CHAPTER III

METHOD

This chapter discusses several things such as research design, instrument of the study, and procedure of developing interactive learning media in speaking.

3.1 Research Design

The design of this study is Research and Development (R&D) Study. The study is designed to improve the English speaking ability which can be applied in the classroom. To develop an appropriate material the researcher must pass several steps. There are a lot of instructional developments models that can be chosen by the researcher for the guidance of developing materials. One of them is using ADDIE Model adapted from Candra Hadi Asmara (2011). Because, this ADDIE model is appropriate with the researcher design. The steps composed by the researcher are displayed in this following chart:
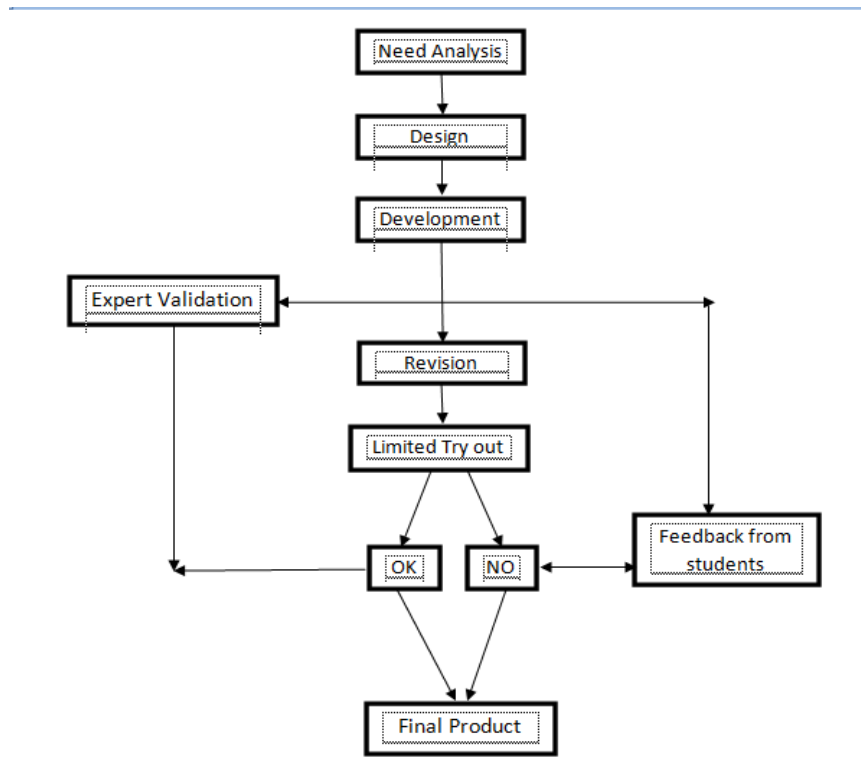
Diagram 3.1 Figure of Candra Hadi Asmara's ADDIE model

This model of research will be used in this development study, it will be explained in the procedure of developing English speaking material for students in the eighth grade of junior high school.

3.2 Procedure of Developing Interactive Learning Media

3.2.1 Analyze

In this step, the researcher uses two instruments to collect the data: those are interview for the English teacher and the questionnaire for the students. The researcher makes those instruments to develop her product.

3.2.1.1 Interview

The researcher uses two instruments for collecting data. The first instrument is interview the English teacher of eighth grade in MTS Al-Muniroh. Interview is the research instruments systematic more. The interview answers are given verbally. Usually this communication is done by face-to-face or in telephone. Someone who is asked some

questions is called interviewee, interviewer have to make interesting conversation so interviewee can give the information about what interviewer wants willingly.

3.2.1.2 Questionnaire

The second instrument is questionnaire. It will be given to the students after they get the material. The questionnaire is given to know the feedback of students on the interactive learning media that is used and measure the understanding level of students in speaking ability.

3.2.2 Design

The design is to develop based on the need analysis of the students. The researcher will develop the speaking material by using J-Quiz program. The program is in the form of computer program. It is consisted by words, sentences, picture, and sounds. The researcher designs the material development specially to help of the eighth grade in mastering speaking. The teacher hopes the students into conditional situation when the design is practiced. The following is the step to design the media:

a. The researcher prepares the program and chooses the question that appropriate with the program.

b. The researcher designs the material of speaking for first semester into the program.

c. The last step is setting the program of hot potatoes and content of material.

3.2.3 Develop

The researcher develops the material in form of html in computer program. This program consists of three steps: Pre-activities, the students would be introduced general speaking using J-Quiz program which is divided into some topics. Every topic, the students

will see the instruction which is aid the students to answer. Whilst-activities, is the main activity. The students can practice the conversation well with the partner based on the topic on the quiz. Post-activities consists of two language skills activities those are reading and speaking. The students learn the speaking ability, reading the question and practice in pairs.

In this developing phase, the researcher uses Hot Potatoes program to develop interactive learning multimedia. Hot Potatoes includes of Computer Assissted Language Learning (CALL) which has J-Close, J-Quiz, J-Crozz, J-Match, and J-Mix. In this study, the researcher uses J-Close and J-Quiz to make some exercises to the students, all these program will be covered in Longtion Autorun.

These are some steps to create new project in Hot Potatoes program:

a. Active hot potatoes program, click on the button computer desktop.

b. Choose these options which appropriate with your assignment. J-quiz function is to create interactive multiple-choice, short-answer, hybrid and multi select. J-cross to create crossword exercises. J-match function is to create matching or ordering and gap-fill exercises for the World Wide Web. J-cloze is to arrange the sentence in essay. A jumbled sentence exercise made with J-mix. The last is the Masher, it will compile all the Hot Potatoes exercises into one unit.
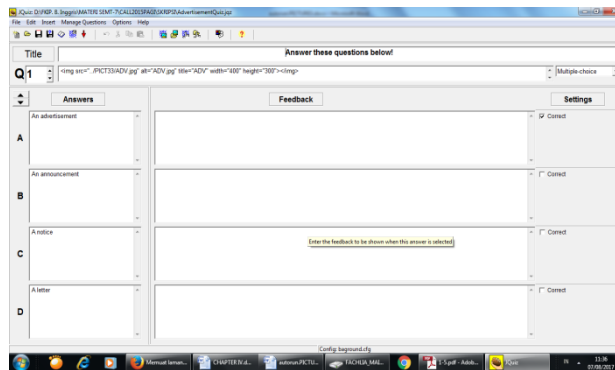
c. Click on button J-Quiz.

Image 1. J-Quiz
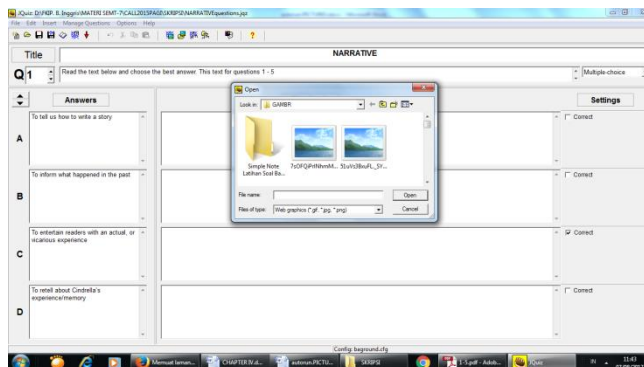

Image 2. Creating a question page
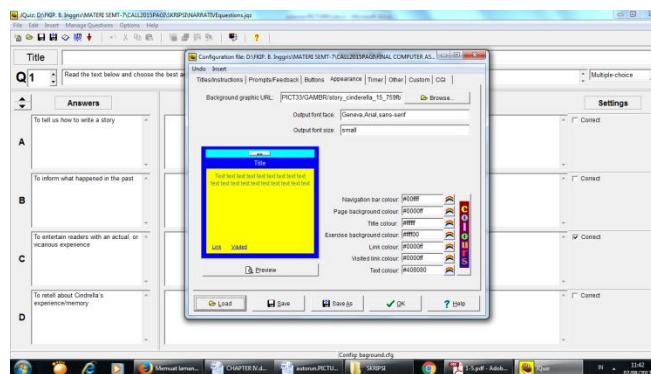

Image 3. Insert image window

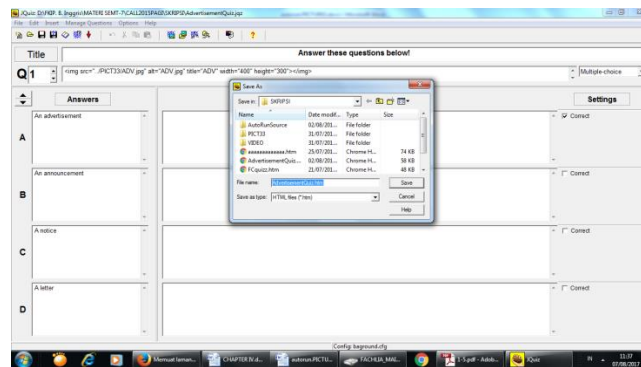**Image 4. Editing the J-Quiz appearance**
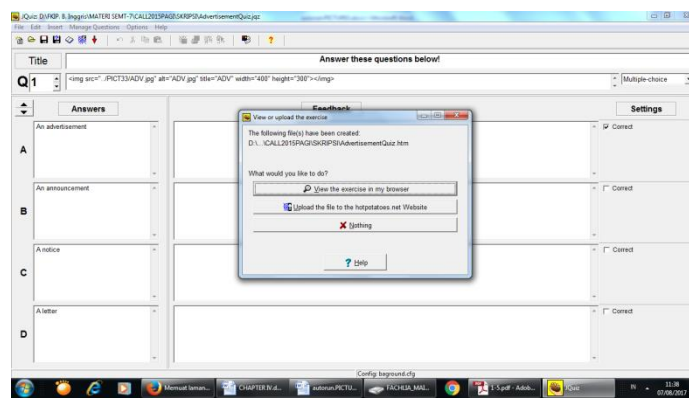
Image 5. Saving window

Image 6. Showing the result of J-Quiz window

After the window of J-Quiz started, the steps to create some exercises are:

a. Click in the title box and write the title.

b. Write your questions in question box..

c. Choose the correct answer in the answer box.

d. Click on next button for other questions.

e. Write the feedback for each answer.

Image 7. The appearnce of J-Quiz in the browser window

This is typical of J-quiz. You will see the first of the questions. You can answer the first question by clicking on one of the answer (button), you can keep choosing answers until you get one which is correct. When you have answered a question, you can move on to the next one using the arrow buttons above the question. You can also choose to see all the questions together, by clicking on the "Show all questions" button.

3.2.4 Expert Validation

After the courseware finished, it should be validated to the expert. The expert for this research is the teacher of MTs. Al-Muniroh. The function of the expert validation is checking the courseware. So, the expert could give score and also comment and give the suggestion to courseware itself.

3.2.5 Implementation

The researcher checks hot potatoes application to some experts then the researcher test hot potatoes product for the students at the eighth grades in MTS Al-Muniroh. The researcher came to the class and gives the copy of hot potatoes application in their laptop or school laboratory. In this step, the researcher will organize the try out to the students two until three times to know the students interest with the product.

3.2.6 Evaluation

Revision will be conducted after the researcher tries out the material for the students in the rule of creating the material. So, it can be used for the eighth grade of junior high school perfectly. The revision will be scaled by the expert's suggestion. There were five components which used for the evaluation: attractiveness, concept, mechanics, content, and originality.

3.3 Final Product

This is the last step of developing materials. After doing the revision, the final product in the form of computer program is ready to be applied in the speaking classroom. This program is making the question using digital media which is expected to be able to increase students learning interest in learning English. The teacher is easy to transfer the knowledge through Hot potatoes (J-Quiz) as the interactive learning media. So, the students are more active and interactive when study English using media as the instruments.