

The Use Of Macromedia Flash Player As Media To Improve Students' Reading Skill

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Abstract

The study is classroom action research. It is conducted at Junior High School of PGRI 4 Labuan Ratu. The subject of the research is eight students of Junior High School of PGRI 4 Labuan Ratu. The objectives of the research are: 1) to know how macromedia flash player can improve students' reading skill at eight year of Junior High School of PGRI 4 Labuan Ratu; 2) to know how is the classroom situation when macromedia flash used in teaching reading at eight year of Junior High School of PGRI 4 Labuan Ratu.

The research is conducted in two cycles. The procedure of the research consists of identifying the problem, planning the action, implementing the action, observing the action, and reflecting the result of the research. To collect the data, the writers employ observation, interview and test. In the meantime, to analyze the data, the writers make use of some steps: (1) Data Reduction (2) Data Display (3) Data Conclusion.

The result of the research indicates that there is an improvement on students' reading skill; (1) the students are able to identify the specific information of the text; (2) the students are able to identify the purpose of the text; (3) the students are able to identify the generic structure of the text. The students' scores are as follow: The average of pre test is 51,46%. The average of post test 1 is 69,59% and the average of post test 2 is 82,34%. Therefore, it can be concluded that, teaching reading using macromedia flash player is quiet effective for the eight year students of Junior High School of PGRI 4 Labuan Ratu.

Key Word: action research, macromedia flash player, recount text, reading skill

Introduction

English is one of the most dominating languages of the world especially in education and also hugely important as an international language. Besides, English is very important subject in every school in order to improve the quality of life and get in touch on an international level. Although, many people think that it is very difficult and confuse to learn English. English has four skills; one of them is reading skill. Based on the the syllabus of junior high school that ; (1) The students must able to identify the information from the text; (2) The students must be able to identify the purpose of the text; (3) The students must be able to identify the generic structure of the text.

Meanwhile, during the pre survey at the eighth grade of SMP PGRI 4 Labuhan Ratu consist of thirty four students on January 6th, 2018 The reseachers find some problems in the class : (1) The students have difficulty to identify the information from the text; (2) The students have difficulty to identify the purpose of the text; (3) The students have difficulty to identify the generic structure related to the text.

Referring to the problems above, The reseachers offers Macromedia Flash Player as the media to teach reading skill in recount text. Madcom in Muljo (2014, p.6) states that Macromedia Flash Player is a graphics program that is intended for motion and comes with a script for programming (action script). Therefore, Macromedia Flash Player is a program which can help English teacher in developing reading materials. Moreover, Macromedia Flash Player is combination of learning concept with technology that can be used in education. The benefits of Macromedia Flash Player are supporting students to increase understanding of the text and presenting the materials more interesting.

Theoretical Underpinning

Many experts define reading as the process of putting the reader in contact and communication with ideas. Therefore, reading is actually a short conversation between a writer and reader. According to Jain in Mubarok (2017, p. 2) states that reading means to understand the meaning of printed words and it is not only a source of information and a pleasurable activity but also as means of consolidating and extending one's knowledge of the language. Moreover, Dr. Kimberly in Khaoula (2016, p. 18) states that reading is a dynamic process in which information from the text and knowledge possessed by the reader interact to enable him to construct meaning before/during and after reading. Besides, Alharbi in Mubarok (2017, p. 2) states that reading could be easily acquired through positive communication between teacher and students.

From the explanation above, it can be concluded that reading is a process of comprehending written texts into the spoken words they represent, at the same time analyze the messages of the text and asking students/learners to find grammatical formation of words related to text.

Definition of Macromedia Flash Player

Macromedia Flash Player is the universal rich client for delivering effective Macromedia Flash experiences across desktops and devices. Flash lets designers and developers integrate video, text, audio, and graphics into effective experiences that deliver superior results for interactive marketing and presentations, e-learning, and application user interfaces. Flash is the world's most pervasive software platform, reaching 97% of Internet-enabled desktops worldwide, as well as many popular devices based on NPD online survey in 2003. Furthermore, Saputra (2013, p.4) explained that Macromedia Flash Player is a program to create animated and professional web applications. Meanwhile, Thi Loan (2009, p.1) Macromedia Flash is the drawing software that allows us to create mutable images with the effect of movement and change and it can make the simulated activities and a lively and attractive interaction. In addition, Dhewiberta (2005, p.1) Macromedia Flash is an animation program that has been widely used by animators to produce animation professionals.

From the explanation above, it can be concluded that macromedia flash is an interactive media to assist teachers in delivering learning to be more interesting and easy to understand.

Methodology

Carr and Kemmis in Wardhani (2014, p.13) says that action research is a form of self-reflective enquiry undertaken by participants (teachers, students or principals) in social (including educational) situations in order to improve the rationality and justice of (1) their own social or educational practices; (2) their understanding of these practices; (3) the situations (and institutions) in which the practices are carried out.

Furthermore, Mills in Wardhani (2014, p.14) explain action research is any systematic inquiry conducted by teacher researchers to gather information about the ways that their particular school operates, how they teach, and how well their students learn.

Meanwhile, Elizabeth in Burns (2010, p.5) action research carried out in the classroom by the teacher of the course, mainly with the purpose of solving a problem or improving the teaching/learning process.

Based on the statements above, The reseachers can conclude that action research is the things that happens in social how the students learn and how the teacher teach, these actions are implemented and then evaluated in order to know that they can solve the problems experienced by the teacher.

Criterion Of Success

In this research, the criteria of the success can be seen from the results of products in learning process which can improve their score of a minimum passing grade (KKM). The indicator of success want to be reach is 80% from 32 students get minimum score 75 or more which data made as percentage of achievement of learning success formula based on Arikunto (2006, p.75) as follow:

$$\frac{\text{Total all passed students}}{\text{Number of students}} \times 100$$

Besides, criteria of success is can be seen from the development of situation in the class, which the students more active and interesting. The researchers believe that using macromedia flash player is able to improve their score especially for reading skill and make the situation in the class more interesting and increase knowledge.

Result of the Research

The research was divided into two cycles. Each cycle consist of two meetings.

1.Pre test

Pre-test was used to know how far the students' reading skill in recount text. The students' scores were as follows:

No	Inter val Score	Catego ry	Frequen cy	Percentag e (%)
1.	28- 45	Low	13	40,625
2.	46- 72	Fair	14	43,75

3.	73- 90	High	5	15,625
	Total		32	100
	Average			51,46

From the table above there were 32 students. Based on the pre-test data, the result of the students' reading skill was still low.

2. Post Test 1 in Cycle 1

No .	Interval Score	Category	Frequency	Percentage (%)
1.	34- 49	Low	3	9,375
2.	50- 74	Fair	9	28,125
3.	75- 90	High	20	62,5
	Total		32	100
	Average			69,59%

Based on the table above, the lowest score was 34 and the highest score was 85. The research called success if the students got 75 or more than 80% of the total of students in the class.

The formula of percentage as follows:

$$\frac{\text{Total all passed students}}{\text{Number Of Students}} \times 100$$

$$\frac{20}{32} \times 100$$

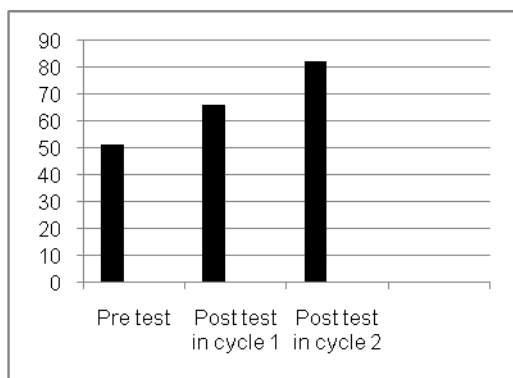
$$= 62,5\%$$

So, The reseachers decided to do posttest 2.

3. Post Test 2 in Cycle 2

No.	Interval Score	Category	Frequency	Percentage (%)
1.	59- 64	Low	2	6,25
2.	65- 76	Fair	4	12,5
3.	77- 94	High	26	81,25
	Total		32	100
	Average			82,34

According to the data above, the lowest score was 59 and the highest score was 93. The implementation of cycle 2 was increased than in the cycle 1. So, the implementation of cycle 2 was successful. Chart of the result from pretest, post test in cycle 1 and post-test in cycle 2.



Findings and Discussion

The researcher and the collaborator decided to conduct the research into 2 cycles. Each cycle consist of two meetings.

The result of pre-test

No.	Interval Score	Category	Frequency	Percentage (%)
1.	28- 45	Low	13	40,625
2.	46- 72	Fair	14	43,75
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	Total		32	100
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Table.The result of Post Test 1 in cycle 1

No.	Interval Score	Category	Frequency	Percentage (%)
1.	34- 49	Low	3	9,375
2.	50- 74	Fair	9	28,125
3.	75- 90	High	20	62,5
	Total		32	100
	Average			69,59

Table . The result of Post-Test 2 in cycle 2

No.	Interval Score	Category	Frequency	Percentage (%)
1.	59- 64	Low	2	6,25
2.	65- 76	Fair	4	12,5
3.	77- 94	High	26	81,25

	Total		32	100
	Average			82,34

Based on the data above, the average of pre-test was 51,46%. There were 13 students got low score, 14 students got fair score, and 5 students got high score. In the post test 1 in cycle 1, the average was 69,89%. The students who got the low score was 3 students, the fair score was 9 students, and the high score was 20 students. Next is the post test 2 in cycle 2, the average was 82,34% that reach the criterion of success in this research. The criterion of success in this research is 80%, so the research is successful. The low score was 2 students, the fair score was 4 students, and the high score was 26 students.

Conclusion

The strengths of this research are: (1) The students are able to identify the information from the text; (2) The students are able to identify the purpose of the text; (3) The students are able to identify the generic structure related to the text. The implementation of Macromedia flash player as media in teaching and learning is increase. The students become active and excited to join the class because the researcher using interested media and colorful. The condition in the class in each cycle is changed and can be managed.

Besides, the improvement could be seen from pretest, post test in cycle and post-test in cycle 2. The average of pre-test is 51,46%, post-test in cycle 1 is 66, 28%, and the post-test in cycle 2 is 82,34%. The average of pre-test, post test in cycle 1 and post-test in cycle 2 is showing improvement. The criteria of success in this research is 80% from 32 students, which get minimum score 75 or more and the development of situation in the class. Meanwhile, the result of post-test 2 is more than 80% and many students get minimum score more than 75 an the development of situation in the class can be managed. It can be seen on percentage of the achievement in learning process.

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