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Practicality of Short Story Text Teaching Materials Based on Android Applications for High School Students in Kampar Regency

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ABSTRACT : This study aims to determine the level of practicality of the application product for short story text teaching materials for the high school level. The approach used in this research is research and development (R and D). The method used is the research and development (R and D) method according to Sugiyono, namely there are 10 steps that must be carried out in R & D research, namely: (1) Potential and problems, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product trial, (7) Product revision, (8) Usage trial, (9) Product revision, and (10) Mass production. The subject of the trial in this study was conducted on students at the State Senior High School 1 Kampar Timur. Students who become respondents are students of class XI as many as 36 students. The data in this study were taken by interviewing and distributing questionnaires. Sources of data in this study are the results of interviews, distribution of questionnaires, and literature study. The data in this study were analyzed by counting using a questionnaire, namely using a Likert scale. Based on the results of the research conducted, it can be concluded that the application product of android-based short story text teaching materials for high school is very practical to be used as teaching material. It can be seen from the results of the validation assessment by lecturers and teachers, as well as assessments by students and the results of the limited trial to students who get the final score in the very good category.

KEYWORDS : *Practicality, Short story, and application*

I.   INTRODUCTION

In Indonesian language lessons, there are many materials that require writing skills, one of which is writing short stories. Writing short stories is one of the materials that requires writing skills. The material for writing short stories is at the high school level. Short story is a literary work in the form of a short essay that tells a problem with a character and their solution. In writing short stories, students are not only required to understand the theory, but students must also be able to write short stories. Short stories usually focus on one incident or conflict with a limited number of characters and cover a short period of time.

Since the COVID-19 pandemic broke out in Indonesia and around the world, this has made the education system throughout Indonesia change drastically and require adjusting to current conditions. With the conditions of learning that are required online, it makes learning objectives a little difficult for students to achieve. Moreover, because of network factors and teachers cannot directly monitor the development of children's knowledge specifically. This is especially true for materials that require writing skills, because writing skills require close monitoring from the teacher. At this time, because the learning system is still online, teachers are required to improve their ability to use software and applications that support online learning. In addition, teachers are also required to increase creativity in providing teaching materials to students. Students are also required to be independent in understanding the material taught by the teacher in online learning.

Seeing from the results of an interview with an Indonesian teacher in Kampar Regency who said that there were still many students who had not been able to write short stories and the difficulty of adjusting to the current state of online learning, the researchers were interested in developing an educational product in the form of an application of teaching materials related to short story text material. . In this research, the author will make an application for short story text teaching materials based on Android. Through android-based applications, students are expected to be able to access media easily. Due to online teaching and learning activities, many students use Android, so it is certain that students will be more interested in reading teaching materials using Android.

Based on these reasons, the author is interested in researching "Development of Short Story Text Writing Teaching Materials Based on Android Applications for High School Students in Kampar Regency". This research is expected to be an innovation for learning Indonesian, especially the material for writing short stories.

II. LITERATURE REVIEW

The process of teaching and learning activities in schools requires tools to support learning activities so that students can achieve learning objectives well. One of the supporting devices for teaching and learning activities is teaching materials. Teaching materials are one of the most influential learning tools in determining student success in achieving learning objectives. Teaching materials according to the book published by the Ministry of National Education (2008:3) are materials made to be able to assist in shaping the knowledge, skills and attitudes that students must possess as a condition for achieving existing learning competency standards. In addition, teaching materials according to Prastowo (2011: 17) are all things that are systematically arranged in the form of tools, materials, information or texts but have the aim of achieving learning competence, and can be used in the process, planning, and study of learning implementation.

From the opinion above, it can be postulated that teaching materials have a big role in learning to help achieve learning objectives according to the conditions of students. Teaching materials are not only needed by students but also needed by teachers, because teachers can more easily explain the material to students, of course with the hope of assistance from teaching materials to make it easier for students to understand the goals of student learning outcomes.

According to Majid (2009:174) teaching materials are grouped into four, namely: (1) teaching materials in printed form (printed) for example, such as books, modules, and handouts, (2) teaching materials that are heard (audio) for example such as radio, cassette , LPs, and audio compact disks, (3) teaching materials by seeing and hearing (audio-visual) for example such as films and video compact disks, (4) interactive teaching materials such as interactive compact disks.

Teaching materials are also said to be a determinant in the success or failure of students to achieve learning goals, so in making teaching materials we need to pay attention to the quality and what aspects must be in a teaching material. According to the Ministry of National Education Book Center (2004). The aspects that must be in a teaching material are: (1) aspects of the content or material, the content or material in teaching materials must be appropriate and on target, or in accordance with the objectives of the competence to be achieved, (2) aspects of the presentation of the material, in presenting material must be able to make it interesting so it doesn't seem monotonous, because this is one of the things that really supports the emergence of interest in learning, (3) aspects of language and readability, in making language teaching materials it must be easy to understand, of course with short words , concise and clear, straight to the point that you want to explain, and (4) the graphic aspect, this aspect is a determinant of whether or not the display of teaching materials is attractive, because the layout and all aspects of color arrangement must be appropriate and attractive, not to appear tacky.

According to Abrams (in Nurgiyantoro, 2015: 5), expressing short stories literally means a new item that has a small size, this is in accordance with the name, namely short stories. If a short story is read and observed, the course of events is definitely more dense, while the background and flashbacks are alluded to in passing. In the short story, only one event is found which is supported by other minor events. Short stories also give a single dominant impression and focus on one character in one situation.

According to Stanton (2007:75) explains that usually short stories consist of 1,500 words or about 4-5 pages. This is in line with Sayuti's opinion (2009: 13), that the length of the short story ranges from 1000-1500 words so that the length of the short story can be read in a short reading time. A short story is built by two elements, namely: intrinsic and extrinsic elements. Intrinsic elements according to Nurgiyantoro (2015: 23) are the building blocks of literary works that come from within the work itself, which consists of (1) theme, (2) plot, (3) characterizations, (4) setting, (5) point of view. , (6) language style, (7) message.

According to Arfida et al (2018:52) Android is a Linux-based operating system used for portable devices such as smartphones and tablet computers. The operating system can be illustrated as a bridge between the device and the user, so that the user can interact with his device and run applications available on the device. Android also provides an open platform (open source) for developers to develop applications on various devices with the Android operating system.

III. RESEARCH METHODS

The type of research used in this research is research and development (R&D). According to Sukmadinata (2007: 164), R&D is an arrangement of stages in developing a product that already exists, and the development carried out must be accountable. So this research is a type of research and development or R&D, where this research will produce a product of teaching materials for short stories text based on an android application. According to Sugiyono (2009) there are ten steps that must be carried out in R & D research,

namely: (1) Potential and problems, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product trial, (7) Product revision, (8) Usage trial, (9) Product revision, and (10) Mass production. However, in this study, the development stage was limited to the 6th stage only.

The subject of the trial in this study was conducted on students at SMAN 1 Kampar Timur. Students who become respondents are students of class XI as many as 36 students. Respondents were students who did limited face-to-face learning in the first session. There are two data in this study, namely data on the need for teaching materials for short stories text materials and data on product feasibility tests for writing short stories texts. The data in this study were taken by interviewing and distributing questionnaires. Sources of data in this study are the results of interviews and the distribution of questionnaires. First, the data in the form of the need for short story text teaching materials, data on the need for short story writing teaching materials were obtained from interviews with teachers, distributing questionnaires to students. Second, the feasibility test data for short story writing teaching materials were obtained from the results of the questionnaire assessment of short story writing teaching materials which were distributed to linguists, material experts, multimedia experts, and field experts. The analysis of the practicality of the short story text teaching material product can be seen from the practicality questionnaire filled out by students. Questionnaire data in this study were collected through scoring guidelines.

The data in this study were analyzed by counting using a questionnaire, namely using a Likert scale. The Likert scale is used to calculate the percentage of the feasibility of the product for writing short stories that will be made. The results of the analysis of the calculation of the score are converted into the form of a predicate using a Likert scale. The presentation conversion, according to Riduwan and Sunarto (2012:23), which has been adapted by researchers as a reference to get the predicate of feasibility and practicality of teaching materials for writing short story texts is as follows:

Table 1. Eligibility Level Category by Percentage

Percentage	Validity Level	Information
0% - 20%	Very invalid	Revision
20,1% - 40%	Less Valid	Revision
40,1% - 60%	Quite Valid	Partial Revision
60,1% - 80%	Valid	Partial Revision
80,1% - 100%	Very Valid	No Revision

Table 2. Practicality Level Category by Percentage

Percentage	Practicality Level
0% - 20%	Very impractical
20,1% - 40%	Not practical
40,1% - 60%	Less practical
60,1% - 80%	Practical
80,1% - 100%	Very practical

IV. RESULTS AND DISCUSSION

The product resulting from this research is in the form of an android-based short story text teaching material application for high school students. This product was created and designed by the researcher himself, with the aim of being able to be used as a teacher's tool in delivering material and also as a source of independent learning by students.

In making this android-based short story text teaching material application product, Sugiyono's R&D model is used. Sugiyono's R&D model has 10 stages, but in this study the researcher limited it to 6 stages. The 6 stages include potential and problems, data collection, product design, design validation, design revision, and product testing. This is because the purpose of this research is only to develop and produce a valid learning media to be implemented based on the validator's assessment and determine the practicality of the application product.

This research begins with conducting interviews with Indonesian language teachers, this is part of the potential and problem stages. The researcher asked several questions to the teacher, explored the potential and problems faced by the teacher when conducting learning and finally the researcher decided to conduct research on the development of short story text teaching materials. The next stage is data collection, one of the data collection techniques is distributing student needs analysis questionnaires. The questionnaire distributed by the researchers contained statements about learning to write short stories. The researcher distributed questionnaires to several public high schools in Kampar Regency, the number of respondents to the needs analysis questionnaire in this study was 122 respondents.

Table 3. Results of Needs Analysis

NO	Aspect	Percentage
1	Teaching Material Needs	67,93 %
2	Learning Model Needs	73,54 %
	Average	70,73 %

Based on the results of the needs analysis regarding the development of short story text teaching materials, it produces a percentage of 70.73% in the need category. This means that students need the development of short story text teaching materials. After knowing the needs of students, the next stage is product design.

Researchers began to design the product of teaching materials for writing short stories, adjusting to the learning objectives contained in the basic competencies of short story text material. Researchers design teaching material products that will contain a syllabus, materials, videos, evaluations, profiles, and references. In making this product the researcher used the help of the Microsoft PowerPoint application, iSpring Suite 10, and the Website 2 apk application. The following are the stages in making an android-based short story text writing application product:

1. Create material using Powerpoint slides by utilizing the Hyperlink facility.
2. Disable on mouse click and all buttons on PowerPoint slides
3. Make material evaluations using iSpring Suite 10
4. Publish materials using iSpring Suite 10
5. Converting Powerpoint material files to android using the Website 2 apk application

Fig 1.App View

The study carried out the validation stage to test the feasibility of the application that had been produced by the researcher. At the feasibility test stage, the researcher asked for validation of the application assessment that had been made to several experts, namely assessments from linguists, material experts, multimedia experts, and field experts.

Table 4. Linguistic Expert Validation Results

No	Aspect	Validation Presentation I (%)	Validation Presentation II (%)
1	Digestibility	80%	100%
2	language	80%	97%
3	Graphics	90%	100%
	Average	**83%**	**99%**

Based on the results of the validation analysis of linguists on the android-based short story text teaching material application that was developed it produced a percentage of 83% in the first validation. The things assessed include the digestibility aspect with the percentage of 80%, the linguistic aspect of 80%, and the graphic aspect of 90%. Linguists suggest improving small aspects of language such as spelling and proper use of vocabulary. The design was improved to make it more attractive to students and linguists also suggested choosing the right illustrations and colors to create a sense of enthusiasm for students to learn.

Based on suggestions from linguists, improvements were made to the linguistic aspect. After making improvements, the researcher validated again to the same linguist as before. The validation analysis of linguists yields a percentage of 99% in the second validation. This includes the digestibility aspect with a percentage of 100%, the linguistic aspect at 97%, and the graphic aspect at 100%.

Table 5. Material Expert Validation Results

No	Aspect	Validation Presentation I (%)	Validation Presentation II (%)
1	Serving	62%	84%
2	Graphics	85%	95%
	Average	**73%**	**89,5%**

Based on the results of the validation analysis of material experts on the android-based short story text teaching material application that was developed it produced a percentage of 73% in the first validation. The things assessed include the aspect of the presentation with a percentage of 62% and the graphic aspect of 85%. Material experts suggest correcting the writing of the wrong words in the material, then rearranging the sentences in the short story examples because many ideas jump to the short story text examples. Material experts also recommend revisiting the practice questions in this product, because many questions do not match the material in the product.

Based on suggestions from material experts, improvements were made to the product in accordance with the suggestions given by material experts. After making improvements, the researcher validated again the same material experts as before. Material expert validation analysis resulted in a percentage of 89.5% in the second validation. This includes the presentation aspect with a percentage of 84% and the graphic aspect 95%.

Table 6. Multimedia Expert Validation Results

No	Aspect	Validation Presentation (%)
1	Text Design	100%
2	Application Operation	93%
3	Graphics	95%
	Average	**96%**

Based on the results of the validation analysis of multimedia experts on the android-based short story text teaching material application that was developed, the percentage was 96%. The things assessed include aspects of text design with a percentage of 100%, aspects of application operation 93%, and graphic aspects of 95%.

Table 7. Field Expert Validation Results

No	Aspect	Validation Presentation (%)
1	Serving	95%
2	Graphics	95%
	Average	**95%**

Based on the results of the validation analysis of field experts on the android-based short story text teaching material application that was developed, the percentage was 95%. The things assessed include the aspect of presentation with a percentage of 95% and the graphic aspect of 95%. Field experts suggest the development of further teaching materials to pay attention to the suitability of the material with KI and KD learning.

The average validation from linguists, material experts, multimedia experts, and field experts was obtained at 94.7% in the 81% - 100% interval. When converted to qualitative data, the final value is categorized as very valid. So the application product of short story text teaching materials for high school students is appropriate for students to use in learning.

The final stage of this research is a product trial to students which is carried out on a limited basis. Tests on students were carried out only to the extent of student responses and responses as users, to measure the practicality of this application product. The aspects of the assessment that will be assessed by students are aspects of content feasibility, aspects of language readability, aspects of material presentation, and graphic aspects. The total number of aspects that will be assessed by students is 23 items. This product trial was conducted at SMA Negeri 1 Kampar Timur. Students who become respondents are students of class XI as many as 36 students.

Table 8. Student Assessment Results

No	Aspect	Validation Presentation (%)
1	Content Eligibility	86%
2	Language Readability	84%
3	Material Presentation	87%
4	Graphics	89%
Average		**86,5%**

Based on the results of student assessments of the android-based short story text teaching material application that was developed, it resulted in an assessment of the feasibility aspects of the content with a percentage of 86%, language readability 84%, presentation of material 87%, and graphics 89%. The average student assessment results obtained by 86.5% are in the interval 81% - 100%. When converted to qualitative data, the final value is categorized as very practical. So the application product of short story text teaching materials for high school students is practically used by students in learning.

V. CONCLUSION

Based on the results of the research conducted, it can be concluded that the application product of android-based short story text teaching materials for high school is very practical to be used as teaching material. Due to the results of the assessment given by students, the average obtained was 86.5% in the 81% - 100% interval. When converted to qualitative data, the final score is categorized as very practical. Thus, the product is suitable for use in learning as teaching materials in schools, especially in learning Indonesian short story text material.

The suggestions that can be given by researchers are:

1. The product of short story text teaching materials based on the android application as a product in this research can be directly implemented in the Indonesian language learning process, especially in short story text material for class XI students at the high school level.
2. This research can be used as reference material by other researchers.
3.

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