

Designing a Listening Quiz Through Android-Based Application

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Abstract. Since the government proclaimed to WFH (Work From Home) during Covid-19 outbreak, online learning has fully implemented across the entire universities. Lecturers are forced in technological literacy. Start to prepare all teaching materials, assesments, and evaluation. Therefore designing E-learning is highly worthwhile through collaborative research, between English lecturer and Information Technology lecturers. Prototyping is used for research method. The design process begins with requirements, quick design, built prototype, user evaluation, refining prototype, implement and maintain. Furthermore the main purpose of this research is designing a listening quiz through android based application and it is expected that the application will be used to assess listening class during online learning.

Key words : *Listening, Android, Application*

INTRODUCTION

Significant advances and technological developments produce various kinds of sophistication and positive impacts in all aspects of life. Likewise in education. Learning technology changes like a metamorphic process toward improvement. The emergence of technology products is to think smart, choose according to function and have value. Various technology-based tools such as Power Point which are usually used for presentations, videos and other multi-media products will help in improving performance.

In learning English subject, the advancement and sophistication of technology which currently available certainly gets a positive impact. Learning methods, teaching instruments, assessment, and evaluation of learning outcomes will always innovate so that the achievement of competencies can be implemented to the fullest. Novelty and innovation in implementing response quizzes are needed so that students are more enthusiastic in learning English and have an interest in studying english.

Smart phone is one of the results of technological sophistication that has many features supporting to human activities such as to communicate, socialize, and learning. Wherever and whenever, smart phone will always be taken especially for students, they treat smart phones like friends and even feel dependent. Inside there are applications that greatly facilitate students as a tool for conducting academic activities such as Google search tools, media players, chat, SMS, telephone, camera, social media and games.

Educational technology is the study and practice of ethics to facilitate learning and improve performance by creating, using, and managing appropriate technological processes and resources (Januszewski & Molenda, 2013). The choice of instructional media is adjusted to the main objectives and functions, not all technological advances are followed and forced to apply. That technology has designed characteristics that might always be perfect as long as the technology is constantly changing.

Some of study explain that the student prefers to use their mobile phone for playing games. It would be better if the game used in learning process. The results of the study stated that the appearance of a simple and interesting game has a percentage of 83.33%, the process of interaction between the game and the user 100%, the use of language that is easily understood 83.3%, provides insight into learning 91.7%, games made 75% pleasant for users (Pramuditya, 2017).

Another study entitled "Designing Children's Educational Game Applications to Recognize Shapes and Colors" obtained maximum results after the use of the game, the material presented in the game in accordance with the results of observing the material in the design. Based on results, an Android-based response quiz implementation system will be developed which is expected to be able to obtain maximum academic achievement and innovation in the implementation of assessment in English courses.

From the background that has been explained above, the main problem that arises is “ How to design listening quiz through android based application?”

1. Android

Android is an operating system for Linux-based mobile devices that includes information systems, middleware, and applications. Android provides an open platform for developers to create their applications. Android is a new generation of mobile platforms that provide development in accordance with what is expected. The operating system that underlies Android is licensed under GNU, General Public License Version 2 (GPLv2). It is often known as a "copyleft" license where every third-party improvement must continue to fall under the terms.

2. Prototyping Model

A prototype is an early version of a software system that is used to demonstrate concepts, design experiments, and find more problems and possible solutions. The prototype system allows users to find out how the system works properly. The use of prototyping methods in this research aims to get researchers to get an overview of the application that will be built through the prototype application development stage first which will be evaluated by the user. The prototype application that has been evaluated is used as the final product as output. (Prasetyo et al, 2015)

3. Online Learning

Online learning – Education in which instruction and content are delivered primarily over the Internet. (Watson & Kalmon, 2005) The term does not include printed-based correspondence education, broadcast television or radio, videocassettes, and stand-alone educational software programs that do not have a significant Internet-based instructional component. (U.S. Department of Education Office of Planning, Evaluation, and Policy Development Policy and Program Studies Service, 2010) Used interchangeably with Virtual learning, Cyber learning, e-learning.

4. Listening

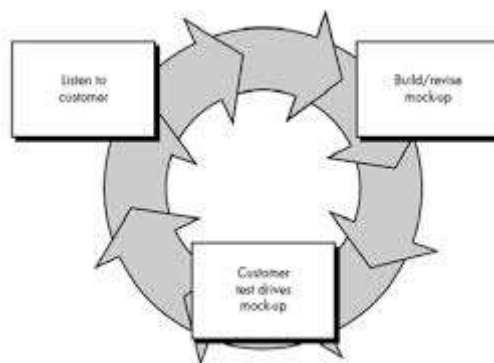
The importance of listening is acknowledged by Brown (2001:247) who stated that “Listening is the major component in language learning and teaching because in the classroom learners do more listening than speaking.” It means that, listening is the important thing in daily activities, through listening we can interpret the meaning.

As defined by Oxford (1993: 206), listening is a complex problem solving skill and it is more than just perception of the sounds. Listening includes comprehension of fundamental language skills. It is a medium through which children, young people and adults gain a large portion of their information, their understanding of the world and of human affairs, their ideals, sense of values, and their appreciation.

METHOD

This research uses prototyping method collaborate with descriptive research method.

Picture 1



Picture 1: The use of prototyping methods in this research aims to get researchers to get an overview of the application that will be built through the prototype application development stage first which will be evaluated by the user. The prototype application that has been evaluated is used as the final product as output.

FINDINGS AND DISCUSSIONS

Here are the result of designing listening quiz from android based application.

1. User Interface

Picture 2



The arrow shows where the application installed on mobile phone, user immediately can touch the screen and will appear the following picture.

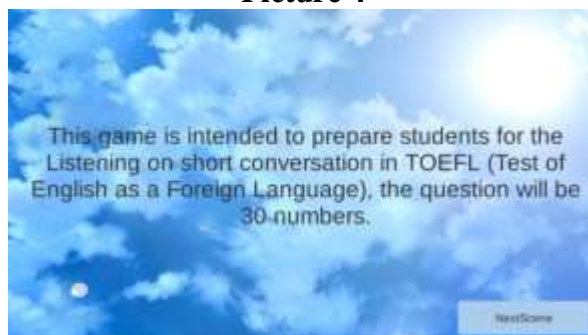
Picture 3



The listening quiz named “*Listening with Carla*”. The reason why we prefer to choose Carla because She will be the instructure on this quiz. Picture above is the first scene on the quiz which provides menu selection “start and load” button. It is single player game so only one user can use it. To begin the quiz you may touch “start” button.

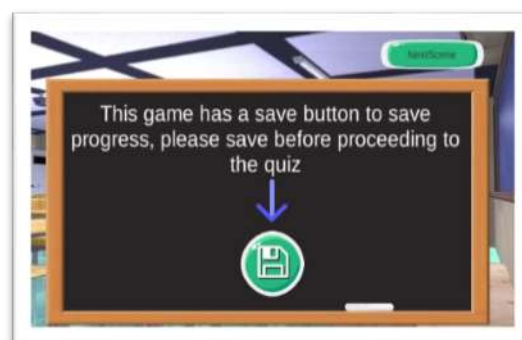
2. Introduction

Picture 4



On the next scene gives information about the quiz that is listening on short conversation in TOEFL test and the question has 30 numbers.

Picture 5



This part tells that the user can save their progress while trying to play this quiz.

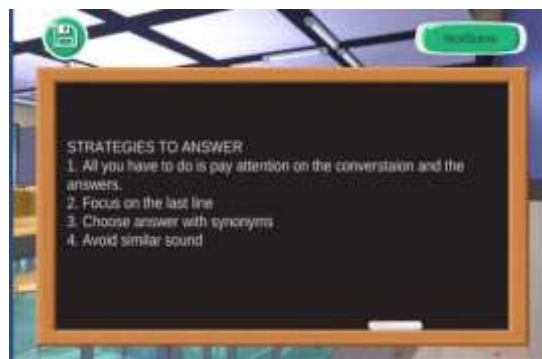
Picture 6



Picture 6 shows the instructor, Carla, introduces her name as the instructor of the quiz, when the user play in the morning, she greets “good morning”, greeting that she gave depend on time user plays the quiz.

3. Strategies

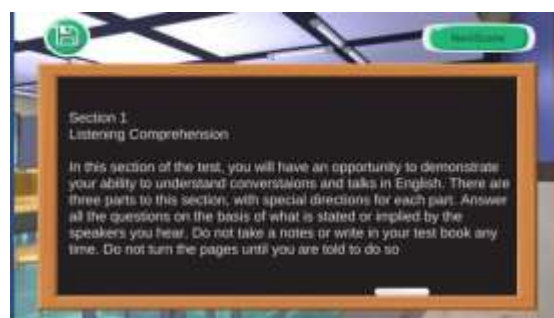
Picture 7



This quiz also provides strategies how to answer listening in short conversation. The strategies are focus on the last line, choose answer with synonym, and avoid similar sound.

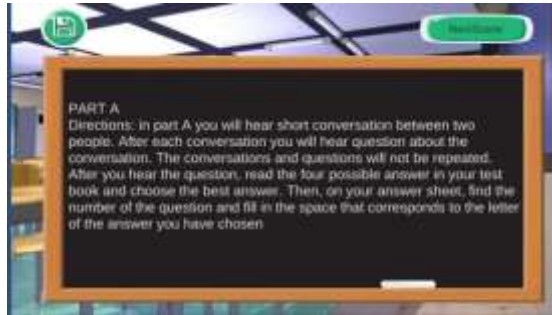
4. Direction

Picture 8



This picture shows the direction on doing the test. while the text is running, the audio plays at the sametime. So user can read and hear to prepare what is going to do in the test and also can predict the questions.

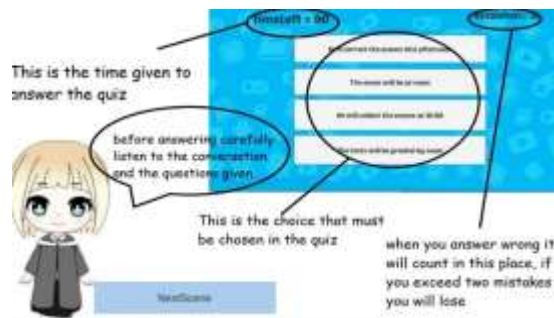
Picture 9



Continuing from the previous direction, This part will tell you specific direction on listening part A.

5. Role play

Picture 10



The last picture describes that the game starts, time left is given to answer the quiz, four bar choices to select the best answer. When your answer is wrong it will count in this place. If you exceed two mistakes you will lose.

CONCLUSION

By designing this listening quiz android-based application, it is expected that all user can learn from remote study through their mobile phone. Give contribution in creating online assessment during Covid-19 outbreak.

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