

Design Mobile Learning (M-LEARNING) Android English For Young Learners

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Abstract—Development of smartphones can be felt and used by everyone. The use of smarthphone in education received little attention. However, without realizing the presence of a smartphone can provide many contributions to the development of education. The implementation of teaching and learning of English is sometimes difficult, especially for the beginners. Using smarthphone in teaching and learning process will attract students' attention and increase their motivation in leaning the language. Design of mobile learning (m-learning) android in learning English is an innovative development and it is expected that it will be be useful for the teacher to teach English. In this study Smartphone is used as a medium for teaching. This study uses the development of the Multimedia Development Life Cycle (MDLC). The development of mobile learning method development, from concept, design, collection of materials, assembly, testing up to the stage where each stage of distribution may be made if the previous stage has been completed.

Keywords—English For Young Learners; M-Learning; MDLC

I. INTRODUCTION

Pascapbi (2012) explained that Language is communication, English is the most widely used language in the communicate internationally. Solpri points out that English will be easier to teach children from an early age. As the saying goes, learning in like a little time to carve on stone, learn adult after a similar carve on the water. So also when learning a foreign language. Indeed, it would be effective if started learning foreign languages from childhood because at that age children can easily imitate the correct pronunciation [1].

To grasp a good learning current or previously emphasized the visual education that looks interesting with additional images and sounds. Most people learn English because want to communicate better in English UK. Pacidda, If this is the goal that has been set, it is important to learn in a balanced fourth the main skill. Listening, Speaking, Reading and Writing is a skill-primary skill (macro) that in need to communicate in the language any [1].

Smartphone is one of the development of information and communication technologies are developing today, where the

smartphone apart from having the basic ability to call, send messages, access the Internet, the smartphone also has the ability to run certain applications that is inserted into the smartphone. Use of the software platform on which there is currently one of which is Android. Android is a Linux-based operating system designed specifically for mobile devices such as smarthphone or tablet [2]. By the nature of the android operating system as open source so anyone can develop applications in Android is based on the wishes and needs. Optimization of teaching system involves android based smartphones have been used today, where the smartphone is used as a medium of learning to optimize a process of learning and teaching.

Learning with mobile learning can be used as an alternative to solve problems in the field of education, especially the problem of equitable access to educational information, quality content in the form of learning materials with text and image [3].

Android an operating system mobile developed above kernel Linux modified. Android was first developed by a company called Android and purchased by Google in 2005. Android an operating system open source released under license open source Apache [4].

II. MOBILE LEARNING

M-Learning (m-learning) or mobile learning relates to learning using mobile devices such as PDAs, mobile phones, laptops and other information technology tools for learning [5]. Currently applications on mobile learning refers to the use of mobile devices one on android smartphone application development which is designed to be useful and used in education. Learning to use mobile learning as an alternative in solving problems in the field of education, where the subject matter is formed and loaded into a content inserted into the smartphone can be a means to learn and share information.

Applications on mobile learning refers to the use of mobile devices in the mobile phone as one can access course materials, referrals and applications related to learning anytime and anywhere [3].

TABLE I. ADVANTAGES OF USING M-LEARNING

No	Advantages
1	Convenience, users can access from anywhere in the learning content including quizzes , journals , games , and more.
2	Collaboration, learning can be done at any time in real time .
3	Portability, use of books is replaced with RAM to learning that can be set up and connected.
4	Compatibility, Learning is designed for use on mobile devices.
5	Interesting, Learning combined with the game will be fun.

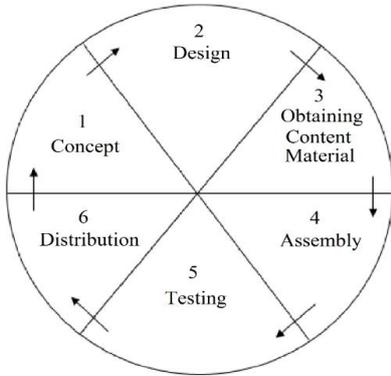


Fig. 1. Multimedia Development Life Cycle (MDLC)(Source : Ariesto Hadi Sutopo, 2012)

III. METHODOLOGY

The method used in the design of mobile learning (m-learning) english for young learners is the Multimedia Development Life Cycle (MDLC).

Six stages of development using the Multimedia Development Life Cycle :

A. Concept

Goals for the project are defined, and the type of application is determined. In multimedia, this stage is the stage where the procedure to decide the type of multimedia and the subject to be made.

B. Design

Design is the process of determining the details of what will be done in a multimedia project and how it will be presented. This stage includes scriptwriting, story board manufacture and navigational structures, as well as some other design measures.

C. Identify the Headings

Headings, or heads, are organizational devices that guide the reader through your paper. There are two types: component heads and text heads.

TABLE II. DESIGN APPLICATION

No	Design	Description
1		1 : Application Title 2 : Button start application.
2		1 : Title 2 : Button Starter Material 3 : Button Movers Material 4 : Button Flyers Material 5 : Button Combined List Material
3		1 : Title 2 : Button Listening Material 3 : Button Reading and Writing Material 4 : Button Speaking Material 5 : Button Topics Material 6 : Button Grammar and Structure List Material 7 : Button Alphabetic Vocabulary List Material 8 : Button Home Page 9 : Exit Button
4		1 : Title 2 : Button Listening Material 3 : Button Reading and Writing Material 4 : Button Speaking Material 5 : Button Topics Material 6 : Button Home Page 7 : Exit Button 8 : Button Alphabetic Vocabulary List Material 9 : Button Grammar and Structure List Material
5		1 : Title 2 : Button Listening Material 3 : Button Reading and Writing Material 4 : Button Speaking Material 5 : Button Topics Material 6 : Button Home Page 7 : Exit Button

		<p>8 : Button Alphabetic Vocabulary List Material 9 : Button Grammar and Structure List Material</p>
6		<p>1 : Title 2 : Starters and Movers Combined Alphabetic Vocabulary List Material 3: Starters, Movers, and Flyers Combined Alphabetic Vocabulary List Material 4 : Exit Button 5 : Button Home Page 6 : Starters, Movers, and Flyers Combined Gramatical Vocabulary List Material 7 : Starters, Movers, and Flyers Combined Thematic Vocabulary List Material</p>

D. Obtaining Content Material

During this phase all data, audio, video, and images to the project collected in appropriate digital format. In multimedia development, the material obtained in this phase will be used at the production stage, where appropriate scene for multimedia applications set.

E. Assembly

At this stage, the whole project is built, as well as the programming done to create multimedia applications. At this stage the use authoring tool that comes with the capability of programming and multimedia development emulator for use on mobile devices.

F. Testing

During testing, the application is run and checked to ensure that multimedia development is done in accordance with what has been designed.

G. Distribution

In this step, the application which has been developed duplicated and given to the user. Distribution can be in various forms for presentations using a projector, as well as in the form of CD-ROMs, mobile devices, and web sites.

IV. CONCLUSION

In the design of mobile learning (m-learning) english for young learners there are several characteristics that must be considered include the suitability of use of image, sound record with the material, the appearance of the image, selecting a combination of background, as well as the adjustment of the application on the smartphone display.

The development of this application can be used as a reference for researchers and practitioners in developing media-based learning mobile learning (m-learning) and presumably for further development could be considered again and adapted to the needs of the materials to be loaded into the application and application capability would not only focus on one Just like the android operating system but can also function in other operating systems.

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