

Development of Smart Apps Creator Application- Based Learning Media in *Production Orale* *Élémentaire* Course

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ABSTRACT

This study aims to design and develop learning media in the *Production Orale Élémentaire* course using the Smart Apps Creator media. The research method used is the ADDIE Research and Development (R&D) model proposed by Dick and Carry by involving five stages namely analysis, design, development, implementation, and evaluation. However, this research is limited to the development stage. The material validation results were 97% while the media validation results were 95%. The average percentage of scores obtained from the two experts is 96% very good category. So, Smart Apps Creator learning media is valid for use in *Production Orale Élémentaire* course.

Keywords: Learning Media, Smart Apps Creator, *Production Orale Élémentaire*

INTRODUCTION

Language actually has interrelationships in various fields of life. As one of the international languages in the world, French is considered the second foreign language after English, and it is taught in junior high schools to universities in Indonesia. Learning French involves four skills that must be mastered, namely, speaking, listening, reading, and writing. As one of the skills in French, the *Production Orale Élémentaire* is a course to train students to measure students' abilities in pronouncing words correctly, and in communicating verbally through simple contexts. According

to the Harris Scale Guided Interview Assessment Indicators (in Tangliante^[1]) there are several indicators to measure speaking skills, for instance, pronunciation, grammar, vocabulary, fluency, and comprehension.

The results of the needs analysis showed that the media, which were always used in French teaching, were books and videos, plus role playing as the method. There were varieties of uses of media and methods in previous learning, but, above all, innovation in learning media is needed. This is in line with the opinion of Arsyad "Learning media is anything that can be used to convey messages or information in the teaching and learning process to stimulate students' attention and interest in learning."^[2] In the previous learning process, role playing was used as the method, which was considered good because it was able to encourage students to speak. The media focused on signature, books, and videos. The various media have existed, but innovation and variations in learning media should be increased to make the learning process more interesting. This is relevant to the opinion of Majid stating that there is a strong relationship between the teaching media and students' learning outcomes.^[3] With adequate pedagogical support, information sent from educators to students would be easily accepted.

One of the application tools that can be used is Smart Apps Creator referring to a desktop

application that is used to create applications and iOS without programming code. This application can be used as an alternative method during face-to-face or offline learning because it does not require internet quota when it is applied. This media can reconstruct the image of a smartphone as an educational medium that can be used in *Production Orale Élémentaire* course.

LITERATURE REVIEW

a. Learning media

Learning media is a tool that can be used as a channel for messages to achieve learning objectives. According to Arsyad learning media is anything that can convey or channel messages from a learning source in a planned manner, resulting in a supportive learning environment where recipients can carry out the learning process efficiently and effectively.^[4]

b. Smart APPS creator application

According to Sisda the Smart Apps Creator is an application for creating Android and iOS mobile applications without programming code, and can produce HTML5 and exe formats.^[5] Smart Apps Creator can be used to create learning multimedia mobile applications, cities, guides, marketing, games, etc. The Smart Apps Creator application has advantage, for example, that it is easy to use to make android-based learning media without coding. Media is an interactive learning media and can be freely created according to needs; the drawback is that it is a trial and the features are limited.

c. Production Orale Élémentaire

The *Production Orale Élémentaire* course is one of the courses at French Language Education Study Program, State University of Medan. This course is one of the four language competencies (speaking, listening, reading, and writing) taught to 2nd semester students.

d. Cadre Européen Commun de Référence

The CECR is an abbreviation of *Le Cadre Européen Commun de Référence* which means the official document of the Council of the European Union containing a framework of language reference which includes learning, teaching and measurement.^[6] The CECR has language levels adapted to learners, namely levels A1, A2, B1, B2, C1, and C2. In this study, the focus of the researcher is the A1 level.

MATERIALS & METHODS

This study uses the Research and Development (R&D), with intentional, systematic, and directed method to find, formulate, improve, develop, produce, and test the effectiveness of products, models, methods/strategies, services, several superior procedures, new efficiency, production, and usefulness. This study also involves the ADDIE model developed by Dick and Carry (1996), proposing five stages, namely analysis, design, development, implementation, and evaluation. This research is limited to the development stage.

a. Research location and time

The research setting was the Faculty of Languages and Arts, State University of Medan, located at Jl. William Iskandar, Pasar V Medan Estate, Percut Sei Tuan, Deli Serdang Regency. The study was carried out for four months from 20 April – 21 Juli 2023. The university code is 001400 with postal code 20221. The university's email is admin@unimed.ac.id.

b. Population and Sample

Sugiyono states that population is a generalization area consisting of objects or subjects who or which have the right qualities and properties determined by researchers to be studied and drawn conclusions.^[7] The population of this study were all second semester students of the French Language Education Study Program. According to Arikunto, sample is part of the population (part or representative of the

population studied)^[8] and there were 19 samples in this study involved from the second semester of regular class B.

c. Data and data sources

Two data collection methods were employed, such as, observation and questionnaire. The first method was carried out to observe the learning process of *production orale élémentaire* course and the instrument used was the observation sheet. The second method, questionnaire, was done to obtain information on students' needs related to learning media in *production orale élémentaire* course. In addition, material and media expert validation for questionnaire were exploited.

d. Data analysis technique

The data collected in this research consisted of quantitative data from questionnaire and analyzed on the basis of two criteria, namely, the formula to calculate the quiz percentage utilized the average score, and the evaluation of the feasibility of the questionnaire for media expert and the material expert were applied. The expert evaluation questionnaires engaged a Likert Scala.

RESULT AND DISCUSSION

As written in the previous section, this research is a R&D type focusing on development stage although there are five stages totally.

a. Analysis

Needs analysis is carried out by distributing questionnaires to students of semester 2. From their responses in the questionnaires, the data can be calculated, for instance, 98% of students stated three arguments, like, that the *Production Orale Élémentaire* course was quite difficult to learn, that the use of learning media in the current this course was less varied, and that the use of digital learning media that combines (audio, video, evaluation, etc.) can make the learning process proves more interesting. Only 36% of them argued that they knew the Smart

Apps Creator media. Moreover, all students had devices (laptops/cell phones) that could support learning using digital-based media and agreed that the Smart Apps Creator learning media could be developed for the *Production Orale Élémentaire* course. The results of the analysis show that students need a variety of learning media that can support the *Production Orale Élémentaire* learning process.

b. Design

During this stage, the product is made by preparation and designing; preparation is focused on the making the learning materials for *Production Orale Élémentaire*. Designing is addressed to Smart Apps Creator media and in this application, there are five sub-materials studied for the *Production Orale Élémentaire* course, namely, *voyager*, *faire des achats*, *faire des relations*, *landlord ses organizers*, and *se loggers*. Each of the sub-materials has an explanation of the learning objectives, learning outcomes, materials, questions, and videos. Figure 1 shows the material menu during the design stage developed in the media.



Figure 1. Material menu

On the material menu there are five sub-menu options, namely objective *d'apprentissage*, results *d'apprentissage*, material, exercises, and video. All material menus are loaded in pdf format, so users

would be immediately redirected to pdf material.



Figure 2. Video menu display

Concerning the display for material video playback, loading videos on the media is useful for improving students' pronunciation so that it is better for them to listen to the correct pronunciation. Fig. 2 shows a video talking about friends' conversations discussing the holidays they have done.



Figure 3. Exercise menu

Figure 3 displays the exercise menu on voyager material; in the voyager material, possessive adjectives must be mastered by students. They would also be requested to tell their holidays that have been done or their planning in holidays. For work using a multiple-choice system, if it is wrong, it sounds *faux* and if it is correct, it sounds *vrai*.

C. Development

During the design stage, development is the next stage of design evaluation and in this step, the researcher conducted a test using the assessment material that had been designed on the basis of the material according to the model and several parameters such as timing and difficulty level of the assessment. At the development stage, the researcher validated the Smart Apps Creator learning media to the material and media validators. When validation was carried out, both material and media experts stated that the learning evaluation media was very good and feasible to use. Suggestions and input from material experts were used as recommendations and inputs from material experts in the form of adding practice questions, so that students could answer more questions to measure their abilities after the learning process was complete. Then, media experts provide suggestions for making improvements to the font so that the text displayed on the screen could be read clearly, making it easier for students to understand the material. Validation from material expert got 97% and media expert validation result was 95%, so, the average value of the expert validation results was 96% which was classified "very good" category.

CONCLUSION

The development of Smart Apps creator-based learning media in the *Production Orale Elementaire* course is carried out using the ADDIE model and the R&D development research model consisting five stages, analysis, design, development, implementation, and evaluation. In the

analysis stage, the needs analysis is carried out by distributing questionnaires to respondents. The design stage is related to the designing a media-based evaluation Smart APPS creator, and the development stage refers to conducting product validation to material experts and media experts. At the implementation stage, a pre-test and post-test are conducted to see the effectiveness of using the Smart APPS creator as a learning medium. Furthermore, the evaluation stage tries evaluate product improvements. The validation results stated that the Smart Apps creator media is in the “very good” category from the material and media aspects.

Declaration by Authors

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