

DEVELOPMENT OF SPEAKING SKILLS LEARNING MEDIA USING ZEPETO APPLICATION FOR GRADE 8 STUDENTS IN MTSN 2 SOLOK

Arum Hibatullah*, Meliza Budiarti
UIN Imam Bonjol Padang, Indonesia

*arumhibatullah01@gmail.com

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ABSTRACT

In the face of rapid change, educators will introduce 21st century skills to prepare students for a future that combines technology for learning media. Digital learning media is media that integrates text, sound effects, music through the help of technology such as videos uploaded on various social media. Learning media are devices, tools and materials used by teachers to improve the teaching and learning process, shorten the duration of learning, clarify meaning, and train students' skills to understand learning. Theresearch method in this development, used is 4D, which consists of Define, Design, Develop, and Disseminate.

Keywords: Learning Media Development, Zepeto Application, Speaking Skills.

INTRODUCTION

The development of the 21st century or better known as the rapid development of technology in terms of Society 4.0 becomes Society 5.0 which means a situation where society is very dependent on the internet. The use of technology in (Syahputra, 2018)Arabic language learning, especially in schools, is still not passive. And with the evolving times that in the technological and digital era(Arrumaisya & Sulaeman, 2023). Therefore, teachers must present technology-based Arabic teaching materials, especially in teaching speaking skills.

With technology as a collection of means and also the management of education led by teachers, which is a tool to achieve educational goals, educational technology is a complex integrated process that includes individuals (workers), methods, tools, and organizations that are followed in analyzing problems, designing appropriate solutions for them, implementingthem, evaluating and managing them, in situations where education aims, directional, and controllable(Arif, 2012). Basedon the previous definition which states that "Educationtechnology is the theory, practice, design, development, use and management of processes and resources in the framework of learning".

Currently the existence of learning media is very important to support the success of education and the quality of education, thus learning media are devices, tools, and materials used by teachers to improve the teaching and learning process, become its duration, clarify meaning, explain ideas, and train students in skills. (Spiritual, 2020) The use of learning media in the process of learning activities can load students with new interests or attention, and generate learning motivation, and these things have an impact on student psychics. Not only that, the use of learning media can also increase children's understanding of lessons.

Learning media has a high potential in the process of learning activities that can attract students' attention, especially visual and audio materials in the form of video because the video can provide facilities or information about learning activities. This method is one alternative for teachers to deliver educational material in an audio-visual way that can be viewed on YouTube. One of the educational technologies that language teachers must have (Utami & Zanah, 2021) is adequacy in using educational media, because education in modern times is not the same as in ancient times.

Most of the platforms are provided by the Metaverse in the form of avatars (the basic core of the Metaverse) that are governed using artificial intelligence (*human-like modifications*). (Kye et al., 2021) So with the Metaverse, making learning media can easily use the Zepeto platform. It is concluded that Mataverse is a 3D virtual place that connects the real world and the virtual world that can be accessed via the internet in the same time span. (Spiritual, 2020)

Zepeto is an emerging 3D avatar-based interactive service and platform where anyone can create virtual reality, create their own games to enjoy with friends, and engage in a variety of creative experiences. It can be said that Zepeto is a tool used to satisfy players' desires that cannot be easily achieved in the real world, such as clothes, objects, limb shapes, and other things that seem real have been provided. Zepeto can be used as a teacher aid because it is a game application but can also be used to create unique characters as material in videos created as audiovisual learning media. (Princess et al., 2022) (Kye et al., 2021) (Elly Saputri Mustika Sari^{1*}, 2022)

In the Zepeto application many unique characters can be created for animated videos using material (dialogue) that we take from Arabic learning for eighth grade, when students watch, they will not feel that they are learning, because they will think that they are learning, watching animated cartoon videos that they usually watch every day. Therefore, the existence of audio-visual learning media in the form of videos can make students obtain information audio-visual or both, so that unconsciously students feel happy when watching and students can also listen to the meaning of the lesson conveyed in the video. (Salsabil et al., 2022)

Related to the MTSN 2 Solok problem, researchers chose to use the Zepeto application as an educational medium because according to the results of interviews with Arabic teachers the ability to speak is very low at around 35%, especially because most students are not fluent in the Qur'an. And researchers also found that students'

difficulty in understanding textbooks is one of the language learning materials is speaking skills, where speaking skills are included in four skills.

Speaking skills, often referred to as articulation, are productive skills that require the learner or speaking to be able to use sounds accurately and mastery of grammatical formulas and wording systems that help him express what he is saying. After students have successfully mastered the skills of speaking, like and start wanting to speak automatically, this will increase the quality of the students themselves and can be a solution in terms of speaking in MTsN 2 Solok.

Specifically, the objectives of this study are: 1.) To convey needs, develop speaking skills using Zepeto for grade 8 students in MTsn 2 Solok 2.) To describe the design of the method of teaching speaking skills using Zepeto to grade 8 students in MTsN 2 Solok 3.) Developed a method of teaching speaking skills using Zepeto for grade 8 students in MTsN 2 Solok 4.) To describe the product developed to language teachers arab in MTsN 2 Solok.

METHODOLOGY

In this study, researchers used the Research and Development method, which is a research method used to obtain specific results and effective experiments. In this study, the resulting product is in the form of teaching speaking skills using correct and practical applications (Zepeto) so that the quality of education can be improved.

In research and development methods, there are several models. The model used in this study was 4D-based. One of the widely used development research methods is 4D, which consists of Define, Design, Develop, and Disseminate. The research process is 4d-based, research that is developmental is an educational method that helps teachers in the educational process. The educational development procedure is the development of 4d. It consists of definition, design, development and deployment.

1. Definitions

This stage is called needs analysis, in general in this sense the activity in question is development needs, product development needs used and appropriate for product development. At this stage, researchers will analyze the needs needed before designing speaking skills learning media using the Zepeto application. Researchers should identify educational objectives and learning materials in teaching speaking skills to eighth grade in the second semester, and analyze the needs of Arabic teachers and students. The stages of development needs analysis are:

- 1) At this stage, the researcher analyzes the educational goals achieved by students in learning speaking skills. Analysis of 8th semester Arabic books in MTsN from semester 1 speaking skills learning material, aims to find out semester 1 speaking skills learning material, so that researchers can identify dialogue material that can be poured into educational media using the Zepeto application

- 2) Analyze teacher needs through questionnaire dissemination and conducting interviews. aims to determine the needs of teachers in developing means of teaching speaking skills
- 3) Analyze student needs by distributing questionnaires and conducting interviews, to find out students' needs in developing their speaking skills learning using the Zepeto application for class VIII MTs.

2. Design

The steps in this stage are to collect speaking skills material appropriate to the purpose of teaching Arabic for eighth grade and make videos and speeches using the Zepeto application that will be presented to students

3. Development

At this stage, after the researcher agrees on the experts, implementation and expert validation: This step is to find out the attestation of the arbitration expert questionnaire in terms of method, language and material, then proceed to the attestation stage of the method expert and material expert. As for the results of expert certification: from the results of validation using the questionnaire in terms of me, it is useful for researchers to improve the information developed for teaching speaking skills using the Zepeto application. Followed by modifying the product with observations, and additions from experts, researchers can make appropriate suggestions. And the final result which is the last stage to produce the development of speaking skills using Zepeto among students of grade VIII MTsN 2 Solok.

4. Dissemination

At this stage the dissemination there is a test validation (*Validation Testing*) and continued with the packaging in question At this stage the implementation of packaging in production that has been developed by researchers. Then the Diffusion and Adoption stage is carried out.

The source of this research data is teachers and grade VIII students at MTsN 2 Solok. Then book students for eighth grade in MTsN in learning speaking skills. And lecturers to validate experts (me him and the material), produce questionnaires and expert validation. Data collection for development are: documents, interviews and questionnaires. After the data is collected by the method of documents and questionnaires that are distributed to lecturers to determine their feasibility (in terms of them and material), researchers analyze them using descriptive data analysis methods. lecturer validation (in terms of mehe and the material).

Table 1. Validation Level

Level	Aspects	Appreciation	Statement
3	80-100%	Excellent	It can be used without validation
2	50-79%	Good	Media this can be used after validation
1	49-0 %	Bad	This media cannot be used

RESULT AND DISCUSSION

In this section, researchers explain the results of research on the development of speaking skills learning media using Zepeto for grade VIII students at MTsN 2 Solok. The development research method is a 4D model consisting of Define, Design, Development, and Disseminate.

This section consists of definition (define) and is called needs analysis to develop learning media speaking skills (Zepeto) for grade VIII students in MTsN 2 Solok, and design (Design) is me him in Zepeto to teach. speaking skills of grade VIII MTsN 2 Solok students, and media development using Zepeto in learning speaking skills of grade VIII MTsN 2 Solok students. The researcher collected data based on the development goal, which is to describe the development procedure for using Zepeto on the speaking skills of grade VIII MTsN 2 Solok students and their production.

Table 2. Product Process

No	Product Manufacturing Process	Stages
1.	Definition	1) Analysis of student books and learning objectives 2) Analysis of teacher and student needs
2.	Design	1) Download the zepeto app 2) Selection of characters in accordance with the learning theme 3) Appropriate background selector; 4) Create videos from charactersr 5) Upload animated Videos in the Zepeto app
3	Development	1) Validate media and materials 2) Modify media and materials in accordance with the validation results of ahli 3) Final production
4	Disseminate	1) Validate by testing products on students 2) Provide product results to Arabic teachers as a learning medium

The process of planning, developing and making videos is packaged in such a way, so that the zepeto application which is made as an animated video-based learning media can have good quality, both in terms of video appearance, material content and so on.

Furthermore, the data collected by the researcher from the questionnaire was given to the teacher and the results of his needs were presented as follows:

Table 3. Questionnaire Results Addressed to the Needs of Teachers and Students

No	Aspects	Percentage	Interpretation
1.	Teacher Needs	89,3 %	Excellent
2.	Student Needs	79,8%	Excellent

At this stage from the interview presented by the researcher with 2 teachers who are Arabic teachers, it was found that most of the students did not understand the teacher's explanation because the teacher only mentioned the subject of dialogue and the students only listened to the teacher's explanation. The use of this zepeto

application can be used for teaching materials that can make students focus on what they see and hear in the dialogue.

Furthermore, researchers conduct pen i lai n or validation of media experts and material experts which is carried out by providing videos that teach speaking skills for consideration and presentation, and submission of questionnaires of experts and material experts to be evaluated.

Table 4. Assessment from experts Materi and material

No	Aspects	Percentage	Interpretation
1.	Media Quality	90.4 %	Excellent
2.	Material Quality	83 %	Excellent

Researchers presented the results of expert research, this result showed that material validation with a "very good" assessment can be used because it is in the range of 80% to 100% in the validation level criteria. So that the media can help teachers in providing learning material content, make it easier for students to learn the material delivered during learning, facilitate the activity process in terms of flexibility of excellent use. This is reinforced by material expert statements, namely from the accuracy of the material with the syllabus, the suitability of the topic with the material, and the submission of the material.

And for improvements to the product, the final result of the video from the expert assessor provides suggestions, namely the mathematics used in speaking skills are good, but at the beginning of the video, determine the learning objectives to be achieved and convey conclusions at the end of the video about the topics learned in the material in the video according to the learning needs. class needs.

Table 5. Validation Test Results

No	Aspects	Percentage	Interpretation
1	Teacher Validation Test	82,6%	Very Practical
2	Shiva Validation Test	100 %	Very Practical

The results of the questionnaire that have been studied show that it is very practical for learning media and students are also familiar with the zepeto application and they use it only to play games but they do not know that the zepeto application can also be used as learning media material. And according to students, the characters contained in the video are very interesting because there are many characters and do not make you bored with the combination of an interesting storyline with a combination of settings to make the media so colorful

CONCLUSION

This research shows that the zepeto application is almost known by students and teachers as an application for creating learning media. And the results gave a positive response because they thought it was very helpful to understand the lesson about speaking skills and students also felt happy and enthusiastic because the learning was

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not monotonous. And from the results of expert assessment of media and material considered worthy of development. From the results of this assessment, researchers developed this media into a solution to the problem of speaking skills.

This research is still limited and focused on 1 material and Arabic subject, especially in speaking skills, researchers hope that further researchers can improve both in terms of application development as a learning medium or the other side.

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