The Development of Android-Based Mobile Learning in Learning Sundanese Script for Elementary School Students

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Abstract: This research is motivated by many teachers who have not optimized learning such as developing the learning media needed. One of the technology-based learning media is learning media that is based on Android, one of the media that has an important role in improving the quality of education. This research method uses research and development with research procedures, namely (1) needs analysis, (2) Development of learning media (3) validation of learning media that has been developed. The readability test results from this learning media also show that the readability criteria are easily understood with the average student score being 87%. Based on the exposure of the research that has been conducted, the development of android-based mobile learning media on Sundanese literacy material for primary school is declared valid. So as a whole, android-based mobile learning media in the Sunda acknows material for elementary school students produced have very good qualifications.

Keywords: mobile learning, Sundanese script, android

INTRODUCTION

The level of elementary school education has a very important role in the process of student education. Elementary school education level will provide a variety of basic skills that will be the initial foundation of student knowledge. Language skills in everyday life play an important role, especially in the disclosure of one's thoughts, concepts, thoughts, and thoughts of a person that can be expressed through language. Language has a very important role in the intellectual, social and emotional development of students. Furthermore, it was stated by Pribadi, Syaripudin, and Uriawan (2016) that Language is one of the communication tools that are very important for humans. With language, we can express everything we think. With the language also the ancestors lowered their culture to their grandchildren. Even education and all kinds of disciplines can be effectively conveyed through language, one of which is Sundanese.

Sundanese is a branch of language that comes from the Malay-Polynesian language which belongs to the Austronesian language family. Sundanese is the second most spoken mother tongue in Indonesia after the Javanese language, at least approximately 38 million people are speakers in Sundanese. Furthermore, Sundari (2016), Sakti, Suryana, Setiaman (2012), Darsa (2012) suggests that Sundanese characters are letters originating from Sundanese land, which are letters used in ancient times. The Sundanese script is divided into two, namely the standard Sundanese script and the ancient Sundanese script. The standard Sundanese script is a script that has been adjusted, based on the ancient Sundanese script. It can be understood that, with the times and lack of cultural preservation, many of us, especially Sundanese, do not know even Sundanese characters.

The writing activity of the beginning of the Sundanese script is a unique and complicated activity for students of the fifth-grade elementary school that must be studied in the world of education, so it is necessary to write the beginning of Sundanese scripts by studying it. Especially elementary school-age children who are new to Sundanese alphabet letters.
writing the beginning of the Sundanese script in the fifth grade of SD Babakan Anyar, some students have not been able to understand letters and write sentences using Sundanese characters. Today's modern Sundanese society does not know Sundanese characters, so one of its conservation efforts is done through formal education. Mulok Sundanese language and literature as one of the compulsory subjects at the basic to high school level, including Sundanese script learning in basic competencies.

Core Competencies and Basic Competencies subject to Sundanese language and literature according to Purnomowulan, et al (2017) compiled based on West Java Provincial Regulation no. 5 of 2003 concerning Language, Literature and Literacy Maintenance which establishes regional languages, including Sundanese, taught in basic education in all city districts in West Java. Based on the explanation above, it can be stated that Core Competencies and Basic Competencies in language and literary subjects are the maintenance of Languages, Literature, and Literacy which establish regional languages, including Sundanese which is very easy to teach since starting basic education. Because by being taught in elementary school education, and introduced since elementary school age, it will feel young to be understood and accustomed to Sundanese characters.

Mastery of writing skills at the beginning of Sundanese characters is not obtained spontaneously or naturally but requires practice and requires learning stages. The writing process of the beginning of the Sundanese script can be done formally through the learning of Sundanese language and literature which began in elementary school. Based on the results of observations in general, namely the low ability to write Sundanese characters. The low writing skills of the beginning Sundanese script can be caused by several things, including the difficulty in remembering and understanding so writing Sundanese characters is not easy like writing Latin letters. Some students think that writing Sundanese characters is easy and fun because it can be useful in everyday life. Students are still lacking in writing Sundanese characters and besides that according to students who take Sundanese language and literature learning lacks enthusiasm because the teacher does not involve students in the learning process, so students are less active in writing learning. The researcher saw that the fifth-grade teacher had not used media that was creative and innovative in the teaching and learning process.

Furthermore, Wahyudin (Sundari, 2016) stated that with the inclusion of akasara learning in educational curricula, the role of media can help to learn, computers as effective learning media so that the need for developing learning media in the form of interactive multimedia. With technology that is developing rapidly now it should be able to be used appropriately, because using this technology can help and facilitate various things, especially in terms of learning and can attract the attention of students so that they will be motivated to learn Sundanese characters (Ernawati, Hidayat, Rahmatulloh, 2017), Pressman (2010), Bintaro (2010). Based on a study of the above problems, this study focuses on the development of mobile learning media in learning Sundanese language and literature. So in Sundanese script learning can be helped by making an interactive learning with the provision of Sundanese scriptwriting images, how to write Sundanese characters and practice questions so that students can remember and understand Sundanese characters with different media (Ridwan, Mansoor, and Mustikadara, 2013). Lucky, et al. (2014). Therefore, it is necessary to develop mobile learning media that refers to technological progress. Through the development of android-based mobile learning media, it is expected that learning media in introducing Sundanese characters that are made can be better understood by students so that learning is more fun and more meaningful.
METHOD

This research uses research and development research according to Brog & Gall (Gail, 2013). Sugiyono (2010) suggests that the development method is a method used to produce certain products and test the effectiveness of these products. Furthermore, brog and gall (Rachmatullah and Sumantri, 2018) state that basic research and development is a process used to develop and validate the product being developed. The development of android-based mobile learning media in the method of recognizing Sundanese script for elementary school students is development research aimed at producing android-based learning media. This research was conducted in fifth-grade students of Babakan Anyar State Elementary School District of Duchy of Majalengka Regency. This research was conducted by developing learning media systematically. The steps in developing this teaching material include (1) initial study, (2) planning, (3) product design, and (4) product validity.

RESULTS AND DISCUSSION

The recapitulation of the results of the validator's assessment obtained from material experts and media experts on products developed in the form of android-based mobile learning media can be seen in the table below:

| Aspect                                      | Score  |
|---------------------------------------------|--------|
| Feasibility of overall media appearance    | 87.74  |
| Fill in the learning media                  | 88.50  |
| Feasibility of android-based mobile learning media | 85.25  |
| Additional menu                            | 87.25  |
| Linguistics                                | 78.65  |
| Presentation                               | 88     |
| Average                                    | 85.89% |

Based on the data in Table 1, it can be concluded that the recapitulation of the validator's assessment of android-based mobile learning media in the material known to the Sundanese script obtained an average score of 85.89% with the results shown in a very valid category. In linguistic aspects, there are suggestions and input that researchers should pay more attention to the use of diction (word choice), pay more attention to writing sentence commands with the use of command words and punctuation, and pay attention to the use of punctuation in each sentence in mobile learning media.

Readability tests on android-based mathematics learning media conducted on 30 students at Babakan Anyar Elementary School in the Duchy District of Majalengka Regency as a sample. The results of the analysis of the readability of learning media that have been developed in this study get results with the average value of students are 87%. Based on the score, the learning media category is easy to understand.

Seeing judging from the recapitulation of the validator validation results obtained a score of 85.89% with a very valid category and the readability test getting 87% with media categories easily understood, products that have been developed in the form of android-based mobile learning media on Sundanese literary material can be continued and used during learning in fifth grade elementary school.
This research resulted in an application of android-based mobile learning media on the Sunda aircraft method for basic school students. The result of expert validation is known that android-based mobile learning media on the Sunda acknowledge method for elementary school students is feasible to use. This is also supported by the results of research that shows that in learning, the role of android-based mobile learning media in Sunda acknowledge methods for elementary school students is becoming increasingly important in the present, because the media mobile learning system based on android on the Sunda acknowledge method for elementary school students is becoming increasingly important in the present, because consists of media components (text), images, graphics, animation) designed to complement each other so that it becomes a strong and precise system, a unity that is better than the sum of its parts. The use of android-based mobile learning media in the Sunda acknowledgment method for elementary school students can be accepted in learning based on the improvement of the independent learning process and the active role of students. Android-based mobile learning media in the method of knowing Sunda accounts for elementary school students also provides stimulation for the learning process that takes place outside the classroom (Kusuma, 2018), (Astra, Umiatin, Ruhaman, 2012), (Yuniati, 2012), (Zaus, at all, 2018), (Purbasari, Kahfi, Yunus, 2013), (Astuti, Sumarni, Saraswati, 2017).

**CONCLUSION**

Based on the results of research and discussion, it can be concluded that product development in the form of android-based mobile learning media on Sundanese literary material for fifth-grade students of Elementary School, was developed based on the analysis of the needs of educators and students. Based on the results of the needs analysis, the principles of developing learning media are formulated to improve language skills, especially the ability to write Sundanese characters that involve practical activities and encourage students to have high-level thinking skills.

The product that has been developed has been validated by Media experts and linguists and readability tests have been carried out on 30 students of Babakan Anyar Elementary School in the Duchy District of Majalengka Regency. The results of the overall validation of the two experts obtained a percentage of 85.89% with a very valid category and the readability test obtained 87.00 results. with categories that are easy to understand. Based on these criteria, android-based mobile learning media on Sundanese literacy material is suitable for use as a companion book in studying in fifth-grade elementary school.

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