

A DEVELOPMENT OF BLENDED LEARNING MODEL USING QR CODE FOR OPTIMIZING ENGLISH TEXTBOOK AND MAXIMIZING STUDENTS' PROFECIENCY AND MOTIVATION

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ABSTRACT

In era globalization, the media is very important in education. In addition to being a means of media learning is also a tool to motivate students to be more active in the process of teaching and learning. This study aims to improve the learning facilities of the curriculum system 2013

The study was conducted at SMP N 16 Yogyakarta at Nagan Lor street no. 8, Patehan, Kraton, Yogyakarta in academic year 2017/2018. This research is R n D (Research and Development) with Qualitative and Quantitative approaches by developing product of textbook which combined with QR Code media in learning English.

Based on the question and research formulation that exist in this research, it can be explained that QR Code media is very effective to be applied in English learning system to students especially in curriculum 2013 with validation from media expert and material expert value **4,4% and 4.2%** in **very good** category and calculated by Likert scale formula. Students' motivation for using QR code media in learning English can be seen from the student's response questionnaire result which has average **84,7%** in **very good** category and calculated using 5 scale formula according to Sunarti and Selly Rahmawati. For addition, the teacher also giving the questionnaire response **100%** in **very good** category motivation learning English using QR Code by using 5 scale formula.

***Keywords:** Media, Textbook, QR Code, research and development*

1. Background of the Study

English is one of the most important things in communication among the nations all over the world. As the international language, English is very important and has many interrelationships with the various aspects. In Indonesia, English considered as the first foreign language and taught formally from elementary school up to the university level.

In education besides as a foreign language in Indonesia, English is one of the subjects that tested when national examination in junior high school and senior high school. Various ways are able to make students interested and learning English easily, whether reviewed from learning system, teachers, or even the learning media. Many students are not interested in learning English. Nababan (1991) said that the English teach suggested in order to able mastering of the method. That a qualified teacher is a teacher who is able to suit best method or technique to the material that is being taught.

Media is one of the important things in teaching. Using media help the teacher to deliver what they want to teach. The most media often used for learning in the classroom is the textbook. It is the guiding and the source for the teacher to teach in every grade. Is very important to understand that resource of learning is not only about worksheet, textbook or whiteboard interactive. The teacher should have a little mind imaginative to make an effective stimulant. The Internet is a great source for video or music clip or the other topics to adjust the material. By stimulating some sense of student, teachers will trigger a variety of teaching styles and create memorable lessons (Ceranic: 2011).

The textbook is not enough for the learning process because the material is limited and students are required to master more than a textbook especially in 2013 curriculum. The development of technology is making students feel bored and monotonous if only give the materials just from textbook. Therefore, the

teacher should be more creative and innovative in teaching and learning process.

From these problems, the researcher finds a new breakthrough uses QR-Code as supporting learning media. This media based on technology uses the internet and smart phone as researcher utilize the learning tool. Nowadays, most of the people from children up to older certainly have a smart phone, especially those who live in urban areas.

QR Code is a form of 2D (two-dimensional) bar codes. “QR” stands for “Quick Response.” It is readable by moderately equipped mobile phones with cameras and QR scanners. Information such as URL, SMS, contact information picture and video can be embedded into the two dimensional matrix. With smart phones, we can visit the Website linked by the URL quickly, we can send the message directly, or we can save the contact information onto the address book easily (Denso, 2009).



Picture 1. Sample QR Code

2. Method

The type of this research is R & D (Research and Development) using qualitative-quantitative approaches. Sugiyono (2012: 297) said that Research and Development is research method used to produce a particular product and test the effectiveness of the product. The development research is a process or steps to develop a new product or refine an existing product, which can be accounted for (Sukmadinata, 2015). The researcher used Research and Development method to produce new product or develop the product.

According to Sugiyono (2012:298) Research and Development consists of potentials and problems, data collection, product design, design validation, revision or design improvement, test the product, product revisions, trial usage,

product revisions and mass production but in this research the researcher only take 8 steps because of limited time and funded, the steps consist potentials and problems, product design, media production, design validation, design revision, trial product, product revision, last product

3. Discussion

a. Product Result

This stage purposes to develop the learning design to produce the base design as a basis for developing learning media. The early stages are determining core competencies (KI), basic competencies (KD), and Materials. The material chosen in this English lesson is chapter 1 of the book "When English Rings a Bell" VIII grade which contains 4 sub-subjects; 1. To ask my friends' attention, 2. To check if my friends' understand me, 3. To show and ask for my friends' opinions and 4. Show my appreciation to my friends. In this research, researcher is looking for material that suits the development of students' age. The following is the result of the product:



Picture 2. The result product

b. Data Result**Media Expert Validation and Material Expert Validation**

NO	Aspek Penilaian	Score				
		1	2	3	4	5
1.	Kemenarikan bentuk media				√	
2.	Kejelasan petunjuk penggunaan					√
3.	Kejelasan gambar/video				√	
4.	Kualitas gambar/video				√	
5.	Kesesuaian gambar/video dengan materi				√	
6.	Kejelasan suara				√	
7.	Kemenarikan suara				√	
8.	Kejernihan suara				√	
9.	Kesesuaian suara dengan materi				√	
10.	Bahasa mudah dipahami sesuai tingkat kelas					√
11.	Bahasa komunikatif				√	
12.	Media sesuai dengan perkembangan siswa					√
13.	Media mudah digunakan					√
14.	Media dapat dirawat dan dikelola dengan mudah					√
15.	Media dapat digunakan secara berulang-ulang					√
TOTAL					36	30
AVERAGE		$\frac{(36 + 30)}{2}$ $= 4,4$				
CATEGORY		Very Good				

Table 1. Media Expert Validation

NO	Aspek penilaian	Skor				
		1	2	3	4	5
	Aspek isi					
1.	Kesesuaian tujuan pembelajaran dengan SK, KD dan Indikator				√	
2	Kesesuaian isi/materi/SK dengan kurikulum yang berlaku				√	
3	Kesesuaian isi materi dengan jenjang sekolah dan tingkat kelas.				√	
4	Isi materi yang terdapat dalam media sudah tepat sesuai tujuan pembelajaran					√
5	Kesesuaian bahasa dengan perkembangan kognitif siswa				√	
6	Kejelasan isi materi				√	
7	Kedalam isi materi				√	
8	Keruntutan dan kesistematiskan susunan materi				√	
9	Kesesuaian pemilihan materi dengan karakteristik siswa				√	
10	Penyajian materi pelajaran menumbuhkan motivasi belajar					√
TOTAL					32	10
AVARAGE		$\frac{(32+ 10)}{10} = 4,2$				
CATEGORY		Very Good				

Table 2. Material Exert Validation

Based on the assessment of media expert and material expert, QR Code media quality got 4.4% and 4.2% respectively and considered **VERY GOOD** criteria. The conclusion of both validations in the final stage is that the media is effective and feasible to use for students.

QR Code media is effective to be applied in English learning system for students especially in curriculum 2013 with media expert validation and material expert value 4,4% and 4.2% in very good category and calculated by Likert scale formula.

Students' motivation for using QR code media in learning English can be seen from the questionnaire of student response which has average **84,7%** in **very good** category and calculated using formula 5 scale according to Sunarti and Selly Rahmawati. For addition, the teacher also giving the response questionnaire response 100% in motivation learning English using QR Code using formula 5 scale.

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