

Developing X as a Self Learning Medium to Improve Speaking Ability in Using Code Switching (The Research at 2nd Grade Students at SMA N 3 Pematang)

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ABSTRAK

Penelitian ini mengeksplorasi penggunaan X sebagai media pembelajaran mandiri untuk peningkatan keterampilan berbicara melalui teknik alih kode. X adalah platform ideal untuk latihan bahasa dan peralihan kode, dengan fitur tweet singkat dan interaksi waktu nyata. Penelitian ini melibatkan 40 peserta SMA N 3 Pematang yang menggunakan X untuk menonton video materi alih kode di akun X @schidfessbase. Hasilnya menunjukkan peningkatan yang signifikan dalam kemampuan berbicara dan kepercayaan diri dalam alih kode yang menyoroti potensi media sosial sebagai alat pendidikan pelengkap. Penelitian ini menggunakan model 4D (Mendefinisikan, merancang, mengembangkan, menyebarkan) oleh Thiagarajan (1974). Kualitas video pengembangan sangat layak digunakan dengan validasi dari berbagai ahli diantaranya ahli media yang memperoleh nilai rata-rata 82% dengan kategori sangat sesuai, validasi materi dengan rata-rata 84% dengan kategori sangat sesuai dan bahasa validasi dengan rata-rata 81% dengan kategori sesuai.

ABSTRACT

This study explores the use of X as self learning medium for the improvement of speaking skills through the code switching technique. X is an ideal platform for language practice and code switching, with its ephemeral tweeting features and real-time interactions. This study involved 40 participants of SMA N 3 Pematang who used X to watch the video of code switching material on X account @schidfessbase. The results show a significant improvement in speaking ability and confidence in code switching highlighting the potential of social media as a complementary educational tool. This study used 4D (Define, design, development, disseminate) model by Thiagarajan (1974). The quality of the video development is very suitable for use, with validation from a range of experts including media experts who scored an average of 82% with a very suitable category, material validation with an average of 84% with a very suitable category and language validation with an average of 81% with a suitable category.

Key Words: Code Switching, X, Self Learning, Speaking Ability, Social Media

INTRODUCTION

X is one of the most used social media platforms and also one of the most integrated into the lives of the millennial generation and society especially in senior high school of SMA N 3 Pematang. According to Yunita (2019) in Saputri (2022) X is the ultimate platform for attracting features such as establishing relationships and maintaining friendly relationships. It allows users to mention, send direct messages, use hashtags, share images or videos that are currently trending, as well as topics that are currently viral. Language is an absolutely essential element of social communication it's a fact that exchanging languages while giving opinions on social media is now the norm. The emergence of foreign cultural influences has encouraged Indonesian people to embrace the opportunity to learn foreign languages. It would seem that there is a tendency for multilingual speakers to use two languages when communicating. When someone switches from one language to another this is known as code switching. Code switching is the practice of switching between two or more languages during a conversation it plays a crucial role in multilingual communication.

The emergence of foreign cultural influences has given Indonesian people the chance to embrace new languages and cultures. It would be beneficial to be able to speak more than one language, including the national, regional and foreign languages. This could be achieved through bilingualism and

multilingualism. There are several previous studies that are related and have titles that are relevant to this current research to compare the similarities and differences between previous research and current research.

The first study was done bylkhsan et al., (2022) "An Analysis of Code-Switching of Millenial Generation on Englishfess Base Twitter Account" which found that the account used a lot of inter-sentential switching and a little bit of intra-sentential switching, and rarely for tag switching.

The second study was a research conducted by "Internet Salang Usage as Code-Switching in X (Twitter)" the result showed There are several reasons why users prefer internet slang over standard language. These include the desire for fun, habit, secrecy, long stays abroad, and the ability to deliver thoughts in a way that is in line with current trends.

The third research was done by Devikasari et al., (2023) "Code Switching and Code Mixing in Twitter Social Media" showed that Code mixing and code switching are everywhere on social media it's a great way for people to express themselves and show off their linguistic skills. Fourth research was conducted by Situmorang et al., (2023) "Code Switching in Social Media" showed that there are so many reasons to use code switching the top five: interjection, representing social status, prestige and the latest trends, poor vocabulary, and issues. There were 7 data points for interjection, 22 data points for representing social status, 25 data points for prestige and the latest trends, 18 data points for poor vocabulary, and 7 data points for issues.

The last was a research by (Sastra et al., 2023) "From Bilingualism to Code Mixing and Code Switching Uttered by Indonesian Youth" the result showed that there are two reasons why talking about a special topic is the most common way of mixing or switching languages. Firstly, the speaker employs terminology that is widely understood and commonly used in Indonesian. Secondly, there are no exact equivalents in Indonesian. The linguistic phenomenon of code mixing is observed in the Indonesian language, with 81.8% of instances involving the matrix language and English, and 18% involving English as the embedded language. In code switching figures, 54.2% of instances involve the matrix language, with 46% involving the embedded language.

The findings and results of previous research provide a robust and pertinent foundation to support the current research focus. The use of similar research methods or specific findings will strengthen the rationale and validity of the research being conducted by the author.

METHODS

Sugiyono (2017) in Marinu et al., (2023) defined research methods are a scientific approach to gathering data with specific objectives and uses. This current research is RnD and used 4D model (Define, design, development, disseminate) by Thiagarajan 1974. 4D model was choose because it's recommended for developing learning tools.

This research analyzed of 2nd grade students of SMA N 3 Pematang who used X in this research the data sources were 40 students of SMA N 3 Pematang who used X. The data were collected through X users response questionnaire and product validation instrument.

FINDINGS & DISCUSSION

First is define the researchers defined what is needed, concepts, evaluation, learning specification applied later.

Second step is the design stage, in this stage the researchers carried out activities to prepare initial part of the video then video material and instruments were presented in accordance with the indicators and basic competencies.

Third step is the development stage in this stage the researchers made the product has been prepared. Started with put together the content material with CapCut application

After the videos made proceed to the validation stage with three expert validators language expert, media expert, and material expert three validators are welcome to provide suggestions and criticism as a reference to improve the video teaching material so that it can be applied to the learners. The validation that reearchers carried out in this research is 2 time.

1. Material Expert

In the validation of the material assessed by Mrs. Nanik Setiowati EP, S.Pd as an English Teacher. Validated on material accuracy, presentation techniques, contextual teaching and learning it is in valid category

2. Media Expert

In the validation of media assessed by Mr. Yosam Saktiawan S.Pd as an IT teacher. Validated on cover of the video, content suitability, and presentation technique it is in valid category

3. Language Expert

In the validation of language assessed by Mrs. Sri Rahayu S.Pd as an English teacher. Validated on suitability to level of the learners, communicative aspect, and language rules aspect

4. Product Trials

Product trials carried out in small group and large group trials

From the small group trials by taking a sample 20 students of SMA N 3 Pematang who used X using questionnaire through Google Form conducted on Wednesday 19 June 2024 the aspect of interest got a score with a percentage of 85%, the material presentation got a score with a percentage 79%, language aspect scored with a percentage 80%. It can be said that the percentage obtained in all aspects obtained very interesting criteria.

From the large group trials by taking a sample 40 students of SMA N 3 Pematang who used X using questionnaire through Google Form conducted on Saturday 22 June 2024 on the interest aspect received a score with a percentage of 85%, the material presentation received a score with a percentage 83%, the language aspect received a score with a percentage of 82%. It can be said that the percentage obtained in all aspects obtained very interesting criteria.

Last stage is disseminate in this stage videos that are revised and suitable is ready to share in widely and used as a learning sources for the learners and can be used extensively.

CONCLUSION

The conclusion obtained from developing video material via X are the presentation of learning media in the form of videos (audio-visuals) can facilitate the construction of an interactive and enjoyable learning process. The use of video as a medium for the conveyance of learning material facilitates the process of learning it'll also help students to understand the context of the subject better, especially if they're learning through X, which is still a popular way for Gen Z to learn. The findings suggest that X is an effective self learning medium for improving speaking ability through code switching.

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