Increasing the Environment Feel in Learning through the Double S Application

Annisa Permata Islami, Novitri Novitri, Muhammad Syarfi, Masyhur Masyhur, Afrianto Afrianto

English Education, FKIP, Universitas Riau. Jl. HR. Soebrantas, Km. 12.5, Pekanbaru, 28293, Indonesia

annislam28@gmail.com

Abstract. In this era of globalization, English has become the second language for some non-English speaking countries. But in Indonesia, English is actually being a foreign language. This is because learning English in junior high school is monotonous and boring. So students' interest in learning is reduced. The purpose of this study is to create a media for learning English so that it can increase interest the environment feel in learning and trigger students' enthusiasm in learning English subjects. The learning media is spinning wheel and a jumbo puzzle with picture of the Siak Palace. This learning media was tested limited to students of Pekanbaru Az-Zuhra Islamic Middle School. Students were divided into 3 groups. The group representatives would spin the spinning wheel which contained the difficulty level of the quiz and the group would discuss to answer the quiz about the material. After that, the group with the correct answers would paste several puzzles on the board according to the score that they obtained from the previous quiz. From the results of this limited test, based on questionnaires given after learning, it appears that there is an increase in interest and enthusiasm of students in learning English through this media. This learning media in general can build interest and increase student motivation in learning English and can build skills to work together in learning groups.

1. Introduction

English is an international language used to communicate globally. Many non-English speaking countries have formalized English as their second language, but this case does not apply to Indonesia. English in Indonesia is specified as a foreign language. However, English has a very important influence on school students, students, job seekers and professionals.

Quoted from the website of the world's largest ranking of English skills [1], student’s English skill in Indonesia is still in low level. In 2018, Indonesia ranked 51 out of 88 countries in the world. This research was based on the ability of English skill in Junior High School and Senior High School.

Lack of willingness and stimulate in learning process is one of the causes of English still being a foreign language is due to the ineffectiveness of learning English at the level of education. The effectiveness of the learning process is closely related to the student’s interest. Because with the interest in learning, students will get maximum learning results. Conversely, without the interest of students, it is impossible to get maximum learning outcomes.

The motivation has always been an essential perception in the study of English language learning [2]. And also, when the strategy of learning English was influenced by self-efficacy and enthusiasm of
a person, it had a stronger effect on English achievement [3]. While, teaching and learning a foreign language are reliant on the positive motivation [4]. So that, there are some influences of motivation on English language learning [5].

Double S is a media that helps student in encouraging enthusiasm in learning English. Double S consists of two media in it. The first is the spinning wheel and the second media is the giant puzzle of Siak Palace. The function of this media is as a game in the process of learning English.

2. Methodology

The research used ADDIE model as the instructional design methodology used to help build and shorten the creation of the course content. Developed in the 1970’s, ADDIE is still the most frequently used model for instructional design [6].

Addie is an acronym for the five stages of a development process: Analysis, Design, Development, Implementation, and Evaluation. The ADDIE model relies on each stage being done in the given order but with a focus on reflection and iteration. The model gives a streamlined, focused approach that provides feedback for continuous improvement.

a. Analysis

The students of Az-Zuhra Islamic Junior High School in eighth graders had obstacles in enthusiasm of learning English. Some of the students were not enthusiastic in learning English due to the monotonous in learning process. The lack of interesting learning media is one of several reasons why students’ interest in learning English decreases.

b. Designed

Spinning wheel was designed in colorful shades of wheel to attract the students. In each shade color, there was a range number from 1 until 3. The number indicated the difficulty level of questions that would be given to the students. Meanwhile, the picture in the puzzle was the view of Siak palace. Siak palace is a cultural heritage of Riau Malay. So, the function of this puzzle was to hone students' sensitivity to Riau Malay culture.

c. Development

There were two properties of learning media as the object of this survey. The first was the Spinning Wheel, and the second was a giant puzzle of Siak Palace. Spinning wheel took a role as the picker difficulty level of the questions given. The leader of a selected group would spin the Spinning Wheel. After the level was taken, the group would cooperate to solve the given question. If the group answered the question correctly, then the leader would stick a piece of giant puzzle to the whiteboard. All students did not know the full shape of the giant puzzle image. So, the function of this puzzle was to hone students’ sensitivity to Riau Malay culture. Once the puzzle has been stocked, the leader could choose whether he wanted to guess the picture of the puzzle or returned to his group and continued the game.

d. Implement

The study area was located at Az-Zuhra Islamic Junior High School, Pekanbaru, Riau. There were 35 female students in eighth graders. The students were selected as the subjects of this study. Teachers in this school had signed an informed consent statement assuring each participant of anonymity and confidentiality.

e. Evaluation

The evaluation was done during the design until implementation. The suggestion from the teacher of Azzuhra Islamic School was received and applied in the second class meeting. The teacher suggested to add the another puzzle in the equipment learning media.

This study was taking Preposition sub-chapter subject as the parameter. Before starting the research, the students were given a pretest of 10 optional questions about Preposition sub-chapter subject to assess how much students comfortable and motivate in the learning process. After that, all the students were given a quick review of Preposition before starting the survey.
After the learning media trial session ended, there were 10 questions in the questionnaire that was distributed to students. The function of this questionnaire was to find out how effective the learning media in the process of learning English.

3. Results and Discussion
The students of Az-Zuhra Islamic Junior High School in eighth graders had problems in enthusiasm of learning English. Double S is a learning media which aims to increase student motivation in learning process. Therefore, Double S consist of 2 media. The first is Spinning wheel (Figure 1). It was designed in colorful shades of wheel to attract the students. And also, Siak palace (Figure 2) is a cultural heritage of Riau Malay. So, the function of this puzzle was to hone students' sensitivity to Riau Malay culture.

![Figure 1. Spinning Wheel](image1.png)

![Figure 2. Giant Puzzle of Siak Palace](image2.png)

The research of increasing the environment feels in learning through the Double S application had been carried out on February 2019 in Az-Zuhra Islamic Junior High School. It showed that Double S was effective for increasing the environment feels in learning by testing it with English subject.

The Double S learning media was applied to the eighth graders of Az-Zuhra Islamic Junior High School (Figure 3). The image on the top left shows the 20 female students which in this school, the female and the boy student are separated in the different classes. And the next top right image describe
that the researcher was practicing on how to perform the Double S learning media through English subject. The researcher was giving directions to play using the Spinning Wheel. At the bottom right, the image displays that students looked enthusiastic and active in the learning process.

![Double S Implementation at Az-Zuhra Islamic Junior High School](image)

**Figure 3.** Double S Implementation at Az-Zuhra Islamic Junior High School

Before applying Double S, the students were given a pre-test. The pre-test contained seven questions about the enthusiasm of students in the learning process in class. Table 1 is the result of pre-test that had been given to the students before the experiment of the Double S learning media.

### Table 1. The Data of Pre-Test

| No. | Questions                                                                 | Response (Student) |
|-----|---------------------------------------------------------------------------|--------------------|
| 1.  | Do you feel motivated to study English?                                   | Yes: 10, Fair: 4, No: 6 |
| 2.  | Do you feel comfortable in learning and playing game at the same time?   | Yes: 5, Fair: 5, No: 10 |
| 3.  | Are you sleepy in the class while learning English?                      | Yes: 10, Fair: 5, No: 5 |
| 4.  | Do you understand the material delivered by the teacher?                | Yes: 3, Fair: 9, No: 8 |
| 5.  | Studying English with learning media makes it easy for me to learn.      | (Fill This Column After The Experiment Is Done) |
| 6.  | I prefer to combine learning with games                                  | Yes: 8, Fair: 5, No: 7 |
| 7.  | I prefer studying with the lecture system                                | Yes: 11, Fair: 4, No: 5 |
After the pre-test was given to the student, the teaching process in the class was performed using the Double S learning media for two times learning meeting.

The results of the pre-test were compared with the results of the post-test. Based on these data at Table 2, there was an increase in the number of students who are motivated in the learning process using Double S. For that, the Double S learning media successfully motivates students in the learning process.

| No. | Questions                                                                 | Yes | Fair | No  |
|-----|---------------------------------------------------------------------------|-----|------|-----|
| 1.  | Do you feel motivated to study English?                                   | 12  | 5    | 3   |
| 2.  | Do you feel comfortable in learning and playing game at the same time?    | 13  | 3    | 4   |
| 3.  | Are you sleepy in the class while learning English?                       | 13  | 5    | 2   |
| 4.  | Do you understand the material delivered by the teacher?                  | 9   | 6    | 5   |
| 5.  | Studying English with learning media makes it easy for me to learn.        | 16  | 4    | 0   |
| 6.  | I prefer to combine learning with games                                   | 12  | 4    | 4   |
| 7.  | I prefer studying with the lecture system                                 | 4   | 4    | 12  |

4. Conclusion
The use of Double S English learning media in this research has been shown that, there is possibility to increase the students’ motivation in learning English. The motivation of learning English in eighth graders of Az-Zuhra Islamic School, had been increased since the application of Double S learning media. Students felt comfortable and happy with the new atmosphere in learning English by using Double S. So, this can increase student motivation in learning process.

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