



DEVELOPING LEARNING MEDIUM FOR THE LISTENING (HÖREN A2) LECTURE IN THE THEME “ARBEITSWELTEN”

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Abstract--The aim of this study is to create a learning medium for the listening (Hören A2) lecture in the theme “Arbeitswelten” with the software *Articulate Storyline 3*. This research is a development research, using the Richey und Klein model. They are 1) planning, 2) production, and 3) evaluation. The data of the research are the words, sentences, phrases, images, audio and video with the theme “Arbeitswelten”. The sources of data for this research are book such as Studio Express A2 Unit 21 and the Internet. This research is carried out in the foreign language laboratory of the Faculty of Language and Art at the Medan State University. The result of this research is a learning medium for the listening (Hören A2) in the theme “Arbeitswelten” to improve students listening skills. This learning media can be used online and offline on laptop and smartphone.

Keywords: *Learning medium, Hören A2, Arbeitswelten*

INTRODUCTION

When learning languages, there are four language skills that students must master. These four skills are the listening skills, the reading skills, the writing skills, and the speaking skills. Hearing supports the other three skills. Hearing ability is very important because this ability can be conveyed by people or the media. Good hearing is necessary to get the right information. This skill relates to hearing. Tarigan (in Daeng 2010: 16) defines “Hearing is a process of listening to oral symbols with full attention, understanding, appreciation and interpretation in order to obtain information, grasp content or messages, and understand the meaning of communication made by the speaker, the written language or the spoken language is provided”.

Listening is a difficult skill. There are still many students who have difficulty with listening skills. Based on the questionnaire given to fourth semester students in class A 2019 majoring in Germany from January 24 to 25, 2021. The questions contained in the questionnaire concern students' difficulties in mastering listening skills and learning media that support students' listening skills.

Based on the results of the questionnaire, the difficulties faced by students with listening skills lie in pronunciation that is too fast, audio is not clear, vocabulary is not good and interactive learning media is less supportive. The results of the questionnaire also show that, according to students, interactive learning media can improve listening skills by making audio and video subtitles and not monotonous. From the questionnaire it can be concluded that there are several main problems. The pronunciation is too fast and most of the time, the audio used when learning German is too fast. Another problem is poor vocabulary comprehension. The students don't have much vocabulary yet so they don't understand well what they hear. Interactive audiovisual learning media is also still lacking. Therefore, it is important to create learning media for listening skills. Learning media that greatly improves listening skills is audiovisual media. Audiovisual media improve students' hearing ability by using audio and visualization to better understand the material.

The Studio Express A2 book covers 12 topics for level A2. This study uses a topic based on the results of a questionnaire. The questionnaire was filled out by third semester students of class A majoring in Germany. Based on the results of the questionnaire, most of the students chose the



topic *Arbeitswelten*. This topic is one of the topics discussed in the Studio Express A2 book. This book is used as teaching material for the German Language Study program at the State University of Medan.

In this study, the author will use Articulate Storyline 3 software to create audiovisual learning media. Articulate Storyline 3 software has the latest specifications from Articulate Storyline 1 & 2 software. Articulate Storyline 3 software creates learning media consisting of text, images, sounds, videos and practice questions that make the learning process more interesting. The source of the text material used is the Studio Express A2 book with the theme *Arbeitswelten*.

The material used to create learning media with Articulate Storyline 3 software is material from the German Studio Express A2 book. The material discussed in this learning material is the topic *Arbeitswelten*. In the Studio Express A2 book the topic *Arbeitswelten* can be found in unit 21. This topic is studied in the third semester. In this unit students learn to understand job descriptions, there are 4 guiding points: (1) *Berufe*, (2) *Arbeit suchen und finden*, (3) *Berufswünsche*, (4) *Höflichkeit am Arbeitsplatz*. This topic explains the types of jobs, how to find and find a job, and how to write a resume.

Based on this background, this research was conducted in order to create learning media that can improve listening skills for the Listening (*Hören A2*) lectures. The author conducted a study entitled "Developing Learning Medium For The Listening (*Hören A2*) Lecture In The Theme *Arbeitswelten*"

LITERATURE REVIEW

The Concept of the Development

Budiyono (2017: 8) explains that Research & Development (R&D) is a research method by which a product is made and tested for effectiveness. In the study of educational creation, focus on design models, design of teaching materials, products such as learning media and processes. The purpose of development studies is to produce research products that can effectively improve the quality of education and learning.

The Development Model

Borg and Gall (1983) in Pujianto (2010:276) define development investigation as the process of developing and validating educational products or learning media. The creation model contains several theories that make learning media in accordance with the expert development model. The theory used in this research is Richey and Klein's theory. Richey and Klein's theory claims that the build model has three phases including 1) planning phase, 2) production phase, 3) evaluation phase.

The Concept of the Learning Mediums

Arsyad (2017: 3) defines "Media is a graphic photography tool or electronic acquisition, processing and reconstruction of visual or verbal information". Briggs (Ramli 2017: 1) defines "Media are all physical tools that can present messages and inspire students to learn, such as books, films, tapes and others". Based on the opinions of experts, it can be concluded that learning media are everything that can be used to convey messages from recipients to recipients in order to stimulate thoughts, feelings, and thoughts optimally.

The Concept of Articulate Storyline 3

Articulate Storyline 3 publications are available in the form of web-based media (HTML5) or applications that can be accessed on various devices such as laptops, PCs, tablets, smartphones. Articulate Storyline software is e-learning software that contributes to interactive learning. The software can plan storyline projects, create presentations with all the different tools and elements, work with different media such as audio and video, use the storyline quiz feature,



and then publish the created project.

There are several advantages of this software, namely: 1) Fast and easy development, 2) There are animated characters, 3) Can be used with laptops and Android, 4) Can create interactive audiovisual media, 5) Can create practice questions without importing files from outside.

There are several drawbacks of this software. They are: 1) Beginners must understand the concept of Microsoft Powerpoint before creating media with Articulate software, 2) Difficult software to create learning media for beginners

The Listening (*Hören A2*) Lecture

Language skills are skills that must be possessed. Language skills consist of four aspects, namely listening, speaking, writing, and reading. Listening (*Hören A2*) lecture is a subject that is studied in the third to fourth semester. This subject aims to train students' listening skills. Listening comprehension is the ability to hear and understand what is heard. Audio and visual learning media are used to help students improve their listening skills.

The following are indicators of competency level A2 on listening comprehension: a) Understanding enough to be able to meet concrete needs, as long as someone speaks clearly and slowly, b) Can understand phrases and words when it comes to things that are very urgent, important (For example, very basic information about people, family, shopping, work, surroundings), as long as people speak clearly and slowly. Generally able to recognize the topic of conversation in front of him when spoken slowly and clearly, c) Can understand important things from short, clear and simple announcements and messages, d) Can use simple explanations, understand how to get to a certain place on foot or by public transport, e) Can extract important information from short, slow and clearly spoken voice recordings about predictable everyday matters.

Studio Express A2 Book

The Studio Express A2 book is a book by Herman Funkk and Christina Kuhn published by Cornelsen in 2017. The Studio Express A2 book has twelve subjects as teaching materials at the A2 level. This book is used in semesters three to four as teaching materials for German subjects at the State University of Medan.

Theme *Arbeitswelten*

Arbeitswelten is one of the topics in the Studio Express A2 book. In the Studio Express book A2, the topic *Arbeitswelten* can be found in unit 21. This topic is studied in the third to fourth semesters. In this unit students learn to understand job descriptions, there are 4 guiding points: (1) *Berufswünsche*, (2) *Stellenanzeigen*, (3) *Lebenslauf*, (4) *Höflichkeit am Arbeitsplatz*. The subject of this research is Studio Express A2 based on: 1) *Berufe: Ausbildung, Umschulung*, 2) *Arbeit suchen und finden*, 3) *Berufswünsche: Eigentlich wollte ich Ärztin werden*, 4) *Höflichkeit am Arbeitsplatz: Der Ton Macht die Musik*, 5) *Übungen*.

The source of the text material used is the Studio Express A2 book with the theme *Arbeitswelten*. There is the use of images and videos with animation. With voiceover, you can use the website's text-to-speech speaker, which you can customize to your liking.

Conceptual Basis

Based on the results of the questionnaire, the difficulties faced by students with listening skills can be seen in pronunciation that is too fast, audio is not clear, vocabulary is not good and interactive learning media is less supportive. Articulate Storyline 3 software is used to create learning media consisting of text, images, sound, video and also exercises that make the learning process more interesting. The source of the text material used is the Studio Express A2 book about the work environment. There is the use of images and videos with animation. This software is



also used to create games and quizzes. This media requires interactive audiovisual learning media to improve students listening skills. The creation model used in this research is Richey and Klein. This theory consists of three phases, namely: (1) planning phase, (2) productin phase and (3) evaluation phase.

RESEARCH METHOD

This research is development research. In this research, Articulate Storyline 3 software was used to create listening skills learning media. This research uses the theory of Richey and Klein. This theory consists of three phases, namely: 1) planning phase, (2) productin phase and (3) evaluation phase. This research uses a descriptive-qualitative method.

The data in this research are in the form of text, images, sounds, videos and also practice questions that make the learning process more interesting. The source of the text material used is Studio Express A2's book on *Arbeitswelten*. The data source of this research is the Studio Express A2 book with the material *Arbeitswelten* and the internet. This research was conducted in a foreign language laboratory at the Faculty of Languages and Arts.

This research uses the theory of Richey and Klein. There are three steps to this theory. These include: 1) planning phase, 2) production phase, and 3) evaluation phase. The planning phase is the first phase of this development model. In this phase, problems are identified and information is collected about the difficulties often experienced by students with listening skills in the Listening (Hören A2) lecture. There are three in this research, they received a survey in German majors in the third semester of Class A 2019. In this survey there were questions about difficulties that were often encountered in listening skills. Based on the results of the outstanding questionnaires, it causes difficulties that are often encountered in students' listening skills, pronunciation speed, lack of vocabulary understanding and lack of interactive audiovisual learning media. At the production phase, all facilities and materials are prepared for the manufacture of learning media with these materials. The material used in this research is *Arbeitswelten* from the Studio Express A2 book and the internet. The material *Arbeitswelten* is in Unit 21. In this research, Articulate Storyline 3 software was used to create learning media to improve students' listening skills. At the evaluation phase, the resulting product is tested and assessed in relation to the use of the media and its improvement. In this research, material and media validation was carried out by material and media experts.

FINDINGS AND DISCUSSION

The result of the creation of a learning medium for the Listening (Hören A2) lecture with the theme *Arbeitswelten* explained. The design of the learning medium is interesting and diverse. The learning medium includes means of speech, for example, sounds, images, dialogue about *Berufe, Arbeit suchen und finden, Berufswünsche* and *Höflichkeit am Arbeitsplatz*.

The exercises consist for listening are *Right or Wrong, Multiple Choice Fragen, Fill-in-the Blank, Word Bank, Ranking Drag and Drop, Rangking Drop-down, Rangking Drag and Drop, und Drag and Drop*. This learning medium can help students improve their listening skills. With this learning medium, students can learn for themselves and also answer the task itself. During exercises, students receive if the answer is correct. The result of this research is also a learning medium that is shared with a CD and the Articulate Mobile Player application (offline) and via a link (online)

Discussion

The result of this research is a learning medium Listening (*Hören A2*) lecture with the theme *Arbeitswelten* using the software Articulate Storyline 3, which can be accessed offline and online by everyone. This learning medium can be used to improve listening skills in German language learning.



The research used Richey and Klein's theory. This theory consists of three phases, namely: 1) the planning phase; 2) manufacturing phase; and 3) the evaluation stage. The data in this research is text, image, sound, video material related to the theme *Arbeitswelten*. In the planning phase is the stage of identifying problems and gathering information about the difficulties that students often experience in listening skills in Listening (*Hören A2*) lecture. In this research conducted an online survey to third semester students in class A 2019. In this survey there are questions about the difficulties that are often encountered in listening skills. Based on the results of the questionnaire that the difficulties that often occur in the skill of listening to students are the speed of pronunciation, lack of understanding of vocabulary and still lack of audiovisual interactive learning media.

At the production phase the author collects material and exercises for the learning medium. The material used in the research was *Arbeitswelten* material from Studio Express A2's book and the internet. The material *Arbeitswelten* is in Unit 21. The concept of learning media was also created at this stage. An attractive look, attractive images, an interesting mix of colors and the type of practice used in this learning medium should also be interesting. In this research used Articulate Storyline 3 software to create learning media. For creating writer media backgrounds using other applications such as Microsoft Powerpoint. At this phase of production the author found some difficulties in creating learning media with Articulate Storyline 3 software. The first difficulty on the author should be very careful to set the trigger on each slide/button as it determines which ads to play next. The second difficulty is the publishing process. Publishing media that has taken a long time.

At this evaluation phase the material, exercises and interactive learning media are validated by experts. Materials and exercises will be tested and assessed by material and media experts produced using Articulate Storyline 3 Software will be tested and assessed by media experts. Based on the evaluation it was concluded that the creation of learning media with the help of Articulate Storyline 3 on the theme *Arbeitswelten* is very good. Therefore, this learning medium can be used by students when learning German to improve students listening skills. This learning medium can also help students to

CONCLUSION

According to the results of the research, the conclusions are as follows:

1. In the process of creating a learning medium for the Listening (*Hören A2*) lecture with the theme *Arbeitswelten* using the software Articulate Storyline 3, the steps of the model of Richey and Klein are explained. They are: In the first phase, conducting a survey with students about their difficulties in mastering listening skills and learning medium that support students' listening skills. In the second phase, materials and practice questions are collected and then the learning medium is created with the help of Articulate Storyline 3 with the theme of *Arbeitswelten*. In the third phase, the learning medium is validated by experts with the help of Articulate Storyline 3 with the theme of *Arbeitswelten*.
2. The result of creating a learning medium for the Listening (*Hören A2*) lecture with the theme of *Arbeitswelten* with the help of Articulate Storyline 3: The interactive learning medium consists of going out the materials and exercises. This interactive learning medium includes means of speech, examples, audio, images, and dialogues about *Berufe, Arbeit suchen und finden, Berufswünsche, Höflichkeit am Arbeitsplatz and Übungen*.

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