THE USE OF GABI (INDONESIAN LANGUAGE ANDROID GAMES) AS AN INDONESIAN LANGUAGE LEARNING MEDIUM TO NON NATIVE SPEAKERS

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ABSTRACT

Indonesian language learning to non native speakers (BIPA) in theoretical context in form of texts becomes less effective since it does not stimulate the non native speakers' competence. Besides the interesting and attractive materials in students' textbook, the use of learning media supports the success of meaningful learning. The use of GABI (Indonesian Language Android Games) is an effective solution in teaching Indonesian language to the non native speakers in this industrial era 4.0. The writer used descriptive qualitative research design by describing the use of GABI in Indonesian language to non native speakers' learning process. This research was conducted in Pekalongan University. Five students of University Brunei Darussalam became the samples of the study. The writer used observation and interview sheets as the instruments of the study. Interactive model was used to analyze the data. The result shows that the non native speakers from University Brunei Darussalam loved learning Indonesian language and felt easy to receive the materials using GABI.

Keywords: android game, Indonesian language, media

INTRODUCTION

Learning is a process of communication between teacher, students, and learning materials. The communication will not run well without of any learning media. Pekalongan University has a good cooperation with other countries in the world such as Malaysia and Brunei Darussalam. The proper use of learning media can help the non native learners in Pekalongan University in learning and communicating in Indonesian language well.

According to Iskandarwassid & Sunendar (2008: 270) a good learning material is arranged based on the learners' need. Besides interesting materials in the textbook, the use of learning media also supports a meaningful learning process. Gagne and Briggs (1975) in Arsyad (2016) state that learning media are the tools used to deliver materials consisting of books, slides, videos, pictures, etc.

It is needed interesting and enjoyable media in teaching Indonesian for non native learners so that they can receive the materials easily. Nowadays, smart phone and ipad are used because it is easy to bring everywhere. Besides that, it has game features that are not only used as the entertainment media but also to train the users to have logical thinking. Game can also be used as a medium to transfer knowledge. The most favorite game is android operation based game.

The use of GABI (Indonesian language android game) is an effective solution used to teach non native learners in this industrial era 4.0. GABI is an android application created by a researcher. Teaching Indonesian language to non native learners as a

program has a policy like other general learning. The aspectual BIPA teaching consists of (1) teaching goals, (2) learning outcomes, (3) materials, (4) teaching methods, (5) learning media, (6) learning activities, (7) learning evaluation, (8) learning problems. Those aspects relate to each other.

To create a sufficient BIPA learning, the teacher should pay attention to those aspects. Seen from the learning organization and management, BIPA learning should: (1) motivate the learners to learn, (2) make the learners easy to master Indonesian language. The use of learning media to non native learners such as Indonesian language android game is an important thing to do so that the learners can master the materials easily and fun.

RESEARCH METHOD

The writer used descriptive qualitative research design by describing the use of GABI in teaching Indonesian language to non native learners. Moleong (2007: 6) states that qualitative research is a research done to understand the phenomena faced by the samples such as behavior, perception, motivation, etc holistically and descriptively in form of words in a specific context using specific method. This research was conducted in Pekalongan University by using five students of University Brunei Darussalam as the sample of the study. The writer used observation and interviews as the techniques of collecting the data. The writer analyzed the data using interactive model.

FINDINGS AND DISCUSSION

GABI (Indonesian language android game) is a technology based learning media to learn Indonesian language easily. To use this media, the user should install it first. After installing GABI in the smart phone, there will be GABI menu shown in figure 1. The user should login using password and username. After login, there will be some selected games consist of five categories: (1) menu "Ejaan dan Bahasa Baku"; (2) menu "Penomoran dan EYD"; (3) menu "Kalimat Efektif"; (4) menu "Paragraf"; and (5) menu "Penulisan Sumber Acuan dan daftar pustaka dalam Karya Ilmiah"

Each menu consists of material and quizzes which are wrapped effectively so that the learners will not be bored in learning Indonesian language. The display is colourful and full of interesting animations. The game is done by selecting one of the categories and finishing the game in form of quizzes.

Each category is fulfilled with quiz items in multiple choices and true and false forms. The multiple choice items are given to make the learners easy to answer the questions and not to be bored. After finishing one category, the learners can see the score history whether it was high or low. If the learner stop playing before the game finished, she can continue in the next time. The program will automatically save the previous step.

Based on the observation results, the choice o GABI categories are based on the need and the aims of BIPA learning. The learning outcomes of learning BIPA for University Brunei Darussalam are to achieve the communication needs academically and none academically so that the categories used in the features are only spelling and sentences.

The writer used interview to find out the data of the students' opinions of the use of GABI as the learning media. The questions in the interview sheet are: (1) the students' opinion of the use of GABI as the learning media, (2) the students' difficulties in using GABI, and (3) the reasons why the students faced difficulty in using GABI, (4) the benefits off the use of GABI as the learning media.

The interview shows that the students were very enthusiastic in learning Indonesian language using GABI. They became easier to arrange good sentences. Besides, they can see the materials and do the test. This was proven by the result of interview with student R 1 "I am interested in learning Indonesian language, it was easy to learn, and I was able to do the test because there were animations".

The second and the third questions show the students' difficulties in learning Indonesian language using GABI and the reasons. Based on the result of the interview there were two students that faced difficulties in learning Indonesian language using GABI. R.4 stated that she found difficulty to master the materials in GABI. R.5 answered that she had difficulty id understanding the spelling and pronunciation. Yet, after being guided in using GABI by the lecturer of BIPA, the problems were solved well

The forth question shows the benefits of using GABI. Based on the result of interview, the students were very happy using GABi as the learning media to learn Indonesian language bcause it can improve their communication competence. Besides, GABI makes them possible to learn everywhere and every time because GABI can be accessed easily. R.3 stated that GABI can improve her knowledge, get fast information, can play android game, and can be accessed everywhere. The result of interview shows that all of the non native learners were interested and enjoyed learning Indonesian language using GABI. However, there were some learners that faced difficulties in using GABI so that the lecturer of BIPA should accompany and give more training in using GABI properly**.**

CONCLUSIONS

The choice and use of BIPA learning media should be based on the learners' needs in the industrial era 4.0. The use of GABI is an effective solution in teaching BIPA to non native learners in industrial era 4.0. Based on the result of the study, the non native learners seem happy and can learn Indonesian language easily by using GABI.

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