1 Target Needs

Target needs are deal with the necessity, lack and wants (Hutchinson, 1987: 55). The researcher uses several questions to know the target needs of this school. Necessities represent the knowledge that the learners have to obtain in order to perform well in the target situation (Hutchinson and Waters: 1987) in which it had the question what the learners need English for.

The researcher did an analysis by interviewing the teacher to investigate the needs of the students of Mts Muhammadiyah 9 Wotan. The researcher did the interview with the English teacher, the researcher asked several questions, those are how the teaching and learning English in that school are, the teaching learning in 7th grade, what the difficulties in teaching reading are, what the difficulties that students get based on her perception are, etc.

The next step is giving the questionnaire to the students of 7th grade of junior high school. There were thirteen questions asked to know the target situation. Such as; how the status of English language in their school is, and whether they motivated in learning reading or not, knowing whether they like joining English class or not, they use their reading skill in their daily activity or not, reading is important in learning English or not, what level of English the students are, what the purpose of students in learning English, what the material that they like to learn is, in what condition usually students use their skill, whit whom the students learn and practice their English and knowing the ability if students in reading skill, etc.

3.3.1.2 Learning Needs

Learning need refers with what the learners needs to study, including learner style of study, learner motivation on study, etc. The researcher gives several questions for the teacher and learners to investigate the learning needs. The questions are adapted from English for Specific Purpose book by Hutchinson, 1987.

This step exposes the learning situation and classroom condition which urgently needed to be improved and which material should be developed. Here the researcher gave fourteen questions in the questionnaire for the students to gather the learning need, those are about their attitude in joining reading class, the way to improve their reading skill, the concept in learning English, the method which is they are consider it is good or not in learning English, something that can make the students have motivation in reading class, the source of learning English, technique of teaching that they like, the material which they like to study, the media in learning English, agreeing of the students that learning process isn't always in the class.

This product focuses on second semester material in 7th grade junior high school. From those ways the researcher tries to made list of some topic that possible to use in teaching and useful for students. This material suited with the finding in learning needs. These are the lists:

Lists of English Reading Topic

No	Chapter on 2 nd semester	Topic based on the researcher prediction	The main topic in curriculum 2013	Media used
1.	Chapter 5 <i>“Let’s make a list”</i>	Label & List	Orang, binatang, benda di sekitar dan	<ul style="list-style-type: none"> ➤ This product uses Autoplay media studio ➤ Integrated media used are audio and text for vocabulary, visual (picture) and text, audio and picture. ➤ For exercises, multiple choice made from radio button of Autoplay, and other exercise are composed from hot potatoes application like Jquiz, Jmix etc.

2.	<p>Chapter 6</p> <p>People: <i>"My friend is honest people"</i></p> <p>Animal: <i>"Various Animal"</i></p> <p>Habitual activity</p>	<p>Express and asking personal character of People, Animal and Thing</p> <p>Express and asking behavior, action of people, animal and thing</p>	<p>relevan dengan kehidupan siswa, dengan memberikan keteladanan tentang perilaku disiplin, jujur, peduli, pola hidup sehat, dan ramah lingkungan.</p>	<ul style="list-style-type: none"> ➤ This product uses Autoplay media studio ➤ Integrated media used are audio text for vocabulary, visual text (picture), text description of personal character of people, song of personal character of people, song of personal character of animal, story, video of animal habit, ➤ For exercises, multiple choice made from radio button of Autoplay, and other exercise are composed from hot potatoes application like Jquiz, Jmix etc.
3.	<p>Chapter 7</p> <p><i>"Pay Attention, Please!"</i></p>	<p>Instruction, Short Notice, Warning</p>		<ul style="list-style-type: none"> ➤ This product uses Autoplay media studio ➤ Integrated media used are audio text for vocabulary, visual text (picture), ➤ For exercises, multiple choice made from checkbox button of autoplay, and other exercises are composed from hot potatoes application like Jquiz, Jmix etc.
4.	<p>Chapter 8 (Beautiful Creature)</p> <p>People: <i>"Famous People"</i></p> <p>Animal: <i>"The Amazing Animal"</i></p> <p>Thing: <i>"Useful Thing"</i></p>	<p>Descriptive text</p>		<ul style="list-style-type: none"> ➤ This product uses Autoplay media studio ➤ Integrated media used are audio for vocabulary, visual text (picture), text descriptive, audio text of animal, ➤ For exercises, multiple choices made from radio button of autoplay, and other exercises composed from hot potatoes application like Jquiz, Jmix etc.

3.3.2 Design Instruction

After identifying the needs of students in English reading, the researcher develops into Autoplay media. The researcher tries to develop the materials using *PERMENDIKNAS 68 TH 2013's* curriculum.

That syllabus developed by the researcher into Autoplay media; it focused on reading skill, and supported by useful vocabulary for student's comprehension and another skills. This media is completed by audio and picture, it can make increase student's interesting in teaching learning English. This project also adds some video in material, using background sound in some pictures and buttons. According the questionnaire sheet that student's interest is in using computer and interesting learning.

Vocabulary has an important role so the researcher creates the vocabulary list on each topic. It is design likes mini dictionary to help student find out the difficulty words related with the topic. There have the pronunciation on how to pronounce the words and it is download from the Google translate British.

3.3.3 Developing Material

The researcher develops the material in form of CD-ROM (Autoplay). First, the researcher learnt more about syllabus 2013's curriculum and text book that teacher used in classroom. In this stage, the researcher analyzed topic material each unit. This material must be developed by involving the methods or techniques of teaching, the exercise, and the schedules of teaching in classroom

Second part is need analysis. The researcher also makes need analysis about condition of students, situation of class and environment, method and media that teacher used and teacher's necessity and students want in teaching and learning process.

Third part, the researcher developed material on Autoplay each unit based on syllabus 2013's curriculum. In this stage, the researcher must create the material be more fun and more easily for students to understand about their material. It also could improve motivation's students to reading English.

Fourth part is activity in classroom. The researcher applied this product and explained for students during teaching and learning process in classroom. Before the researcher must to introduce this product to English teacher in class. Then the researcher could observe her product if it could be accept or not.

3.3.4 Expert Validation

After the reading material is finish, it should be validated to the expert. The expert will get a checklist of courseware. There are two expert validations; the English teacher of the school Mrs.Waziratul khoiliyah S.Pd, and the lecturer of CALL in University of Muhammadiyah Gresik Mrs. Dian Kurnia Oktaviana S.Pd, The function of the first expert validation is checking the similarity and suitability among the reading material with the curriculum and syllabus. The function of the second expert validation is checking the instructional of the Autoplay Media Studio.

3.3.5 Development of Validation

When the expert validation was finished, the researcher will see the score and also comment suggestion, try to find which component that should be revised or might be developed more. Then, the researcher will give revision or developed more.

3.3.6 Try Out of Material

After finished or development, the researcher tries out to students to know the level of success of the product. This test will be conduct in class and computer laboratory because it needs computer to do the tryout. Try out is conduct by the researcher for students in 7th grade in Mts M 9 Wotan, there will be some process in try out. The researcher deliver English subject by using Autoplay, the researcher design the material in Autoplay based on learning strategy.

Here the researcher tries out of descriptive text, in pre – reading the researcher give introduction of structure text in topic of describing animal. In whilst – reading the researcher guides the students to read descriptive text, in post – reading the researcher gives comprehension test by ask the students to answer some question that available in Autoplay. It is given to know the understanding students about the material and compatibility of students toward Autoplay.

Purpose in this try out is to test the project that has been finished to know whether the product is needing more development, addition in material, deleted material or revision in appearance of product in order to be better. The result from this try out is to develop the project better and completed it.

3.3.7 Revision of Material

After having try out there will be revision that should be fixes by researcher in order to completely be used for seventh grade students. The revision will be considering by the expert validation's suggestion to be better.

3.3.8 Final Product

This is the last step of developing this courseware. After having the revision, the final product based on need analysis, syllabus, lesson plan, after revision of expert validation was already to be applied.