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DEVELOPMENT OF AUDIO-VISUAL-BASED LISTENING TEACHING MATERIALS USING YOUTUBE APPLICATION IN GRADE EIGHT STUDENTS OF SMP NEGERI 15 MEDAN

Abstract

This research aims to determine the effectiveness of the development of listening teaching materials from conventional methods or using books into audio-visual-based teaching materials using the YouTube application and also to describe validation from experts about the development of audio-visual-based listening teaching materials using YouTube application, especially in the environment of SMP Negeri 15 Medan. Data collection instruments in the form of tests and questionnaires. This research uses a development method using the ADDIE model as the basis, based on the research data obtained, it can be ascertained that the results of this research are by the initial goal, namely the development of the distance learning system, this is evidenced by the increase in the value of students. Based on the results of this study the author can conclude that the research conducted is considered successful. This is determined by the author based on comparing students' ability when testing based on pre-test and post-test. The results of this study are shown by the ability of students who previously got material using books as a reference have developed compared to before getting the presentation of material with video media using the YouTube application. The author also concluded that the lack of interest in reading students can be diverted using video-based material to increase the interest students. The importance of the role of educational institutions in providing training to teachers related to information and technology-based learning methods and preparing guidelines and learning plans that are systematic, clear and directed as guidelines for teachers and students in applying online learning methods, especially using YouTube.
Keywords: Listening, Model ADDIE, Technology, Teaching Materials, YouTube

INTRODUCTION

Nowadays, the development of technology is increasing rapidly in all sectors, including the education sector, which at this time has begun to implement online-based or non-face-to-face education methods. This is driven by the situation in the world that is entering the Covid-19 pandemic period where all face-to-face activities are eliminated including face-to-face learning in the education sector at all levels, including the junior high school level, in this case, the author takes an example at SMP Negeri 15 Medan. The online education system, which is actually almost never carried out in the school scope, is now required to assist government programs in overcoming the Covid-19 pandemic, but in reality, the practice carried out only students get assignments and rarely do online-based face-to-face education using applications such as zoom meetings, Ms. Team and so on due to limited facilities and also understanding from students in operating it. The situation is aggravated by students' interest in learning which has decreased drastically in the pandemic era, especially in English subjects and is more concerned with playing games or just watching YouTube on the gadgets they have, this makes it more difficult for teachers to provide learning materials to students, students' abilities are decreasing, both in reading and in the pronunciation of English vocabulary. This situation makes teachers think about how to learn from students to remain effective during the pandemic. As a teacher, of course, it is necessary to evaluate and start designing effective and creative learning strategies by using effective teaching materials and motivating students to learn so that they can achieve learning goals. The author, who is actually on the teacher's side, tries to

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develop the shortcomings of students who are currently more focused on their gadgets to create a learning system using audio-visual-based gadgets with YouTube application, which this learning method is expected to increase their interest in learning, especially in English subjects which must actually be accompanied by pronunciation practices so that the ability to speak English is increasing.

METHOD

The method used in this research is the development method (Research Development). Research methods are used to produce a particular product and test the effectiveness of such a product. According to Robert Maribe Branch, examples of research and development products in the field of education are learning models, learning media, and teaching materials. In this case, the research scheme used by the author is the ADDIE method, this model is used because it is simpler, this is what the author considers to use this model. The ADDIE model itself is an acronym for Analyze, Design, Develop, Implement and Evaluate.

This research was designed using a descriptive quantitative design. This means that the research collects and calculates the data obtained from the research. This research also focuses on variable quantities, namely the use of YouTube on students' ability to understand vocabulary. This type of research is an experimental design. This means that in collecting research data, the authors make samples, namely experimental and control groups but still in the same class. This design was applied to investigate the influence of YouTube on the development of students' ability to understand vocabulary by listening to songs.

Here are the five Steps contained in the development research procedure according to Robert Maribe Branch (Robert Maribe Branch,2009)
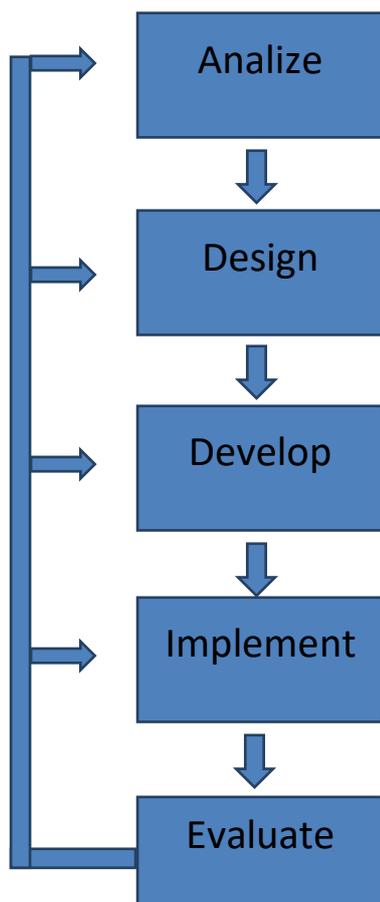

Figure 3. 1 Research procedural cycle

Technique of Collecting Data

To support the collection of research data, the authors used several research instruments that were used as a medium collecting research data such as test instruments, questionnaires and

validation sheets.

    1) Instrument Test

      (Nurgiyantoro Burhan, 2010) explained that tests are a method used by a person to obtain information about the competencies, knowledge, and skills of students. Data collection techniques through this test are used to measure students' listening skills. The tests prepared by the author are divided into two, namely the Pre-test or initial test and also the Post-test or final test after the learner gets an understanding of the material being taught.

    2) Questionnaires

      Questionnaires in the form of questions that are useful for obtaining information about students' perceptions of listening are presented on the video using the YouTube application. The questionnaire was distributed to class VIII students of SMP Negeri 15 Medan in the Academic Year of 2021-2022. The questionnaire assessment given to respondents (sample) refers to two choices, namely Yes or No. The following is a questionnaire used as a medium for collecting data by the author on the perception and interest of students in English.

    3) Validation Sheet

      This research is a validation sheet about the feasibility of teaching materials in listening learning that has been prepared. This validation sheet is a guideline for expert lecturers who will provide input and assessment based on four aspects which include aspects of content feasibility, aspects of linguistic feasibility, aspects of feasibility of presenting material and aspects of graphic feasibility.

      "Research instruments using the Likert Scale can be made in the form of Checklist or multiple choice" (Jaria, 2019) research using the form of a checklist (√) in the available columns.

RESULT AND DISCUSSION

      The data obtained in this research used listening and questionnaire test techniques. The test used in this research was listening. Where students are told to listen according to the specified criteria. There were a total of 30 respondents who took part in this listening test. The data collection of this listening test went well and smoothly.

      Furthermore, the collection of questionnaire data was carried out in classroom VIII of SMP Negeri 15 Medan in the Academic Year of 2021-2022, totalling 30 students who were used as subjects in the research. On the day of taking the questionnaire, 26 students were present, so there were 26 students who were used as subjects in this research. The process of collecting questionnaire data lasts for 30 minutes. Data retrieval took place well and smoothly.

Discussion

      This research is designed to determine the level of effectiveness of teaching material based on the way it is presented and also the media used. Based on the results obtained when taking the data can be stated that the evaluation of the application of teaching materials carried out by the author went with good results, which results can be seen in the development of student's abilities.

      At first, students were accustomed to using teaching materials explained using book media where the author considered it not interactive because there were some shortcomings when delivering, especially in conditions like today where the Covid-19 pandemic outbreak is spreading, so the author designed research to develop conventional teaching materials that are applied in the form of videos using YouTube application, where students can not only read but can also be listening to the content of the teaching materials themselves, this is also a way out when face-to-face learning cannot be done optimally.

      The presentation of material through videos using YouTube application is very helpful for writers who focus on the ability to listen and listen to students because they can use video media to make presentations of varied teaching material such as the use of songs to train students' listening skills and others.

ACKNOWLEDGEMENT

CONCLUSION

Based on the results of this study the author can conclude that the research conducted is considered successful. This is determined by the author based on comparing students' ability when testing based on pre-test and post-test. The results of this study are shown by the ability of students who previously got material using books as a reference have developed compared to before getting the presentation of material with video media using the YouTube application. The author also concluded that the lack of interest in reading students can be diverted using video-based material to increase the interest students.

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