AN ANALYSIS OF STUDENTS' PERCEPTION TOWARD THE INTERACTIVE E-BOOK USED IN ADVANCED GRAMMAR AT ENGLISH DEPARTMENT OF UNIVERSITAS NEGERI PADANG

THESIS

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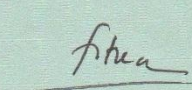
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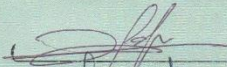
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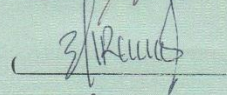Fakultas   : Bahasa dan Seni

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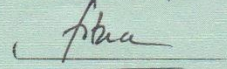
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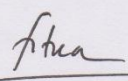
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Abstract

Chikal Lexsti Rahmadani: An Analysis of Students' Perception toward the Interactive E-Book Used in Advanced Grammar at English Department of Universitas Negeri Padang

The use of this kind of technology can be the big change in English classroom, especially in grammar class. With all the ability of the interactive e-book provided for students, their thoughts toward this e-book is needed since they are the direct users who mostly use it for learning. Thus, the aim of this study was to analyze students' perception toward the use of interactive e-book used in grammar class, specifically in Advanced Grammar class. This research was descriptive research which was conducted at English Department, Universitas Negeri Padang. The sample of this research was the students who took advanced grammar class and use interactive e-book. The data was collected by using questionnaire which contained 4 aspect: interface, interactivity, content (teaching material and learning exercise), and practicality with 70 statements. Result indicated that students have positive perception toward the interactive e-book with the average mean score 3.15. The result suggests the consideration to improve the interactive e-book to create the e-book which is suitable for students.

Key words: students' perception, interactive e-book, advanced grammar

Abstrak

Chikal Lexsti Rahmadani: Analisis Persepsi Siswa Terhadap E-book Interaktif yang digunakan di kelas Advanced Grammar di Jurusan Bahasa Inggris Universitas Negeri Padang.

Penggunaan teknologi semacam ini bisa menjadi perubahan besar di kelas pembelajaran Bahasa Inggris, terutama di kelas tata bahasa *(grammar).* Dengan semua hal yang disediakan e-book interaktif untuk siswa, tanggapan mereka terhadap e-book ini diperlukan karena mereka adalah pengguna langsung yang sebagian besar menggunakannya untuk belajar. Dengan demikian, tujuan dari penelitian ini adalah untuk menganalisis persepsi siswa terhadap penggunaan e-book interaktif yang digunakan di kelas tata bahasa, khususnya di kelas Tata Bahasa Lanjut. Penelitian ini adalah penelitian deskriptif yang dilakukan di Jurusan Bahasa Inggris, Universitas Negeri Padang. Sampel penelitian ini adalah siswa yang mengambil kelas *Advanced Grammar* dan menggunakan e-book interaktif. Data dikumpulkan dengan menggunakan kuesioner yang berisi 4 aspek: *interface*, *interactivity*, *content* (bahan ajar dan latihan pembelajaran), dan kepraktisan dengan total 70 pernyataan. Hasil menunjukkan bahwa siswa memiliki persepsi positif terhadap e-book interaktif dengan skor rata-rata 3.15. Hasilnya menyarankan pertimbangan untuk meningkatkan e-book interaktif untuk membuat e-book yang cocok untuk siswa.

Key words: Persepsi siswa, e-book interaktif, Advanced Grammar

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Padang, February 2020

The Writer

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CHAPTER I

INTRODUCTION

A. Background of the Problem

One of the important elements in a language is grammar. Grammar is a set of language laws which learners can produce an infinite number of meaningful phrases throughout life (Choo and Kwon, 2017). Yule (2010) also mentions that grammar is the method of describing the structure of phrases and sentences in such a manner that all grammatical sequences in a language are taken into consideration and all ungrammatical sequences are excluded. The Thus, grammar is an element that needs to be studied in depth when studying English officially. The learners must have sufficient grammar to have excellent language abilities (Effendi et al., 2017). However, grammar is considered an unattractive subject at school because it is difficult. Even when students study it years at university, there are still found grammatical mistakes in their sentences or papers.

This condition might be affected not only because of the difficulty of grammar itself but also the way grammar is taught as the subject in the classroom. Based on the writer's experience and self-observation around 2015 until 2018 at English Department major in Universitas Negeri Padang, grammar was still taught by using talk and calk method and more teacher-oriented where lecturers might explain the material and using media such as whiteboard in learning. Moreover, the materials used in grammar class were printed books even though the demand from the university of using other variation of technology in the classroom was started.

As an effect, students seemed to be easy to get bored and lost their focus in the classroom. Students would find other activities to keep their boredom away usually by playing their mobile phones. This distraction could affect students in learning achievement because they did not enough pay attention to their lecturers. Also, it made the objective of the lesson difficult to be achieved. Moreover, the method used might be not suitable since the demand of the curriculum is more into students-oriented. However, according to Adeniyi et al. (2016) the use of multimedia can be one of the way to support learning to become more students-oriented and increase their learning achievement. Students also are responsible to their own learning and interact with the content the way they like best; in other word, learning becomes more individual based on their ability (Neo et al., 2003).

The developing of multimedia used in the classroom happens time by time and the recent one is the use of interactive e-book. According to Bozkurt and Bozkaya (2013), Interactive e-books are mainly digital book formats in which users, digital books and the environment can interact at a high point with each other. The usage of this technology in academic learning become popular including in English teaching and learning and mostly for reading area. However, there are also some other skills and language elements use this technology even though it is still limited especially for grammar.

Nevertheless, based on writer's observation, English Department has started to develop the interactive multimedia in the classroom for their students in the second period in 2019. Fitrawati and Syarif (2018) has developed interactive e-book for Advanced Grammar class supported by a software called *Kotobee* for the

publication and students can access the interactive e-book through its reader application called *Kotobee Shared Library*. The interactive e-book is provided with easy accessibility and supported by interactive features which might support students in learning grammar. The interactive features, such as media (video, audio, and image click-animation), quizzes, multiple types of questions, book widgets, and some reading experience tool (highlighting, bookmarking, searching word, and annotation), are believed to support students in learning because according to Zajac in Azkar (2014) giving students the opportunity to match the activities to their preferences help them significantly. Thus, it can be said that the use of the interactive e-book is effective enough for students' learning.

The effectiveness of the use of interactive e-book for students is also supported by Mayer in Choo and Kwon (2017) who mentions that when using the multimedia-mediated content, learners can learn effectively rather than using single medium to serve the information. Learners become more active and motivated as it engages a fun learning in a classroom. Choo and Kwon (2017) also has proved through finding from his research about using MIG (Multimedia Interactive Grammar) to enhance possessive pronoun. It was found that MIG increased students' comprehension, motivation, and brought fun in learning in the classroom and it provided positive responses among students.

Even though it mentions that the use of interactive e-book effectively supports students in learning and the interactive features bring the opportunity for students, it is important to consider their point of view toward the interactive e-book which they use. It is because their perception can be a challenge for the educators

to provide innovative, fun, and interactive experiences for any kind of students' characters. Considering their perception also is as a part of the evaluation to improve the interactive e-book, thus it can be suitable to the students. The improvement is needed because as good the interactive e-book provided for students can be revised in order to be used again for the next cycle of multimedia development.

Complying with the requirements or the standards of the interactive e-book can be one from several ways to improve this multimedia. There are some variation of interactive e-book standards or it can be called as quality criteria of interactive e-book stated by some researchers; however, Bozkurt and Bozkaya (2015) group it in some aspects or dimensions, there are: content, interface, interaction, and technology. Fitrawati and Syarif (2018) also mention three aspects of quality criteria in their research to see students' need toward the interactive e-book, there are: media, content, and practicality. Oyaid and Alshaya (2015) also identify four domains related to quality criteria of e-book, they are: user interface, content, output and total view, and interactivity. Thus, to relate it with students' perception, the improvement can be seen from their thoughts toward the quality criteria of interactive e-book.

Related toward the students' perception and interactive e-book, there are some previous studies conducted by some researchers. The studies commonly are found for reading skills and its comparison between e-book and printed one (Huang, 2012; de Oliveira, 2012; Chen, Carliner, de Oliveira, and Davidson, 2019). There also studies about students' thought related to their need in interactive e-book for

advanced grammar (Fitrawati and Syarif, 2018) and whether it is beneficial for education or not (Oyaid and Alshaya, 2019). In other word, it can be seen that the study about students' perception toward interactive e-book in its used for subject especially grammar is limited. The one from Fitrawati and Syarif (2018) might be close to this recent study; however, it is not yet conducted students' perception toward the interactive e-book in advanced grammar. Thus, the researcher tries to analyze the students' perception toward interactive e-book based on the quality criteria in advanced grammar class.

B. Identification of the Problem

Based on the background above, students' perception toward the interactive e-book is needed as part of evaluation the multimedia. It is important to improve the interactive e-book; thus, it can be suitable for the students. There are some ways to improve the interactive e-book, but the analyzing students' thoughts based on it quality criteria is believed to be valid because it determines whether students still want to use the interactive e-book in their learning. Hence, analyzing students' perception toward interactive e-book based on it criteria is needed.

C. Limitation of the Problem

Based on the identification of the problem above, this research focuses on analyzing students' perception toward the interactive e-book used in advanced grammar class. Their perception is based on the quality criteria which divided into four aspects, there are: interface, interactivity, content, and practicality of the

interactive e-books. Students' perception is needed to improve the interactive e-book, so it can be suitable for students.

D. Formulation of the Problem

Based on the problem written above, the research focuses on the students' perceptions toward the four criteria of the interactive e-books which are already mention before. This research was conducted at English Department of Universitas Negeri Padang. Also based on the problem, the formulation of the research is be "What are students' perceptions toward the interactive e-book used in advanced grammar at English Department of Universitas Negeri Padang?"

E. Research Questions

Based on the formulation above, some research questions are stated as follow:

1. What is students' perception toward the interface of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang?

2. What is students' perception toward the interactivity of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang?

3. What is students' perception toward the content in interactive e-book advanced grammar at English Department of Universitas Negeri Padang?

4. What is students' perception toward the practicality of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang?

F. Purpose of the Research

Based on the previous formulation of the problem, the purposes of this research are:

1. To find out students' perception toward the interface of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang.

2. To find out students' perception toward the interactivity of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang.

3. To find out students' perception toward the content in interactive e-book advanced grammar at English Department of Universitas Negeri Padang.

4. To find out students' perception toward the practicality of advanced grammar interactive e-book used at English Department of Universitas Negeri Padang.

G. Significant of the problem

This research has some significant. Theoretically, this research is be supposed to be added as other finding for students' perception toward the use of interactive e-book in teaching and learning Advanced Grammar which has not been conducted by many researchers yet. Practically, it is also useful for the interactive

e-book developers to develop the media in teaching and learning English, especially in Advanced Grammar. It helps them in developing the interactive e-book which more suitable for students.

H. Definition of Key Terms

In order to prevent misunderstanding among the readers, there are some key term used in this research:

Students' Perception: Students' opinions, thoughts, or view on interactive e-book used in advanced grammar class

E-book : An interactive book using electronic tool which contain text, pictures, video, audio, graphics, hyperlinks, etc.

Advanced Grammar: One of the subject in English Department, Universitas Negeri Padang which can help students to be able to understand and use the basic English grammar in spoken and written form