

The Use of Audio Media to Improve Students Motivation in English Subject at Junior High School, Kupang District-East Nusa Tenggara

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ABSTRACT

The learning process is an activity in applying the curriculum in an educational institution to affect the students' achievement. Some determinant factors which affecting the teaching and learning process are teaching methods and learning media which used to teach daily. Some problems were found in public school at Junior high school (SMPN) 3 Amabi Oefeto in Kupang district, East Nusa Tenggara province in academic year 2017/2018. One of these problems is the lack of students' participation in learning English. Information was gained from some students where some teachers were limited in creating an active learning and teaching process has been focused on teachers centred-learning. Besides, some teachers explain that English subject is a difficult subject and in daily communication, they have been using mother tongue to communicate with each other. Data also came from two English teachers by interview. The lack of facilitation affecting them in creating fun and active learning English. In adding, English book is the only media that teachers use. Teachers explained that students' motivation and achievement are not satisfying and not comparable with schools which have complete facilities.

The use of learning media at SMP Negeri 3 Amabi Oefeto school in Kupang district has not been fully utilised, some lacks of infrastructure such as; Language laboratory, computers, libraries, and internet networks. The approach used in this research is a classroom action research approach. This research was conducted collaboratively between teachers and the researcher. The results of the analysis showed that students' learning motivation increased. In the initial condition, before using audio learning, the motivation of students learning is 8.3%. In cycle one, after using Audio Learning that students learning motivation increased to 58,3%. It had not been achieved, then the researcher conducted by using cycle two. In cycle two, the students' learning motivation completeness increased to 91,6%. Achievement mastery of

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students learning motivation from cycle I to cycle II increased to 33.3%.

CCS Concepts

• **General and reference** → **Cross computing tools and techniques** → **Reliability**

Keywords

Learning; Audio media; Motivation

1. INTRODUCTION

The learning process is an activity in applying the curriculum at an educational institution. The aim in applying curriculum is to assist the students for getting the educational purpose which has been set by the government. Educational purpose leads the students into some transformations such as the intellectual, moral and social to students can live independently as an individual and social being. In achieving the purpose, the students have to create some interactions with a learning environment set by teachers through the instructional process.

Learning needs interaction; this shows that the instructional process is a communication process. It means that in instructional has a process in transferring the message from a person or the source of the message to someone, a group or message recipient. The step of the communication process as follows: a source of the message, message encoding, message received and decoded and destination of the message [10].

To gain the instructional purpose, there some factors which become the determinant factors, there are instructional method and instructional media. The position of instruction media as the teaching aid, which in the methodology component, this is the one model that can be applied by teachers in the learning environment.

An inactive learning process, teachers, should deliver the knowledge, experience, and viewpoint toward the material that they are learning. Time is limited in delivering material, and it is caused by most of the learning time used by the students in doing the exploration and elaboration. Therefore, teachers can present the core materials which will be delivered efficiently in a limited time.

Besides, the task of a teacher is to design an attractive learning model. Teachers are also required to be able to use instructional media. The role of learning media in this globalisation era is essential for creating exciting learning, students' motivation can be higher than previous, and the learners' attention and concentration can focus on sharing material.

The problems that occur in SMP Negeri 3 Amabi Oefeto in academic year 2017/2018 is on the previous teaching in academic year 2017/2018 shows the decreased in the learning process. In the daily instructional process can be gained that there are still many students whom their learning motivation shows lower so that it affects their learning achievement become declining, especially in English subject in academic year 2017/2018.

Learning motivation can be awakened, improved, and maintained by external conditions, such as the presentation of lessons by teachers with using the different media, appropriate methods, and dynamic communication [8].

Based on the problem at SMPN 3 Amabi Oefeto, it needs a solution to solve and improve the learning motivation of students so that the students' achievement in that school can produce creative, innovative and skilled learners.

The use of learning media in the instructional process can raise the desire and a new learning interest, build the motivation and stimulus in instructional learning and bring psychological influences on students [7].

Instructional media of audio is one media that can stimulate the learners' thoughts, feelings, attention, and the willingness and motivation, and it can be used in learning English especially the material of listening skill. Through the audio media, students are directed to be more motivated in the learning process both inside and out of class. The use of the audio media is a new step to teachers in using the media because of the limitations of facilities and infrastructure such as language laboratory and other media. By using the audio media, students are more enthusiastic in following the lesson.

2. THEORETICAL REVIEW

2.1 The Understanding of Learning

According to the behavioristic, learning is the form of teachers' effort to shape the desired behaviour by providing the environment or stimulus. Cognitive experts define the learning as teachers' way of allowing students to think in knowing and understand something that learned [4]. The humanistic describes that learning gives freedom to students to choose lesson materials and how to study it following their interests and abilities [15].

2.2 Media

According to the behavioristic, learning is the form of teachers' effort to shape the desired behaviour by providing the environment or stimulus. Cognitive experts define the learning as teachers' way of allowing students to think in knowing and understand something that learned [4]. The humanistic describes that learning gives freedom to students to choose lesson materials and how to study it following their interests and abilities [9].

A statement from McLuhan that was cited by Achsin about the media is also called a channel because it delivers messages from the source of information to the recipient [1]. Thus media are all forms and channels that can be used in the presentation of information to deliver messages from information to the recipient.

Learning media, in general, has a function to overcome: obstacles, communication, class physical limitations, passive attitude, and unite student observation [12].

The learning media serves as a limitation of student experience and limitations of classrooms; enables direct interaction between students and the environment; resulting in uniformity of observations; instilling the basic concept of truth, concrete and

reality; generate new desires and interests; generating the student learning motivation; providing an integral experience from the concrete to the abstract [13].

It can be concluded that the learning media is any tool both software and hardware as a communication medium to provide clarity of information.

2.3 Audio Media

Audio media, including the type of audio recording media (audio recorder); by using verbal Language or sound effects and music. Voice recording can be used as an ideal learning medium, group or individual learning medium [6]. Some points that included of these audio classifications are teacher recording, radio, recordings, tape recorders, MP3, MP4, and so on.

Audio Media for teaching is a material that contains a message in the form of audio (vocal cords or sound plates), which can stimulate the thoughts, feelings, attention, and willingness of students resulting in the process of teaching and learning. Audio media has a characteristic, that is only relying on sound (the sense of hearing). Personal: Tend one way. Moreover, it can inspire the imagination [11].

The function of audio media according to Arsyad he cites the opinion of Sudjana and Rivai is to train all skills development activities primarily related to the aspects of hearing skills, which can be achieved with audio media in the form: (a) Focusing attention and retaining attention, (b) Mentoring direction, (c) Train analysis, (d) Determining meaning and context, (e) Selecting information and ideas, (f) Summarizing, recalling and retrieving information [3].

The audio type, including are (1) Voice tape (teacher sound), (2) Microcassette, (3) Educational Radio (4) Recordings, (5) MP3, (6) MP4, (7) Audio CD, (8) Audio Card.

2.4 Motivation

Motivation or learned interest is a desire to learn from a person. A student can learn more efficiently if he/she tries to learn optimally; it means that he/she motivates himself. Learning motivation can come from within students who diligently read books and have a high curiosity about a problem [8].

The essence of learning motivation is internal and external encouragement to learners who are learning to get behavioural changes. The motivation for learning is a process that encourages learning, direction, and persistence of behaviour. That means motivated behaviour is a behaviour that is full of energy, directed and durable [20].

The indicators of learning motivation can be classified as follows: (a) the existence of desire and desire to succeed, (b) existence of encouragement and requirement in learning, (c) existence of hope and aspiration of future, (d) the existence of awards in learning, (e) the existence of exciting activities in learning, and (f) the existence of a conducive learning environment to enable learners to learn well [20].

From some definitions above the researcher can conclude that the motivation of learning is the encouragement or desire that arises in a person to do something in changing knowledge, understanding, attitude, and behaviour, skills, habitual skills and other changes in the maximum aspects of internal and external on learners to achieve the purpose that wants to gain.

2.5 SMP Negeri 3 Amabi Oefeto

Junior High School (SMP) Negeri 3 Amabi Oefeto School located in Amabi Oefeto sub-district, Kupang District, East Nusa Tenggara. That school was established in 2011 with local government ownership status. The total teachers and added with the principal as many as eleven (11) people. There are two (2) English teachers; the other teaches two classes, VII and VIII, and another teaches class IX.

SMP Negeri 3 Amabi Oefeto includes of school which newly built, and it has three study groups in academic year 2017/2018. The total students of the entire academic year 2017/2018 are sixty-three (63) students. In class, VII consists of seventeen (17) students, class VIII twenty-four (24) students, and class IX twenty-two (22) students.

The use of learning media at SMP Negeri 3 Amabi Oefeto school has not been fully utilised, there are many lacks of infrastructure such as; Language laboratory, computers, libraries, and internet networks. In general, the deficiency of infrastructure does not happen in that school but also almost the majority of schools located in Kupang district both from high school, junior high school, and senior high school.

However, by not supported with a variety of complete facilities does not mean that teachers are not looking for ideas to implement media-based learning in the teaching-learning process, in particular, the field of English subject. Using a personal laptop, a school laptop and a pair of medium-sized of active speakers and learning audio media like MP3 that contains some songs and other materials.

2.6 The Previous Relevant Research

Some researches support this research, such as the research under the title Audio-Visual Media Usage to Improve Motivation and Learning Outcomes. The result of the research shows an improvement on (1) student learning motivation, that is 56,25% in cycle one, 74,19% cycle two, and 90% cycle three. (2) Students' cognitive learning achievement increased from the average score 69,53 cycle one, 73,71 cycle two, and 80,66 cycle three, affective sphere, increased from 56,25% cycle one, 74,19 cycle two, and 90% cycle three, psychomotor domain increased from 70,08 cycle one, 75,18 cycle two, and 80,59 cycle three. Based on the findings, the use of audiovisual media can improve learning motivation and increase learning motivation and improve learning outcomes [19].

The second research under the title Application of Audio-Visual Media to Improve Student Motivation and Student Result. The results showed that there is an increase in student learning motivation after applying media [2].

2.7 Hypothesis

"Using audio media can improve students' motivation in learning English on grade VIII in SMPN 3 Amabi Oefeto 2017/2018".

3. METHOD

The approach used in this research is the Classroom. Action Research Approach. Classroom action research is the process of studying the learning problems in the classroom through self-reflection to solve the problems by carrying out planned actions in real situations and analysing every influence of the treatment [21].

This research was conducted collaboratively between teachers and the researcher. Collaborative Teachers are embodied to equate understanding, agreement on issues, decision-making and create

similar actions that intend to improve children's motivation. The research was conducted in SMP Negeri 3 Amabi Oefeto which having address at Raknamo village, Amabi Oefeto sub-district, Kupang District, East Nusa Tenggara. The schedule in conducting this research in October to November in academic year 2017/2018.

The technique of data collection is a tool used by researchers in collecting data activities to be systematic and facilitated [17]. Data collection techniques in this study are utilising a type of achievement test that the test used to measure students' performance after learning something [16]. The achievement test is performed in the form of a deed test. The action test is a test carried out with answers using deeds or actions [18].

4. THE RESULT AND DISCUSSION

The results of this study indicate that there is an improvement in the students' learning motivation. The discussion of the results as regards in this study is based on the results of the cycle I and cycle II. The discussion of the results includes the results of observations in improving student learning motivation for learning English using audio media. The discussion of the observation results refers to the scores acquisition of achievement indicators of motivation to learn English. The Aspects which assessed are the descriptions of student learning motivation indicators (a) There is the desire to know the material, (b) there is the incentives and needs in learning, (c) there is the hopes and aspirations, (d) there is awards in learning, (e) the existence of exciting activities in learning, and (f) the existence of a conducive learning environment that allows learners to learn well.

During the time of this study, the researcher discussed with the teachers about the material will be used related to the audio media about the competence standard, the necessary competence, and the learning objective and the learning benefit of understanding the material of listening activity so that at the end of learning, the learning objectives can be achieved.

The subject of research is an object, thing, or person where the inherent data variable and the problem [16]. Subjects in this study are SMPN 3 students at Amabi Oefeto, and the researcher took class VIII as many as 24 students. The object in this study is students' motivation of class VIII SMP Negeri 3 Amabi Oefeto.

The next step, the teacher explained the material of listening skills in the form of songs. Then the teacher distributed the song paper to the students as many as 24 pieces of song paper by the number of samples. The title of the song is "I Have A Dream". The words are incomplete, so the student's job is to complete the missing words of the song by listening carefully to the song that would be played by the teacher in twice after listening the learner was asked to complete the missing words.

During learning proses was running, the researcher conducted the observations. Observations were made during the learning process. Observation is done to know the improvement of student's learning motivation to learn English about the listening activity of English song using audio media in cycle one and cycle two. Based on the results of these observations, researchers could find out the increase in student learning motivation. The gaps obtained in cycle one are raised in cycle two by using the same song at the next meeting by listing the results of observations that have been done.

Listening to the song by applying audio media is a new thing for learners in Kupang District, particularly for students in SMP Negeri 3 Amabi Oefeto. In the first step, students listened to the song without applying the audio. Students listened to that song

from the teacher. The first result in listening to the song without media showed the students were not motivated and it was difficult for students to understand the message of that song but in the first cycle using the audio, students and teachers were motivated and got a stimulus within the media so that there was an improvement infill the empty word, unfortunately, the ranking is not very good. For getting the right result, the researcher moved to the second cycle by using the same song and the audio to increase the motivation, and the result in cycle II was excellent. There was an increase in learning motivation that affects the thought of the students better than first in recognising the vocabulary.

Based on the observation of learning motivation in studying English through listening to the song using media, the researcher wrote that there were three steps in getting the excellent result; in the first condition, in cycle I and cycle II. Each step showed the increasing, the knowledge and skill students can be looked from the observation result and data from an interview with the teacher.

Category of indicator achievement and classification has been determined by the researcher. Comparison of student learning achievement can be read in the table below.

Table 1. Table Comparison of student learning achievement of motivation

| No | Achievement | Early condition | | Cycle I | | Cycle II | |
|-------|-------------|-----------------|-------------|---------|-------------|----------|-------------|
| | | Sample | Percent (%) | Sample | Percent (%) | Sample | Percent (%) |
| 1 | Reached | 2 | 8,3 | 14 | 58.3 | 22 | 91,6 |
| 2 | Unreached | 22 | 91.6 | 10 | 41,6 | 2 | 8,3 |
| Total | | 24 | 99.9 | 24 | 99.9 | 24 | 99,9 |

The increasing of learning motivation can be seen if students achieve the learning motivation indicator with prime and first predicate if he/she gained the score above 70,00. From the table above, there is an improvement percentage of student achievement in learning motivation. In the initial condition, there were two students get 8.3%, and it is a quite small presentation, and in the cycle, one increased 14 students gained 58.3%, and the researcher and teachers could see the achievement of student learning motivation because it had not been achieved, so the researcher hoped to be followed by cycle II.

In cycle two 22 students gained 91,6%, and student's learning motivation increased, this indicates student's learning motivation has increased with the use of audio by listening to the song. Achievement mastery of student learning motivation from cycle one to cycle two increased by 33.3%. From the comparison table of student learning motivation can be described the improving student learning motivation from the initial conditions, cycle I and cycle II in the following graph.

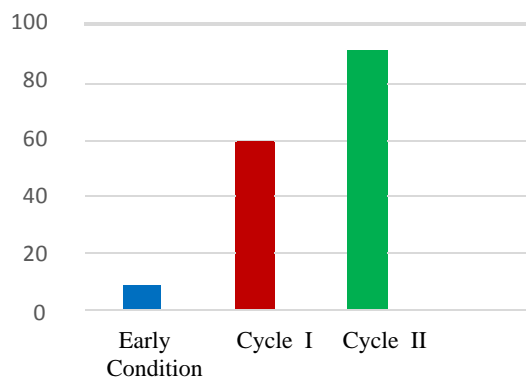


Figure 1. Chart of the improvement of student learning motivation

The hypothesis about " Using audio media can improve the motivation of students in learning English on VIII grade students in SMP Negeri 3 Amabi Oefeto 2017/2018". The data obtained shows the truth that there is an improvement in students learning motivation.

5. CONCLUSION

Based on the formulation of the problem, the results of research analysis and discussion of this classroom action research can be concluded that through the use of Audio Media can increase the learning motivation in studying English on VIII grade students in SMPN Negeri 3 Amabi Oefeto in academic year 2017/2018. The results of the analysis explained that the students' learning motivation increased. In initial condition before using Audio Learning, the motivation of students learning is 8.3%. After using Audio Learning in cycle I, student learning motivation progressed to 58,3%. Because it has not been realized that the researcher assumes to be followed by cycle II. In cycle II, the students' learning motivation completeness developed to 91,6%. Accomplishment mastery of students acquiring motivation from cycle I to cycle II increased by 33.3%. This explains the learning motivation to study English song applying audio has increased.

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