

CHAPTER II

REVIEW OF RELATED LITERATURE

2.1 Listening by using *CALL*

2.1.1 Listening skill by using *CALL*

Listening activities which using a computer are more complex compared to several kinds of *CALL* materials, since they require equipment other than the computer itself. One of the more simple ways of giving practice in listening comprehension is to use a multiple-choice or fill-in program by using a cassette recorder or the latest multimedia containing a recorder. In addition, the computer can let the user hear the relevant part of the tape again as a feedback given after a wrong answer. If a separate cassette recorder is used, the error message can give the user the appropriate counter numbers. Another simple technique is to use a tape with a test-reconstruction program which enables the user to reconstruct a summary of a recorded anecdote on screen by the help of the tape.

This kind of activities not only help to integrate listening and writing skill but also evaluate the users' listening comprehension skills in a more active way compared to a non-*CALL* class (Jones & Fortescue, 1987). Another activity to improve the user's listening skill can be done through 'JMS Newline Software', The listening Learner, Listening Comprehension, Spoken English.

2.1.2 How to Learn Listening by using *CALL*

There are many ways to learn listening skill, we can listen to the music, conversation, movie, and etc. The teacher may also use many kind of media to teach listening to their students such as, internet, games, video, *CALL*, and etc. *CALL* is chosen due to the researcher's focus on this study.

CALL (Computer Assisted Language Learning) is a program and media which support teacher and student to master English, especially in listening skill. *CALL* is very easy to operate due to the advancement of technology in every aspects of human's life such as, education, business, and economic. Nowadays, computer is treated as an essential gadget which helped people to finish their activities related to the data process. Therefore, Computer Assisted Language Learning (*CALL*) is the program known in teaching and learning process based on computer application.

The researcher use Hot Potatoes from *CALL* due to its abundant features such as, *JCloze*, *JQuiz*, *JCross*, *JMatch*, *JMix*, and *The Masher*. The researcher chooses *JQuiz*, because it is consist of multiple choice and it is very suitable for listening test and easy to understand compared to other. Hence, we can teach English material especially in listening by using these features. The researcher choose *JQuiz* considering is not only easy and fun but also use multiple choice for Q&A (Question and Answer). In addition, we can use many games related to the listening activity for instance, we can try a simple games like whispering. This game is very familiar among teacher because it is easy to do and does not cost any

bucks, yet it is able to reach the material in listening as much as possible. We can also use “Simon says” to examine the student’s hearing capability. Thus, *CALL* (Computer Assisted Language Learning) is adopted in education to help teaching English, especially listening to be more helpful.

2.2 Developing Material

In developing the material, we have to know the characteristics of the students early. In this case, the researcher chooses the 8th grade students of junior high school as the subject. On that situation, students commonly like games, pictures, story and many kind of something new. The researcher thought it is the fact due to he/she also has a lot in common which is not accustomed to English as their primary language. English is a bit difficult to learn for the students considering it is a new language for them. The researcher also finds new strategy or media that already exist and believes it will give improvement in developing the material. The researcher analyzes the students’ need and he/she must find the appropriate design, later he/she develops the design to be applied and he/she will evaluate all of the material.

Some of the students in junior high school are not very familiar with or able to speak English. Thus, the researcher creates some fun material in English to be more interesting for the students. This method is expected to fulfill the students’ need and interests in learning English. In addition, they do not feel bored and uncomfortable when learning English.

2.3 Computerized in Listening Exercise

Nowadays, computer is supposed to help the teacher to teach students efficiently. Study by using computer is very fun and enjoyable for many students. The definition computer itself is a device that accepts information (in the form of digitalized data) and manipulates it for some result based on a program or sequence of instructions on how the data is to be processed. Complex computers also include the means for storing data (including the program, which is also a form of data) for some necessary duration. A program may be invariable and built into the computer or different program may be provided to the computer. Today's computers have both kinds of programming. According Babage Charles (1991) Most histories of the modern computer begin with the Analytical Engine envisioned following the mathematical ideas of George Book, the mathematician who first stated the principles of logic inherent in today's digital computer. Babbage's assistant and collaborator, According Ada Lovelace (1953) that said to have introduced the idea of program loops and subroutines and is sometimes considered the first program. A part from mechanical calculators, the first really useable computers began of the vacuum tube, accelerated with the invention of the transistor, which then became embedded in large numbers in integrated circuits, ultimately making possible the relatively low-cost personal computer.

According to John von Neumann (1945), modern computers follow the idea of the stored program laid. Essentially, the program is read by the computer one instruction at a time, an operation is performed, and the computer then reads in the next instruction, and so on. Recently, computers and programs have been

devised that allow multiple programs (and computers) to work on the same problem on the same time in parallel. With the advent of the internet and higher band width data transmission, program and data that are part of the same overall project can be distributed over a network and embody the sun Microsystems slogan: “The network is the computers”. And with this computer we can learn many new knowledge computers like our best friend always help us in mastering our lesson.

At present, using computer is very easy due to advancement of technology which adopted into many school. The students have been introduced with computer in several subjects, especially computer illiterate subject. The students may use computer at school to learn anything for instance, listening, reading, grammar, writing, vocabulary and etc. Due to previous reasons, then the teacher uses computer or any other ICT (Information and Communication Technology) in delivering their lesson. In delivering the lesson, teacher may use a computer based program, known as *CALL* (Computer Assisted Learning Language) especially Hot Potatoes to create the material for any subjects, comprises English, Mathematics, Bahasa Indonesia, Physics, and any other subjects. As for English, the teacher could use it to improve the listening skill of the students.

2.3.1 *CALL* (Computer Assisted Language Learning)

Computer Assisted Language Learning (*CALL*) is a program used in teaching and learning process to help the teacher to teach their material which requires technology in their method of a language teaching. However, in

traditional *CALL*, the methodology was often claimed to be based on the behavioristic approach as in “programmable teaching” where the computer checked the students input and gave the feedback or reward and moves on to next appropriate activity exercise. In modern *CALL*, the emphasis is on communication and tasks. Using this kind of technology is very easy and have many benefit although there are some students and teachers who did not know and understand how to use this kind of technology.

Nowadays, computer is not the new thing and is not difficult thing to used and to find, everybody has been familiar hear and know about what computer and technology itself. Computer also is very near with *CALL* (Computer Assisted Language Learning) this is a new thing but have many good functions because easy to operate to use *CALL* we must understand how language is learned is a cognitive process.

CALL is a computer based program used to teach a lesson especially in teaching English due to its uses in majority of many schools. *CALL* can be used as an alternative of teaching method to complement with the traditional method which usually used by the teacher. *CALL* can be helpful media in teaching and learning which requires computer technology to operate the program. It requires other peripherals such as, multimedia room including headset/headphone and display screen/LCD, and computer desktop, thus can be used for students’ scoring and to improve their ability in learning English. It is considered as an interactive method in teaching and learning among teachers. According to lehwan S (19940) in “*Pengembangan Computer Assisted Language Learning CALL, dalam*

pembelajaran kosakata kelas 1 di SD Putra Depok”, students that used computer in teaching and learning process in English using *CALL* are more better than those who didnot use *CALL* or computer in teaching and learning process. Therefore, the research concluded that *CALL* has a significant role to help teacher in teaching and learning process of the students.

In Indonesia, *CALL* method has been adopted into several schools which proves to be useful and resulted in good output. This method offers a new experience in teaching and learning process to the new level of education. It is supposed to assists teacher to create material in teaching and learning process as an alternative instead of traditional method to complement each other. Thus, *CALL* is suitable for educational purpose in Indonesia and some of schools have been adopted this program into their method in teaching and learning process.

According to Arimurti (2007:1) there are three phases of *CALL*'s development. Those three phases are: behavioristic *CALL*, communicative *CALL* and integrative *CALL* which will be explained in the next sub chapter.

2.3.2 Three Phases of *CALL*'s Development

2.3.2.1 Behavioristic *CALL*

CALL is already implemented in 1960's and based on the behaviorist theories of learning. It could be referred to as “drill and practice”. In this case, the computer was represented as a vehicle for delivering.

2.3.2.2 Communicative *CALL*

It was based on the communicative approach in teaching which became famous in the 1970's. This approach considered that the drill and practice program of the previous decade did not allow enough authentic communication to be much of value.

2.3.2.3 Interactive *CALL* Multimedia

Multimedia technology which exemplified by CD-ROM, a device which allows a variety of media text, graphics, sound, animation, and video to be accessed on a single machine.

2.3.3 *CALL* in Learning Listening

Nowadays, listening is considered as a fun activity although sometimes we face difficulties in listening English due to difficulties in understanding the meaning of each sentence. Sometimes, listening some music or something new will make students easily feel disinterested and feel uncomfortable. However, globalization creates technology that is capable to enhance the interest of the students in learning English. There is such a product of technology which is believed to vastly improve the ability of the students and the teachers. It is expected to create a helpful environment in teaching and learning process, thus the students do not feel disinterested in learning the material. The program is called *CALL* (Computer Assisted Language Learning), an instrument means to assist the teachers and the students in teaching and learning process. By using *CALL*, the teachers are expected to easily deliver the material compared to the old method of

teaching used by the teachers. *CALL* (Computer Assisted Language Learning) is new media that is fun and enjoyable due to its many advantage in motivating the students to study English in an attractive way. Students will get different types of learning by using a computer, comprises *JQuiz* (question-based exercises), *JCloze* (gapfill exercises), *JMatch* (matching exercises), *JMix* (jumble exercises), and etc. Learning can be further developed by using *CALL*(Computer Assisted Language Learning) which is capable to overcome the barriers of time and place in education. Teachers are able to get the material sources from commercial companies, networks, or database which is even from foreign countries, and any other sources. In listening lesson, the participant must keep practicing due to the fact that English is not our mother tongue. Learning English can be very fun and easy if using an innovative and attractive method to help the teachers and the students in teaching and learning process.

2.3.4 Previous of Study

The researcher found some journal and article that was related and support the strategy of using *CALL* to develop material about listening skill at SMP Islam Mambaul Ulum Kebomas in the 8th Grade. The majority of studies on teacher technology education explore the following issue: what teachers are and/or should be learning in technology courses (Hargave & Hsu, 2000; Johnson, 1999); teacher-education students' knowledge of and attitude toward technology (Atkins & Vasu, 2000; Milbraith & Kinzie, 2000); and how teachers think about and use computers in the classroom (Ertmer, Addison, Lane, Ross, & Woods, 1999; Levy, 1997a; Pilus, 1995; Walker, 1994). Much of this research shows that teacher-

education technology courses and programs have a limited impact on how teachers think about and implement technology-supported teaching (Cuban, 1996; Feiman-Nemser & Remillard, 1996). Finally, the technology is so important to use in teaching process, especially in teaching listening class.