



IMPROVING THE MOTIVATION AND LISTENING ABILITY OF ELEVENTH GRADE STUDENTS BY USING SMART APP CREATOR

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ABSTRACT

The objective of this study was to find out and analyze the process of improving the motivation and listening ability of the eleventh grades students by using Smart App Creator in the Management Program at SMK Negeri 3 OKU Selatan. The method which used in this research is classroom action research where it took place in 3 cycles. The result of this study found that there was improvement of students' listening ability and motivation. The score of minimum completeness criteria of English lesson was 70. In listening test cycle 1 there were 10 students who pass the minimum completeness criteria or 33,3% of students. In listening test cycle 2 there were 18 students who pass the minimum completeness criteria or 60% of students and in listening test of cycle 3 there were 26 students who pass the minimum completeness criteria or 86% of students. There were improvement of students listening ability as 52.7% where from cycle 1 to cycle 2 gained improvement as 26,7% and from cycle 2 to cycle 3 gained improvement as 26%. The students' participation increased during the teaching learning process whereas it indicates the students' motivation had increased. Faqih, (2021) have researched about Smart App Creator as a learning media where he found that smart app creator effective to use as a learning media of poetry lesson and now the researcher found that smart app creator can use as a learning media to improve students' listening ability and motivation.

Keywords: *Smart App Creator, Listening, Motivation.*

1. INTRODUCTION

Covid-19 changes all element of education, the learning system change with limited time and also by online learning. Learning activity looks boring which influences to the students' motivation in learning. Teachers face some problems to make a plan of learning; they should learn more how to make online learning to be interesting and also using some learning media. Then the teacher confused to make an

interesting teaching learning process in the limited time.

Because of the changing of learning system and learning activity which not attractive, it influences to students' motivation in learning and also influence their skill in listening. It also influences the students' motivation and listening ability in SMK Negeri 3 OKU Selatan especially at grade XI Management program students. Almost 80% students of grade XI

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management program have decrease learning motivation because of online learning, they are absent from the classroom learning activities. During teaching learning process, only a few students are active to participate in the learning activities.

The researcher found that the students face the difficulty in practical activities especially in listening ability. They are difficult to comprehend the meaning of the speaker's say. For some dialogue in listening activities, the students cannot get the point of the dialogue and it influences their ability in comprehending the dialogue. The students prefer to be silent and give their smiles than answer the question from the teacher related to what they have learned and got from the conversation or dialogue that they have listened to. The teacher asks the students to watch a video from YouTube but they cannot do that because of their geographical location is lack of internet connection and also it is influenced by their financial factor to buy phone credit.

Using interactive learning media which is fun and interesting will increase students' motivation in learning which will affect students' learning outcomes especially in listening ability and the application which can cover the entire students' problem related to the internet network. The researcher used smart app creator as a learning media to improve the eleventh-grade students' motivation and listening ability of Management Program at SMK Negeri 3 OKU Selatan. Smart App creator is an interactive learning media which is interesting and completed by sound and attractive background and also a quiz. Smart App creator can be combined with animation to make the content to be more interesting.

Suryaningtyas et al., (2019) conducted a research "*Translation Learning Enrichment Using Smart Application Creator 3.0: An Attempt to Design a Mobile Application in Translation for Tourism Purpose Course*" and Khoirudin et al., (2021) also conducted a research entitled "Smart App Creator 3 to improve students' learning outcomes during the pandemic

covid-19". The research of Suryaningtyas et al., (2019) and Khoirudin et al., (2021) prove that smart app creator can improves students' English learning outcomes and students' translation skill; in line with previous research this research also examined smart app creators to improve students' listening skills and also motivation in SMK Negeri 3 OKU Selatan especially in the eleventh grade of Management Program.

2. LITERATURE REVIEW

Motivation

Uno (2012) said that motivation is an internal and external drive within a person which cause of existence, passion, interest, needs, hopes, aspiration, respect and honor. There are two factor which influence the motivation; internal factor and external factors (Tambunan, 2018).

Internal factor of motivation is a factor which comes from the person itself. Ushioda & Griffiths (2008) said that internal factor of motivation or we can call as intrinsic motivation is the desire to do something as an end in itself, for its own self-sustaining pleasurable reward of enjoyment, interest, challenge or skill and knowledge development. But external factor of motivation is a factor which influences the motivation comes from the environment of the person. Simaibang (2017) said that extrinsic motivation occurs when learners are motivated to perform an activity to earn reward or avoid punishment.

Learning motivation is internal process which activates guides and maintains behavior from time to time. Learning motivation depends on the consequences of strengthening, human needs, results from dissonant or incompatibility, attribution of failure or success, or expectations of success opportunities (Mendari, 2010).

Its mean that learning motivation is an encouragement of desires from students to learn and consider it as a whole need. We can measure the students' motivation based on the students' behavior in the classroom where

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motivation give large impact on students' learning outcomes.

Listening Ability

In learning English, the student should be able to master 4 skills in English; listening, speaking, reading and writing. Simaibang (2017) said that listening is to give attention with the ear and attend closely for the purpose of hearing to something. Listening activities is an activity which use the ear and our mind to get the point of what have we hear. Listening is one of the abilities in mastering English as second language.

The process of listening occurs in five stage; receiving (hearing), understanding (learning), remembering (recalling), evaluating (judging) and responding (answer) (Tyagi, 2013). Listening is the most fundamental component of interpersonal communication skills and active process in which in conscious decision to and understand the message of the speaker. To improving the ability to understand exactly what the other party means when speaking to you was active listening concerned (Gouldsboro, 2019).

Smart App Creator

Smart App Creator is a tool to make an application without coding. It is a product of U-Smart Technology Corporation Limited. By using Smart App Creator we can make so many applications which can help us to make an interactive learning process. Smart App Creator is also known because of its ability to make a good animation design. The features to make an animation is in "Advanced Animation" (Suryaningtyas et al., 2019).

Smart App creator is easy to be working and requires no programming skills. Everyone can use smart app creator to make application that appropriate with their project. Abidin & Arifin (2021) said that "Smart Apps Creator (SAC) is a new application that is designed to create an effective learning media.

3. METHOD

This research conducted as Classroom Action research (CAR) which carried out in 3 cycles. This research categorized as action research because of this research focused on problem solving of teaching learning process' problem and the main purposes was to improve students' listening ability and motivation. Classroom action research (CAR) has 4 steps; planning, action, observation and reflection.

The participant of this research is the students in grade XI of Management Program at SMK Negeri 3 OKU Selatan which consist of 30 students where the participants of this research come from different economic background.

The researcher discussed the data which get from observation, test and interview with the collaborator to know about the weakness and strength of treatment. To get the data, the researcher used 2 kinds of observation; teacher's observation and students' observation. The teacher's observation sheet arranged based on some specification of the items and each item consists of some question where the answer of the question used scoring and grading system. Students' observation sheets are arranged according to the guidelines in finding out about students' learning motivation and listening ability.

In this research, the researcher used guide interview where the researcher ask the informant about something that have been prepared before. The researcher interviews the students after the teaching and learning process. To make the result of the interview valid, the researcher used triangulation. The researcher used interviews and observation to check the truth of the data.

Brown, (2004) said that test is a method of measuring a persons' ability or knowledge in given domain. Testing is a way to giving a grade for someone knowledge or ability which have influence to their comprehension. The researcher gave some test to the students after teaching learning process by using Smart App Creator to find

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out about the students' listening ability improvement.

4. FINDINGS AND DISCUSSION

This research started when the problem in English class of Management Program were found. This research conducted in 3 cycles. Each cycle consist of 3 meetings. The procedure of each cycle was as follows:

1. In the first meeting, the learners were to understand the lesson through Smart App Creator.
2. In the second meeting, the learners were to understand the lesson through Smart App Creator.
3. In the third meeting, the learners answered the test items that given by the researcher.

The observation carried out during the treatment or learning process. Then interview was conducted after teaching learning process. Based on the data collected, the findings in cycle 1,2 and 3 was as follows:

The increasing of students' motivation				
The Result of Observation			Improvement	
Cycle 1	Cycle 2	Cycle 3	Cycle 1 to Cycle 2	Cycle 2 to Cycle 3
45%	67%	91%	22%	24%

Students' listening improvement				
Statement	Cycle 1	Cycle 2	Cycle 3	Improvement Percentage
Listening skill	33.3 %	60%	86%	Cycle 1 to 2 = 26.7%
Students who reach the minimum completeness criteria	10	18	26	Cycle 2 to 3 = 26% Totally = 52,.%

Students who still failed in listening test; the researcher will treat these students outside of this research by helping the students to increase their vocabulary first so they are able to understand what they have heard about the speaker talk so they can be a good listener. Then the researcher found that there is an improving of students' motivation in English lesson after using Smart App Creator. The result of observation and interview in this research show that there is an improvement of students' participation during teaching learning process which indicates the improvement of students' motivation and also the students' statement which said that the teaching learning process used smart app creator is interesting and helpful. Suryaningtyas' et al., (2019) research proves that smart app creator can improve students' English skill especially in translation. In line with that research, this research shows that smart app creator also can improve students' motivation and listening ability. So, this research supports the implementation of technology in 21st century learning.

5. CONCLUSION AND SUGGESTION

The application of smart app creator could improve the students' motivation of grade XI Management Program at SMK Negeri 3 OKU Selatan. Then the application of smart app creator also could improve the students' listening ability of grade XI Management Program at SMK Negeri 3 OKU Selatan.

Based on the previous conclusion, the researcher suggests that teachers can try Smart Apps Creator as a media in teaching learning process particularly listening lesson to improve the students learning outcomes and motivation. Then the researcher suggests that teacher can provide guidance to students in order they can achieve the best possible learning outcomes.

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