COMBINING NEW TECHNOLOGY IN ELT TO CREATE INNOVATION IN STUDENT'S LEARNING

Khusnul Khotimah, Edi Sunjayanto Masykuri, Istiqhfarin

English Education Program
Purworejo Muhammadiyah University
esunjayanto@gmail.com

ABSTRACT

The media is rising up significantly nowadays, actually in using media of information technology such as: gadget, media social and e-news which are connected to internet. Here English in Language Teaching (ELT) needs improvement continuously, which combining the ELT with technology which can be connected to internet.

The research is to investigate the effectiveness in helping assessment and evaluation when someone uses this video editing software. The software used was mixing the audio, visual and text. Commonly it is to present the authentic material, show sample based on video reality automatically and to visualize the timed-based test without a paper. Since it is able connect to internet, anywhere and anytime student is able to do the test. The additional technology effect of using software in ELT is there was a stress reducing because of music background. Theoretically, the student’s focus must move up and the target of the teaching-learning more effective.

The design of the research is experiment with the "posttest-only control group design." The location was at SDN 1 Baledono, Kecamatan Purworejo. This result shows using the software in ELT can give the positive effect for student in elementary school.

Keywords: Teaching, media technology, gadget.

Introduction

The technology media, actually on digital devices is inevitable to make human life easier. It includes on parenting in ELT (English Language Teaching), teaching with creative media can make children motivated. In this study, It is found this one can attract children's attention because they meet a fun in learning English. Children are relatively easier to focus with good response of touching technology. Yet, technology cannot be applied commonly in a class due to knowledge of technology. The researcher found it relating to human resources and the tools.

Besides that, the use of mobile phones, gadgets, and the internet which is more familiar with children recently, can reduce the intensity to study at home, especially on reading. In addition, it will influence on interaction in their parents at home. It is because they prefer to play their world; playing games, viewing on social media like facebook, instagram, and so on.

Considering the above conditions, it is necessary to provide a model of teaching strategy that may help students create a good learning process in the classroom activity and
conditions that need to be created in teaching students is how to provide facilities and a supportive atmosphere for children in creating attraction in learning English.

The aims of the study is to analyze the using of creative media in English Learning Teaching which using Sony Vegas Platinum 11; How to create creative media by using Sony Vegas Platinum and How media can make student understand effectively in English.

Research Methods

According to Arikunto (2013:16), there are two types of the research based their place. They are library research and field research. This research belongs to field research. It is R and D research. The population of the research is the students of fifth grade SD N 1 Baledono, the class consisted of 33 students. We use a random sampling in analysing the data.

Finding and Discussion

The purpose of this study is to determine whether there is a resultant effect indicating that the use of software in ELT can have a positive effect for students in primary school.

Picture 1. Class before treatment
It can be seen from the result of post test. In the post test the highest score was 80, the lowest score was 50, the median was 65, the mode was 65, the range was 30, the lowest score was 65, the median was 75, the mode was 75, the range was 25, and the mean was 75.96. It means the class with a treatment using creative media is effective in ELT. The interview that
had been done, most students are happy when they use creative media because of simple and fun, easy to understand and applicable for all gadget.

**Conclusion**

Based on the research and the discussion in the previous chapter, the conclusion can be drawn that Combining New Technology in ELT to Create Innovation in Student’s Learning effective to give positive effective to improve positive effect for students in elementary school of SD N 1 Baledono. The purpose of this study is to determine whether there is a resultant effect indicating that the use of software in ELT can have a positive effect for students in primary school.

Positive effects are seen from the children’s attitude reminders in learning more spirit. This statement is supported by the result of the score of the students in experimental group which mostly increase from the post test after were given treatment and mentoring.

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