

**DEVELOPING READING MATERIALS BY USING QUIZIZZ FOR 10TH
GRADE STUDENTS OF COMPUTER AND NETWORK ENGINEERING
MAJOR AT SMK NEGERI 1 GALANG**

AN ARTICLE

Submitted to English Education Program in Partial Fulfillment
of the Requirements for the Degree of Sarjana Pendidikan

By:

WINA PERSADA BR. TARIGAN
Registration Number 2173121063



THE
ENGLISH AND LITERATURE DEPARTMENT
FACULTY OF LANGUAGES AND ARTS
UNIVERSITAS NEGERI MEDAN

2021

ARTIKEL

DEVELOPING READING MATERIALS BY USING QUIZZZ FOR 10TH
GRADE STUDENTS OF COMPUTER AND NETWORK
ENGINEERING MAJOR AT SMK NEGERI 1 GALANG

WINA PERSADA BR. TARIGAN

NIM 2173121063

Telah diverifikasi dan dinyatakan memenuhi syarat
untuk diunggah pada jurnal online

Medan, September 2021

Menyetujui

Dosen Pembimbing



Neni Afrida Sari Harahap, S.Pd., M.Hum.
NIP.198204162008012012

Ka. Program Studi
Pendidikan Bahasa Inggris



Nora Ronita Dewi, S.Pd., S.S., M.Hum.
NIP. 19800522 200812 2 003

**DEVELOPING READING MATERIALS BY USING QUIZIZZ FOR 10TH GRADE
STUDENTS OF COMPUTER AND NETWORK ENGINEERING MAJOR AT SMK
NEGERI 1 GALANG**

***Wina Persada Br. Tarigan**

****Neni Afrida Sari Harahap, S.Pd., M.Hum.**

ABSTRACT

Tarigan, Wina Persada, 2173121063. Developing Reading Materials By Using Quizizz For 10th grade Students Of Computer And Network Engineering Major At SMK Negeri 1 Galang. A Thesis, English Educational Program, Faculty of Languages and Arts, State University of Medan, 2021.

This study focuses on how reading text are developed for vocational school. The objective of this study was to develop reading materials by using Quizizz for tenth grade students of computer and network engineering major of SMK Negeri 1 Galang. This study was conducted by using Research and Development (R&D) design. It was started from collecting data, analyzing data, designing new materials, validating to experts, and revising for final product. The subject of this study was grade X students of Computer and Network Engineering major at SMK Negeri 1 Galang consisting 21 students. The instruments of collecting data were documents, questionnaire, and interview. The interview and questionnaire result proved that the students' need the reading materials which contain terms related to Computer and Network Engineering. The reading materials were focused on descriptive text. The developed reading materials were validated by two experts. The average score from English Lecturer were 3.56 and from English Teacher were 3.66. It shows that the reading materials categorized as relevant for students of Computer and Network Engineering major grade X. The result of product distributed to the students by using Quizizz.

Keywords: *Computer Program, Reading Materials, R&D design*

*Graduate Status

**Lecturer Status

I. INTRODUCTION

A. Background of the Study

Nowadays, with the advancement of technology, the progress of Indonesian language education is growing rapidly. An equally important lesson is English. In teaching English, there were several important components to be deliberated, namely listening, reading, speaking and writing skills. In terms of definition reading, reading activities ask the students to obtain information in a passage. Reading activities require high concentration and focus to obtain information. Through reading, readers or students can understand the meaning of the writer and can also capture the information in the text. Therefore, text can be a good model for learning English because it provides structure and information to support their learning.

Teaching reading in the curriculum should be suitable for student's current need and also the teaching materials should be realistic and useful in student's daily life. In the Vocational High School Galang, it was not easy for the students to understand and grasp the text in the textbook. They were not interested to read since the reading materials have no relation with their focus and do not fulfill their needs, and also they have lack of vocabulary. The researcher found that the English textbook used by the teacher is "Bahasa Inggris" for Grade X. The book is written by Utami Widiati, Zuliati Rohmah, and Furaidah and published by "Kementrian Pendidikan dan Kebudayaan Republik Indonesia 2017". The example of descriptive text in the text book was about "Taj Mahal". The existing text was certainly not relevant with the students' need and too general. The text describes the architectural and artistic

building in India. The researcher found that the material has no relation to the Vocational School students, especially to the Computer Engineering and Networking Study Program.

As one of the majors of Vocational High School, computer engineering and network prepare students to develop technical improvement skills. After graduating from a vocational school, students can continue to receive higher education or apply for jobs. English really plays a role, enabling students to be qualified for any job that requires workers to be able and capable of using English for local or overseas companies. One way to support their careers was to provide appropriate materials after they transfer to the program.

In fact, the existing vocational school textbooks were not suitable in terms of content, vocabulary, and topic selection. For example, the books they use in school do not contain technical terms related to computer engineering and networking, and the topics were too general for students who have the program. The materials used do not meet their needs and were the same as those used in generally high school.

In addition, with the advancement of technology, teachers need to create or seek new English teaching innovations in the classroom, such as using media-based online media applications or game applications. Therefore, the main purpose of teaching reading in general was to cultivate reading skills, not only with textbook as media but also with media applications or game. (Unun Pratiwi, 2015). Technology can help students to promote their activity through collaboration, creativity, critical thinking and communication, researcher will use technology in form e-learning, and the e-

learning name is Quizizz. Using Quizizz as learning media was an advanced technology that was safe and comfortable for teachers and students. Furthermore, Quizizz was never implemented before in that school, so the use of this platform will bring the new experience for the teacher and also the students in learning reading English.

Therefore, this study is primarily intended to to develop the Reading Materials by using Quizizz for grade X students of Computer and Networking Engineering major. This research limited only for reading material Descriptive text for grade X students of Computer and Networking Engineering major.

II. LITERATURE REVIEW

A. Theoretical Framework

1. Reading as Language Skill

Reading English is an important skill that students need to learn. When reading a text, the goal was to understand its content. Students who read texts at school often find it difficult to understand and understand its meaning. Therefore, reading teachers must have good skills and media to teach reading to help them achieve good results. In addition, Nunan (2003: 68) pointed out that reading was a smooth process that enables readers to combine textual information with their own background knowledge to establish meaning. The purpose of reading was comprehension, where the reader integrates their background knowledge with the text to make the meaning.

In conducting this research, the researchers will develop reading materials so that the researchers can decide to choose one of the long-functional texts that were descriptive texts. Descriptive was writing about the characteristic and features of a spesific person, place, or thing. Gerot (1995, p. 208) states description text was defined as a text designed to describe a particular person, place or thing. It also has the form or structure such as identifying the phenomenon to be described, describing the description such as nature characteristics and language function. Descriptive text has some linguistic feature that the author must consider. Pardiyono (2007) pointed out that in descriptive texts, there will be grammatical patterns, namely, phrase formation, present tense and the present perfect tense, conjunctions, and passive sentences.

2. Teaching Media

Teaching media was tool that helps the teacher to create an effective and efficient learning process. According to Arsyand (2009:4), the definition of teaching media refers to the delivering the objective of learning. In addition, Briggs pointed out in Aniqutunnisa (2013) that teaching media such a physical form that can convert information and inspire students to learn.

In teaching reading skills, it is important to prepare the teaching equipment such as syllabus, lesson plan, media, worksheet and assessment. The syllabus used by the teacher was from Permendikbud No. 24 Tahun 2016 Revisi 2017. In addition, the use of media in the teaching and learning process can express effective teaching and learning situations. As teachers in the 21st century, teachers should be able to prepare any interesting media to attract students' interest in teaching English in terms of

materials and assessments. There were many media that can be used by the teacher, one of them is Quizizz.

Quizizz platform was founded by Antik Gupta and Deepak Joy Cheenath in 2015. According Samet BAL (2018) Quizizz was web-based learning that significantly affects the learning process among foreign language learners. So, the technology based learning like Quizizz can create pleasant learning condition by helping students activate their background knowledge before reading and evaluate their understanding after reading.

Medvedovska, et.al., (2016) points out that Quizizz have features to support learning process, such as assignment, quiz, polling, export to excel spreadsheet, presentation, print, report the quiz result to the students' parents, and live quiz. In presenting the materials, the teacher can create some slide completed with text, picture, video, and also link from other sources. Quizizz also provides the back sound music that facilitates the students to be enjoyed while having the quiz given by the teachers.

3. Developing Reading Materials by Using Quizizz

a. Students' Need Analysis

Needs analysis has greatly promoted the development of learner-centered teaching materials by educational organizations and educators, selection of suitable teaching methods, and assessment. Need analysis makes the language teaching become more targeted and efficient. Need analysis can be analyzed during the teaching process.

Furthermore, the preceding explanation shows that Computer and Network Engineering students have different objectives in learning English not like regular students. It was suitable the theory proposed by Hutchinson & Waters (1987) points out the different from general English was the needs of the students. The material of Computer and network engineering should be refers to the students need related to ESP.

The purposes of need analysis were such as find out which language skills the learner needs, understand whether the previous courses meet the needs of students, understand the students who need to develop a certain language skill most, determine the gap between what the students were able to do and what they must be able to do and collect information about students problem (Richards, 2001:52).

- 1) Necessities: Necessities are the needs of the learners to understand the knowledge required by the target situation they were involved in. In this study, since the learner's major was computer and network engineering, the must understand languages related to their major such as computer terms and others.
- 2) Lacks: Every learner will face some problems in learning English. Lack was defined as the gap between the difficulties and the necessities (Hutchinson & Waters, 1987). For example, computer and network majors were still unfamiliar with some computer related words, which makes it difficult for them to learn computers.
- 3) Wants: Wants refer to the students' opportunity to take the initiative to determine their needs. The students have their own ideas and it may be different from their necessities.

b. Material Development

Material development was basically dealing with the selection, adaptation and creation of teaching materials (Nunan, 1991). Hutchinson & Waters (1987:107) describe some principles that need to be considered in ESP materials. Graves (2000) defines materials development as a plan creation in which the teachers create and organize the units and course to achieve the goal and objectives of the course where the materials were based on the belief of the course designer/teacher, about what should be taught.

Nuttal (1996:124) pointed out there were three main criteria for selecting reading materials or units, namely as follows:

- a. The suitability of the context means that reading materials should interest and motivate the students. The materials should be relevant to the students' need.
- b. Readability means that the reading materials should be based on the students' proficiency level.
- c. Exploitability means the reading materials should be able to develop the student's competence.

c. Materials Evaluation

After materials development was completed, the materials need to be evaluated to check its suitability and applicability. Hutchinson & Water (1986:96)

defines evaluation as the question of judging whether something was suitable for a specific purpose. It was important to evaluate materials to give the feedback on the materials developed and to determine the materials to be processed next. In summary, it can be concluded that materials evaluation was used to evaluate and make a judgment about teaching materials and the contents that were used by particular school, such as Vocational School. The materials were evaluated by the materials evaluators used the guidelines proposed by the government. Materials evaluation aspects include the appropriateness of content, presentation, language and lay-out of developed materials.

d. Developing Reading material by using Quizizz application for Computer and Network Engineering major students

To develop reading materials by using Quizizz application, teacher should develop reading material first by fill up the criteria to become a good material. To accomplish the criterias, the reading materials will be presented with scientific approach.

After determine the approach, researcher will develop reading materials based on syllabus and then develop the indicators with the appropriate topic that suitable for Computer and Network Engineering major that under the genre descriptive. Then, the researcher will arrange the activity based on the scientific approach steps (in the lesson plan). After finish in developing reading materials, the materials will be uploaded into Quizizz application step by step based on the activities in lesson plan.

The material will be uploaded in two kinds of features, namely presentation and multiple choices. The presentation used for presenting the material about Descriptive text. Then multiple choices will be used for students' test in reading Descriptive text. According to Endang in Desman (2012:25), the test was a research data collection method to measure a person's ability. Tests can be used to measure the ability to have a right or wrong answer. Correct answer will get a score and wrong answer will not get a score.

III. RESEARCH METHODOLOGY

This research used Research and Development (R&D) because the main objective was to design Reading materials for Computer and Networking Engineering students. According to Borg & Gall (2003) R&D was a process used to develop and validate educational products (materials, objects, teaching methods, and media). The data of this study were the existing English reading materials, the result of interview analysis, and the result of students' need analysis questionnaire of the grade X students of Computer and Network Engineering Program, especially in descriptive genre. The sources of the data were the textbook used by the students at SMK Negeri 1 Galang, the English teacher, and one class of grade ten at SMK Negeri 1 Galang, the class was X TKJ A that consisted of 21 students.

The data of this study were collected by using documents, questionnaires, and interview sheet and transcription. The techniques used to collect the data were observation, recording the interview, and distributing questionnaires. The data of need analysis questionnaires were analyzed using frequencies and percentages. The

highest percentages of the answers of each question were considered representing the students' need.

There are six process in developing the reading materials and media, namely gathering data and information, need analysis, designing materials, validating by the experts, revising, and final product.

IV. FINDINGS AND DISCUSSION

a. Findings

1. Gathering Data and Information

The need analysis was conducted on May 22nd, 2021 at SMK Negeri 1 Galang. The respondents of the need analysis questionnaires were the students of Computer and Network Engineering major grade X at SMK Negeri 1 Galang. The need analysis questionnaires were distributed to 21 students of X TKJ A.

2. Data Analysis Result

In this study, the data were collected by using document, questionnaire, and interview. The results collected through the instruments are as follows:

a. Existing Materials Analysis

The students of Computer and Network Engineering major used the English textbook entitled "Bahasa Inggris" for Grade X. The book was published by "Kementrian Pendidikan dan Kebudayaan Republik Indonesia 2017". The researcher identified that there were no particular English textbook given to the students of Computer and Network Engineering major grade X. The descriptive text materials

that exist in the textbook were in Chapter 4 entitled “Tanjung Puting National Park” on page 53, “Taj Mahal” on page 58 and in Chapter 5 entitled “Visiting Niagara Falls” on page 72. The researcher identified these texts were not relevance to their major and not covered their needs as students of Computer and Network Engineering major.

b. Questionnaire Analysis

The questionnaire was distributed to 21 students grade X of Computer and Network engineering. The questionnaire was developed based on theory of Hutchinson and Waters (1986). In doing need analysis, there were three categories of questions namely necessities, lacks and wants. The three categories were presented in 20 questions, namely question number 1-7 about necessities, the questions number 8-13 about lacks and the questions number 14-20 about wants.

1) Necessities

Table 4 1 Factors influenced reading skill

Question	Answer	Percentage
What is the most influential factor to improve your reading ability	an interesting Student Worksheet	19% / 4 responses
	the use of media during the learning process in the classroom	47.6% / 10 responses
	the explanation of the material by the teacher in front of the class	33.3% / 7 responses
	The cool and clean classroom condition	0%
	Others.....	0%

Table 4 2 The difficulties using English

Question	Answer	Percentage
----------	--------	------------

I find it difficult to use English because	lack of vocabulary (vocabulary)	14.3 % / 3 responses
	do not understand the correct grammar (grammar)	66.7 % / 14 responses
	do not understand the correct pronunciation	19 % / 4 responses
	other	0%

2) Lacks

Table 4 3 The text given by the teacher

Question	Answer	Percentage
Have you ever given English text that related to your major, Computer and Network Engineering such as description about computer or network?	Never	42.9 % / 9 responses
	Ever	38.1% / 8 responses
	Often	19% / 4 responses

3) Wants

Table 4 4 The activity that can improve vocabulary

Question	Answer	Percentage
In learning reading descriptive text to improve vocabulary, I prefer use activity such as	Watching video	9.5 % / 2 responses
	Identifying new vocabulary from text and then search for the meaning in dictionary	47.6 % / 10 responses
	Defining vocabulary using my own comprehension	14.3 % / 3 responses
	Match vocabulary to the meaning provided	28.6 % / 6 responses
	Others.....	0%

Table 4 5 The use of digital media

Question	Answer	Percentage
In learning reading descriptive text, I want digital media that is interesting, easy to use, and easy to understand.	Disagree	4.8 % / 1 response
	Agree	95.2 % / 20 responses

Based on the questionnaire distributed to the students, there were 47.6% or 10 students who said that the use of media in the learning process is become the influential factor in improving the students' reading ability. Then, there were 66.7% or 14 students who said that they have difficulties in using English because they do not understand the correct grammar in English. Then, there were 42.9 5 or 9 students who said that they never given English text related to Computer and Network Engineering such as description abut computer or network while actually they need it. They also prefer identifying new vocabulary form text and then search for the meaning in dictionary in improving their vocabulary. They also wanted the display of application is colorful, easy to use, and display suitable with the material being studied.

c. Interview Analysis

Based on the result of interviewing, the teacher stated that one of students' difficulties in comprehending English text is lack of vocabulary and lazy. It was because the text is too general for them. The students were lazy to learn English text because the texts have no relation to their major. The teacher also pointed out that descriptive text related to the students Computer and Network Engineering major needed to support their learning and job in the future. The texts that were related to

their major will encourage them to know more about their major in English especially about the device of computer. Based on that reason, the English teacher stated that it is necessary to develop descriptive text material that related to the students of Computer and Network Engineering major. Besides the reading material, the English teacher also stated that the use of e-learning media is necessary to support learning process, especially in this pandemic era. So far, the teacher usually used media based on paper and used Whatsapp since the online learning began.

3. Designing Materials and Media

After the result of need analysis is identified, the researcher designed the course grid and lesson plan. The researcher designed the course grid of descriptive text and it consists of two chapters. The first chapter entitled “Describing Computer” and the second chapter entitled “Advanced Technology”. The course grid consists of some elements such as core competence, basic competence, unit/title, topic, indicators, input, social functions, text structure, language focus and activities. The activities were designed based on Scientific Approach in Curriculum 2013 that consists of Observing, Questioning, Exploring, Associating, and Communicating.

In designing the reading materials, the researcher selected descriptive text topic related to Computer and Network Engineering major in the internet and book and also based on the result of the need analysis. The texts were Microsoft Wireless Mobile Mouse 4000 Mac, Epson Printer L3110, Asus RT-N14UHP High Power Wireless Router, Monitor LED Samsung, and HP Pavilion Laptop 14-dv0068TX. After designing materials were completed, the researcher uploads the materials based on

scientific approach into Quizizz. This platform allowed the user to sign up as the teacher and the students. The teacher and the student could create a Quizizz account to make the learning process run well and easily known by name of users.

4. Validating by Expert

The expert judgment was the next step after the researcher developed the new reading materials. The first expert was a lecturer of English Education Department of State University of Medan, Dr. Masitowarni Siregar, M.Ed. After calculating the result of first expert, the mean score gotten was 3.56. It was categorized as “Very Good” as its positions is in the interval $3.25 < x < 4$. The second expert was an English teacher of SMK Negeri 1 Galang, Rahmayani S.Pd. After calculating the result of second expert, the mean score gotten was 3.66. It was categorized as “Very Good” as its positions is in the interval $3.25 < x < 4$. Thus, the developed reading materials were valid and appropriate to used as learning materials for grade tenth students of computer and network engineering major.

Finally, the mean score from both of expert is 3.61. It could be conclude that the developed reading materials is categorized as “Very Good” as its positions is in the interval $3.25 < x < 4$.

5. Revising Materials

Based on the result of experts’ validations, the developed reading materials were appropriate. As suggested by the English lecturer, the reading materials should construct more the text related to the computer. The first expert also suggested that the layout should be more eye-catching. As suggested by the English teacher, the lesson

plan of learning activities should provided learning objective and the assessment aspect.

6. Final Product

The researcher revised the product based on the expert's suggestions and review of the first draft of reading materials. After that, the developed reading materials were done. The final product consists of two units, entitled "Describing Computer" and "Advanced Technology". The materials were developed based on scientific approach. Final products will be uploaded into the Quizizz.com.

B. DISCUSSION

Based on the need analysis, it was found that the existing materials in the textbook were not appropriate to the students' need as the students of computer and network engineering major. The reading materials should be suitable and relevant to the students' need. Students also need media in learning reading materials besides the print textbook. Students needed to use interest, easy to use, interactive digital media to make them interest to study. In this study, Quizizz was used as digital media for delivering the developed materials to the students and facilitating the students in learning reading English especially during online learning. Meanwhile from Siti Reski (2018) it was found that the Quizizz application can improve the students reading comprehension skill. It was stated that the objective of the research was to find out the students' independent level reading ability to used Quizizz application. Moreover, the researcher used the Quizizz application in order to measure and investigate the effectiveness of the application in students' reading comprehension.

Furthermore, the research from N.W.I Priyanti (2019) used Quizizz as mobile learning context in order to investigate the effect of the application towards the eleventh grade students. It was found that students had a better reading comprehension achievement with Quizizz than the students who were treated through conventional reading strategy. Therefore, this research was different with the previous studies which was only investigating the students' perception about Quizizz and evaluating the use of Quizizz in improving the students' reading skill without understanding the students' need in English learning process especially for reading materials and do not make the Quizizz as the media for facilitates the students learning process.

Since the material found inappropriate to the students of Computer and Network Engineering major, so the reading materials were developed. The materials were designed in order to bring into line the students' needs. First, the syllabus, lesson plan and textbook used by the students were analyzed. After that, the researcher distributed questionnaire and interviewed the teacher to gather data and information. Then, the researcher designed the course grid and lesson plan.

In developing materials, the researcher designed the course grid. Course grid used for compiling and managing what to learn related to core competencies to be achieved. In this research, the name of course was English and the skill developed was reading for grade tenth students of computer and network engineering major. The course grid consists of several components namely core competence, basic competence, topic unit, indicators, input, social functions, text structure, language

focus and activities. Language focus consisted of two components namely vocabulary and grammar.

After designing the course grid, the lesson plan was also designed to describe the procedures and organization of learning activity to achieve the core and basic competences. In the new revision of lesson plan in Curriculum 2013, there were three components of lesson plan namely learning objectives, learning steps and learning assessment.

Regarding the problem and the findings of data analysis, the researcher developed two topics which are suitable to the students of Computer and Network Engineering major, namely: “*Unit 1 Describing Computer*” and “*Unit 2 Advanced Technology*”. The developed materials are appropriate to the students’ interest since it is based on their need analysis. The developed materials help the students comprehend the text to improve their reading skill because the materials that they learn based on their major.

The reading material was started with the learning objectives. The learning objectives described the learning outcomes that were expected to be owned by the students after having the learning about descriptive materials related to computer and network engineering. After that, the learning objectives followed by a note that explain the learning objectives further. The note aimed to give explanation about what was going to be learned in the chapter. Then, the developed reading materials were designed based on the five stages of Scientific Approach, namely observing, questioning, experimenting, associating, and communicating. The first activity was

observing. In observing, it covered the activity to introduce the learning materials to be learned. The observation covered the number of task that gave the students opportunity to recognize with the vocabulary and language features that were going to learn by reading, listening, and observing the pictures. The second activity was questioning. In questioning, the activities were aimed to build the students' critical thinking. It was provide the task in order to add some information and raise some questions about the object being observed. The third activity was exploring. In exploring, it covered a number of tasks to find and collect necessary information and also stimulating students to gain much information of what they have observed. The forth activity was associating. In associating, it covered number of task relates to ability in analyzing and associating the information occurred within the group or individually. The last activity was communicating. In communicating, it contained the activity to conclude the facts that have been observed and experimented. It was contain number of tasks to build the students' reading skills and convey the information that has been learned about conceptual understanding or conclusion in the form of oral or written chart, diagram, picture or text.

Furthermore, the researcher designed media Quizizz to facilitate the students in English learning process and help the teacher in delivering the materials especially during online learning effectively. The media was done by creating an account for teacher, creating a presentation and quiz based on scientific approach, creating a live quiz, and sharing the code to the students so that the students can join the presentation on Quizizz. In addition, Quizizz gives the students opportunity to be active during the

online learning process. The use of digital platform such as Quizizz facilitates the students to be involved in using technology effectively.

The result of this study provided the evidence that there must be a link in the materials. The findings support the result of Nuttal (1996) that there were three primary criteria of choosing reading materials or textbook, namely context suitability, readability, and exploitability. The first was context suitability, which means that the reading materials should arouse the students' interest, inspire them, and be relevant to their needs. Therefore, the reading materials have to contain of variety reading text from multiple sources to arouse students' interest and desire to read. The second was readability. It was believed that reading materials should be based on the proficiency of students. The last was exploitability which means reading materials should be able to develop the students' abilities. At that point, through there materials, the needs of students could be satisfied.

The researcher also developed media to enhance their motivation in learning. In developing media, the researcher uploaded the materials and activities based on scientific approach. The use of digital media facilitated the students to be involved in using technology and help the teachers in delivering the materials during online learning effectively. As in the result of need analysis, the students needed a technology media based which interested, easy to use and also easy to understand. It was agree with Kamaludin (2009) which points out that media were facilities, resources or tools that people use to generate message or information. The media was a facility and should be fully utilized to develop the students' learning motivation. It

included the students' attention, thoughts, and feeling in the learning activities related to learning objectives to be achieved.

V. CONCLUSION AND SUGGESTION

A. Conclusion

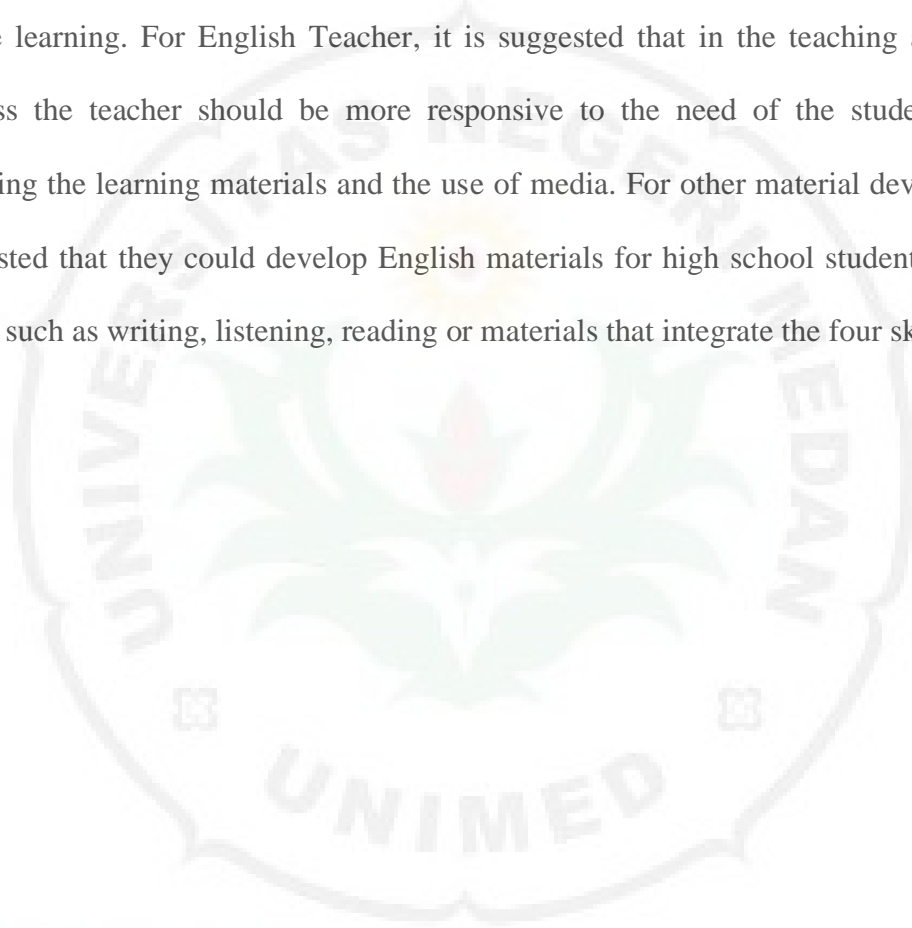
After analyzing the data, the conclusions were drawn as the following:

The reading materials were developed by adjusting the materials based on basic competences and the students' need. The need analysis was conducted on May 22nd 2021 at SMK Negeri 1 Galang. The need analysis questionnaires were distributed to 21 students of X TKJ A. After that, a course grid was designed based on the 2013 curriculum syllabus and students' need. Then, the new reading materials were developed. Then, the developed reading materials were validated by two experts which were the average scores 3.56 and 3.66. It could be concluded that the reading materials were valid and appropriate to be used for grade tenth students of SMK Negeri 1 Galang. After the developed reading materials were validated, the reading materials could be accessed by the students on Quizizz.com. In Quizizz, there were several features used in presenting the materials such as slide of material, multiple choice, fill in the blank, essay, pictures and etc.

B. Suggestions

For students, it is suggested that the newly developed reading materials should be used by the English teacher to encourage students of Computer and Network engineering major to learn English related to their major in learning reading materials. it is important to built students' reading skill on understanding the technical terms related to computer

because it will enable the students to be qualified for any job that requires workers to be able and capable of using English for the future.. Students are also expected to master the use of digital platform such as Quizizz in order to facilitate their learning process during online learning. For English Teacher, it is suggested that in the teaching and learning process the teacher should be more responsive to the need of the students such as choosing the learning materials and the use of media. For other material developers, it is suggested that they could develop English materials for high school students with other skills, such as writing, listening, reading or materials that integrate the four skills.



THE
Character Building
UNIVERSITY

REFERENCES

- Adrianto, Desman. (2013). *Kemampuan Menulis Karangan Narasi Siswa Kelas VII Sekolah Menengah Pertama Negeri 2 Tanjungpinang Tahun Ajaran 2012/2013*. Tanjungpinang. Universitas Maritim Raja Ali Haji.
- Aniqotunnisa, Siti (2013). *Pengembangan Media Pembelajaran Kuis Interaktif Nahwu Berbasis Macromedia Flash 8 sebagai Sumber Belajar Mandiri di Madrasah Tsanawiyah Ibnul Qoyim Putra Kelas VIII(Thesis)*. Yogyakarta: UIN Kalijaga Yogyakarta.
- Arsyad, Azhar. 2009. *Media Pembelajaran*. Jakarta: Rajawali Pers.
- Bal, Samet (2018). *Using Quizizz.com To Enhance Pre-Intermediate Students' Vocabulary Knowledge*. *Journal. Turkey*. International Journal of Language Academy. Vol. 6, 10.18033.
- Borg, W.R., & Gall, M.D.(1983).*Educational Research: An Introduction, 4th Edition*. New York: Longman
- Gerot,(1995), p.208. *Improving Students' Reading Comprehension on Descriptive Text Through CSR (Collaborative Strategic Reading)*. Program Studi Pendidikan Bahasa Inggris FKIP Untan, Pontianak.
- Hutchinson, T. & Water, A. (1987).*English for Specific Purposes*.Cambridge: Cambridge University Press.
- Kamaludin. (2009). *The Use of Media in Teaching and Learning*. (Online) (http://www.authorstream.com/Presentation/kamal_bali1-133642-usemediateaching-learnin-instruction-definition-consideration-advantagetypes-learningeducation-ppt-powerpoint/)
- Kementerian Pendidikan dan Kebudayaan. (2016). *Peraturan Menteri Pendidikan dan Kebudayaan Nomor 24 tahun 2016 tentang Standar Proses Pendidikan Dasar danMenengah*. Jakarta: Kemdikbud.
- Medvedovska, D., Yulia, S., & Tamara, T. (2016). *Integrating online educational applications in the classrom*. European Humanities Studies journal. Vol. 4. 145-156.
- Nunan, D. (2003). *Practical English Language Teaching*. New York : McGrawHill.

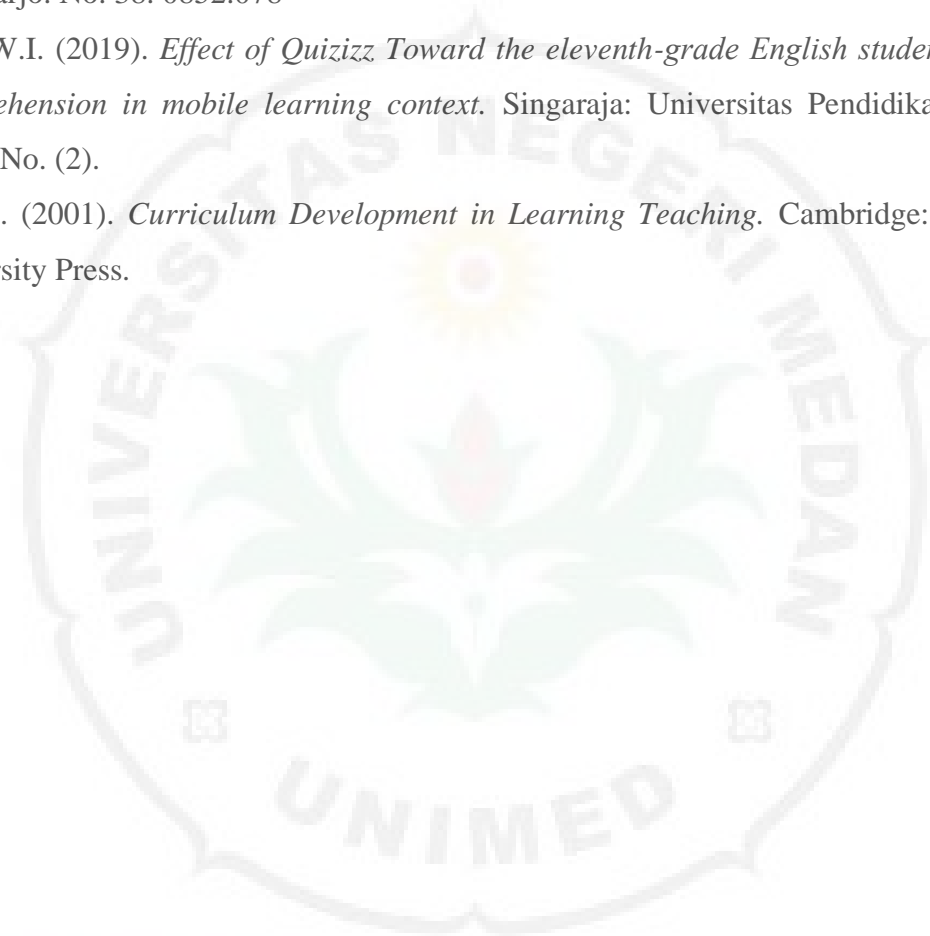
Nuttal. (1996). *Study Provide: Findings*. Colombia: Moduct Publisher.

Pardiyono, (2007). *Teaching Genre Based Writing*. Yogyakarta Penerbit ANDI.

Pratiwi, Unun. (2015). *Kemampuan Membaca Bahasa Inggris*. Universitas Bangun Nusantara Sukoharjo. No. 38. 0852.078

Priyanti, N.W.I. (2019). *Effect of Quizizz Toward the eleventh-grade English students' reading comprehension in mobile learning context*. Singaraja: Universitas Pendidikan Ganesha. Vol. 2 No. (2).

Richard, J.C. (2001). *Curriculum Development in Learning Teaching*. Cambridge: Cambridge University Press.



THE
Character Building
UNIVERSITY