

MOBILE APPLICATIONS FOR LISTENING AND READING

by Fakultas Keguruan Dan Ilmu Pendidikan UMSurabaya

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**MOBILE APPLICATIONS FOR
LISTENING AND READING**

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MOBILE APPLICATIONS FOR LISTENING AND READING

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Dr. Gusti Nur Hafifah, S.Pd., M.Pd. and Team

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TANPA IZIN TERTULIS dari penerbit.

PREFACE

This book reviews eleven kinds of mobile applications that are used for teaching and learning English receptive skills: Listening and Reading. This book comprises 11 chapters: (1) Introduction Mobile application for Listening and Reading Skills, (2) "Listen English Daily Practice" for Teaching Listening, (3) "Reading Eggs" for Teaching Reading, (4) "English Listening & Speaking (Learn English)" for Teaching Listening, (5) "Let's Read" for Teaching Reading, (6) "English Listening Skills Practice" for Teaching Listening, (7) "Starfall Learn to Read" for Teaching Reading, (8) "English Listening Step by Step" for Teaching Listening, (9) "Reading Comprehension Test-E" for Teaching Reading, (10) "E-Joy English" for Teaching Listening, and (11) "Raz-Kids (Kids A-Z)" for Teaching Reading. These applications are chosen based on their availability in the Google Play Store and can easily be downloaded from the Android system.

Each chapter reviews one application based on the following aspects: the application features, the strengths and weaknesses of the app, the pedagogical benefits of the app, and instructions for using the app. Each application is reviewed and visualized based on the relevance, feedback, thinking skill, ease of use, engagement, sharing, accessibility, and cost that each application features. The relevance analysis analyzes the connection between the app's purpose and the students learning objectives. The feedback aspect reviews how far each app facilitates feedback for students' learning. To what extent does it cater to high-order thinking skills such as creating, evaluating, and analyzing competencies? The ease of use of the application means that students or teachers can easily open and operate the app independently. To what extent does it facilitate students' engagement and motivation toward learning? To what extent does it provide sharing features and record students' work? The last review also reviews the accessibility and cost of the app, whether it can be accessed via iOS or Android systems, and whether the functions are free of charge and open access.

The strengths and weaknesses of the applications are also elaborated on each chapter. Most importantly, the application's pedagogical benefits are also discussed. What kind of English skills is the app suitable for, the

students' level, the teaching benefit or function for teachers, the learning benefit for student activity, the innovation and creativity provided in the app, and some research related to mobile applications?

This book also provides a YouTube video tutorial link that can be accessed by the readers so that they have a thorough comprehension of each of the mobile app operations. Each chapter also describes the alternative teaching procedures for using the application for teaching and learning practice. This book is purposefully made to help teachers and students get the benefit of mobile applications that are available on their smartphones for teaching and learning English. Hopefully, this book will give a significant contribution to practical teaching and learning at schools and provide references for researchers about the use of mobile applications in education, particularly English language teaching.

Writer

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CHAPTER 1

MOBILE APPLICATIONS TO ENHANCE ENGLISH RECEPTIVE SKILLS: READING AND LISTENING

Gusti Nur Hafifah
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A. Introduction

Mobile-Assisted Language Learning (MALL) refers to the integration of mobile technology, such as smartphones and tablets, into language learning and teaching practices. With the increasing ubiquity of mobile devices and the rapid advancement of technology, MALL has gained prominence as an innovative approach to language education. This approach leverages the unique features and capabilities of mobile devices, allowing learners to engage with language learning materials anytime, anywhere, and at their own pace.

MALL offers a range of opportunities for language learners, teachers, and researchers. Learners can access a wide variety of language learning resources, including interactive apps, multimedia content, language exchange platforms, and online dictionaries, all within the palm of their hands. These resources provide learners with engaging and personalized learning experiences, supporting their language acquisition and development.

For teachers, MALL offers new avenues for instructional delivery, assessment, and learner support. Mobile apps and platforms provide teachers with tools to deliver content, track learner progress, provide feedback, and facilitate communication and collaboration among learners. The flexibility and adaptability of MALL allow teachers to tailor instruction to individual learner needs and cater to diverse learning styles.

From a research perspective, MALL has opened up new avenues for investigating the impact of mobile technology on language learning outcomes, learner engagement, and pedagogical practices. Researchers explore the effectiveness of specific mobile apps, the integration of mobile technology in different educational contexts, and the impact of MALL on various language skills, such as listening, speaking, reading, writing, vocabulary acquisition, and grammar proficiency.

While MALL offers numerous advantages, it also presents challenges that need to be addressed. Technological limitations, such as device compatibility, internet connectivity, and accessibility issues, can hinder equitable access to MALL resources. Additionally, the integration of MALL within educational settings requires careful consideration of pedagogical approaches, learner autonomy, digital literacy skills, and the balance between mobile app usage and face-to-face instruction.

In brief, Mobile-Assisted Language Learning (MALL) has emerged as a promising approach in language education, harnessing the potential of mobile technology to enhance language learning and teaching experiences. By providing learners with flexible access to resources, personalized learning opportunities, and interactive tools, MALL has the potential to transform language education and empower learners in their language learning journey.

B. Mobile Applications for Receptive Skills

In the realm of language learning, the development of receptive skills, namely reading and listening, plays a pivotal role in achieving proficiency in a target language such as English. However, traditional classroom settings often face challenges in providing learners with extensive exposure to authentic reading and listening materials, personalized content, and opportunities for autonomous learning. Mobile applications have emerged as a promising tool to address these limitations, offering learners access

to a vast array of resources, interactive activities, and tailored learning experiences. This chapter delves into the use of mobile applications to enhance English receptive skills, focusing on reading and listening. It explores the advantages, challenges, and implications of integrating mobile apps into language learning practices to foster effective and engaging learning experiences.

Mobile applications have revolutionized language learning, transforming the ways in which learners engage with reading and listening materials. Researchers have conducted numerous studies examining the efficacy of mobile apps in enhancing English receptive skills. This literature review provides an overview of key findings, trends, and considerations derived from these studies, shedding light on the advantages and challenges associated with mobile application integration in language learning contexts.

C. Research on Mobile Applications for Receptive Skills

Several studies have examined the effectiveness of mobile applications in enhancing English receptive skills, specifically reading and listening. The research results provide valuable insights into the impact of mobile apps on learners' reading and listening comprehension, their perceptions and experiences, and the potential benefits and challenges associated with mobile app integration.

A study by Lu and Huang (2017) investigated the impact of mobile applications on learners' reading comprehension. The findings indicated that learners who utilized mobile apps to engage with authentic reading materials demonstrated significant improvements in their reading comprehension skills, including vocabulary acquisition, text understanding, and inferencing abilities. The interactive features of the apps, such as multimedia content and interactive exercises, facilitated learners' engagement and deeper comprehension of the texts.

In a study conducted by Sun and Wang (2018), learners who used mobile applications to enhance their listening skills showed considerable improvement in their listening comprehension, note-taking, and overall understanding of spoken English. The mobile apps provided learners with access to diverse audio materials, including podcasts and authentic conversations, and interactive listening exercises that promoted active engagement and improved listening proficiency.

Research by Wong (2017) explored learners' perceptions and experiences of using mobile apps for English receptive skills development. The study revealed that learners found mobile apps to be convenient, accessible, and engaging for practicing reading and listening. Participants reported increased motivation, enjoyment, and confidence in their receptive skills due to the interactive and multimedia-rich nature of the apps.

A study by Demouy, Jones, and Kan (2013) highlighted the benefits of mobile apps in providing authentic and contextualized content for reading and listening practice. Learners who engaged with mobile apps that offered authentic texts, news articles, and audio materials in real-life contexts demonstrated improved reading and listening comprehension, as well as a better understanding of cultural nuances and language use.

These research results collectively indicate the positive impact of mobile applications on enhancing English receptive skills, specifically reading and listening. Learners benefited from the authentic content, interactive features, and convenient access to diverse materials, leading to improved comprehension and engagement.

D. Advantages of Mobile Applications in Enhancing Receptive Skills

1. **Accessibility and Convenience**
Mobile applications afford learners the flexibility of accessing reading and listening materials anytime and anywhere. Learners can engage in these activities on their smartphones or tablets, enabling on-the-go learning and maximizing opportunities for continuous practice.
2. **Authentic and Diverse Content**
Mobile apps offer a wealth of authentic and diverse reading and listening materials, ranging from news articles and podcasts to audiobooks and interactive videos. Such content exposes learners to real-world language use, fostering their comprehension skills and promoting cultural understanding.
3. **Interactive and Personalized Learning Experiences**
Mobile apps often incorporate interactive features such as quizzes, exercises, and gamified elements that engage learners in active participation. Additionally, apps can tailor content based on learners'

proficiency levels and provide personalized feedback, enabling learners to focus on areas of improvement and track their progress.

4. Autonomous Learning

Mobile applications empower learners to take control of their learning journey by providing opportunities for autonomous learning. Learners can select materials of interest, set their own learning goals, and engage with the app at their own pace. This autonomy enhances motivation and self-directed learning skills.

E. Challenges and Considerations of Mobile Application for Learning Reading and Listening Skills

1. Quality and Authenticity of Content

Although mobile apps provide a vast array of reading and listening materials, ensuring the quality and authenticity of the content remains a challenge. Some apps may offer inaccurate or outdated information, which could hinder learners' language development. Careful selection and evaluation of apps and content are crucial for effective learning outcomes.

2. Comprehension and Critical Thinking Skills

Mobile apps may focus on surface-level comprehension rather than fostering deeper comprehension and critical thinking skills. Developing strategies for inferential understanding, analysis, and interpretation may require additional instructional support beyond what mobile apps can offer.

3. Technological Constraints and Accessibility

Mobile learning relies on access to smartphones or tablets and a stable internet connection. Learners in resource-constrained environments or those with limited access to technology may face barriers in utilizing mobile apps effectively. Ensuring equitable access and considering learners' technological constraints are important factors for successful implementation.

F. Conclusion

This chapter highlights the advantages and challenges associated with integrating mobile applications into English language learning to enhance reading and listening skills. Mobile apps provide learners with convenient

access to authentic and diverse content, interactive and personalized learning experiences, and opportunities for autonomous learning. However, considerations such as content quality and authenticity, the development of comprehension and critical thinking skills, and technological constraints need to be addressed to maximize the benefits of mobile app integration.

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CHAPTER 2

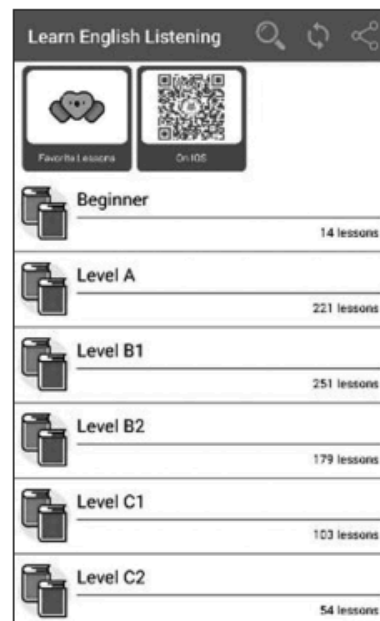
"LISTEN ENGLISH DAILY PRACTICE" FOR TEACHING LISTENING

Fauzia Nurmalasari

A. APPLICATION FEATURES

1. App Menu/Features

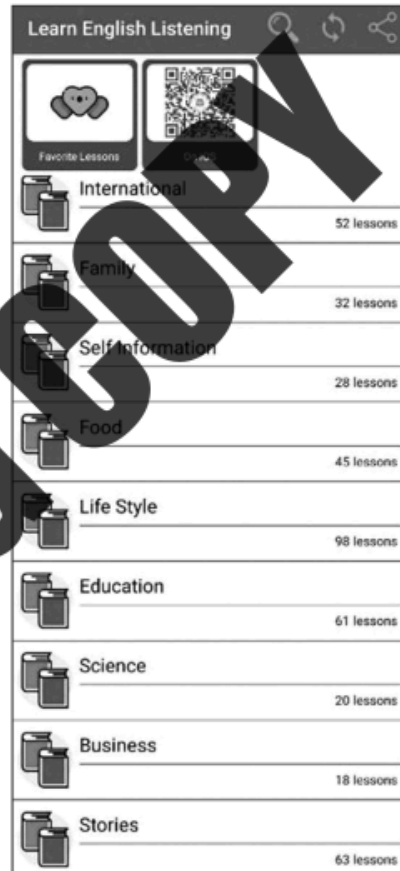
- a. Application Download Link:
<https://play.google.com/store/apps/details?id=com.kimco.learn.english.listening>
- b. Based on the Level:
 - 1) Beginner (A1)
 - 2) Level A (A2)
 - 3) Level B1
 - 4) Level B2
 - 5) Level C1
 - 6) Level C2



- c. Based on Accents:
- 1) American Voice
 - 2) British Voice



- d. Based on the Topics:
- 1) International
 - 2) Family
 - 3) Self-Information
 - 4) Food
 - 5) Lifestyle
 - 6) Education
 - 7) Science
 - 8) Business
 - 9) Stories



2. General Review

a. Relevance

This application's purpose is relevant to learning listening objectives.

b. Feedback

However, the students are only provided with limited feedback. For example, there are five questions, and the students answer all of them correctly. So, they get 5/5 or 100%.

c. Ease of Use

Meanwhile, this application is easy to use because of its simple design and can be accessed both on Android and iOS.

d. Engagement

Students may be highly motivated to use this app because they can learn based on their needs.

e. Sharing Feature

The sharing option is unimportant because it does not share the audio or questions about learning listening objectives.

f. Accessibility and Cost

It can be accessed quickly, even if sometimes there is an advertisement, and students may be motivated to use this application due to the wide variety of audio options. Luckily, this is an unpaid application, even though it needs an internet connection when used.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. chargeless;
- b. accessible;
- c. ease of use;
- d. lots of audio;
- e. there are adjustment options to set the speed of the audio;
- f. there are text, subtitle, vocabulary, and transcript menus; and
- g. users can save the audio in the favorites menu.

2. Disadvantages/Limitations

- a. online use requires an internet connection,
- b. less attractive design (too basic),
- c. the sharing option is less supportive, and
- d. the advertisements.

C. PEDAGOGICAL BENEFITS

1. English Skills/Components Developed

Listen English Daily Practice is very effective for learning listening skills because it provides some audio that can be accessed freely. However, this application needs a connection to download the audio. The availability of audio is intended to make it easier for students to focus on learning listening skills.

2. Students Level

There are different levels in this application based on the features that will be chosen, namely:

Beginner (A1) : Learners can understand and use the very basic expressions.

Level A (A2) : Learners can understand sentences and frequently used expressions.

Level B1 : Learners can understand the main points of clear standard input on familiar matters.

Level B2 : Learners can understand the main ideas of a complex text.

Level C1 : Learners can understand a wide range of demanding, longer clauses, and recognize implicit meaning.

Level C2 : Learners can understand with ease virtually everything they hear or read.

Thus, all levels are suitable for using this application.

3. Teaching Benefit (Teacher)

It can be a **teaching resource** because this application provides more than one hundred audio files that can be chosen based on the level of the students, accents, or topics. So, it is efficient for teachers who are looking for resources to teach listening skills.

It can also be a **teaching activity**, for instance, when **the teacher wants to** assign **the** students. **The teacher can** give them an exercise on “Listen English Daily Practice” by asking the students to open the application, choose the specified level, accent, or topic, play the audio, and then do the test or exercise.

It can also affect **teaching effectiveness**, for example, when the teacher is on duty or unable to attend classes. This application is

effective for teaching listening because there is a division of levels, accents, and topics that can help teachers who are busy determining which audio to use. Thus, it is easier for teachers to assign tasks to students based on the desired level and material.

4. Learning Benefit (Students)

This application is **inappropriate** for **collaborative learning** because it doesn't provide an open access feature to attempt the audio or do the test together.

However, this application is **appropriate** for **self-directed learning** because it focuses more on a person's competence to effectively improve his/her listening skills. For example, when someone is still at level A, he can focus on achieving his goals without being confused about relating them to those of others.

Unfortunately, this application **isn't supported** for the **engagement and interaction** of students because it doesn't have a feedback menu to comment on or monitor each other.

4. Innovation and Creativity

The barcode for downloading this application on iOS is an **innovation** of the "Listen English Daily Practice" application. This application also provides a **creativity** feature, such as the 'favorite lessons' feature, to make it easier for students to find the topic they need, so that they can know how many people like the topic or which topic is popular.

5. Learning Theory

First, this application may be supported by behaviorism theory. Because it is one of the oldest approaches in education, it claims that learning is habit formation (Beatty, 2003; Alzieni, 2021). It showed that one of the practical applications of the behaviorist approach is programmed learning with information in small steps. Many features of programmed instruction are found in MALL. "Listen English Daily Practice" is one of the mobile applications designed to develop habits and improve listening.

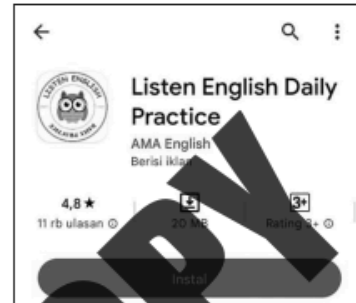
Second, this application can also be supported by constructivism theory. According to constructivism theory, students clarify information based on their reality (Cooper, 1993; Alzieni, 2021). Students learn

best when they can contextualize what they learn, and MALL is one of the implementations of the constructivism theory that students need to explore, synthesize, and construct ideas independently.

D. HOW TO USE IT FOR TEACHING AND LEARNING

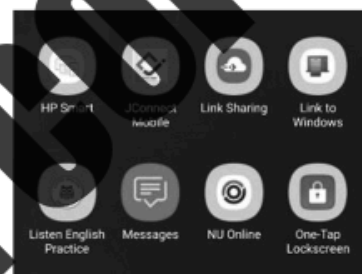
1. Registration and Sign-In Options

Download and install “Listen English Daily Practice” on the Play Store or App Store.



2. Teaching Procedures

a. Open “Listen English Daily Practice”



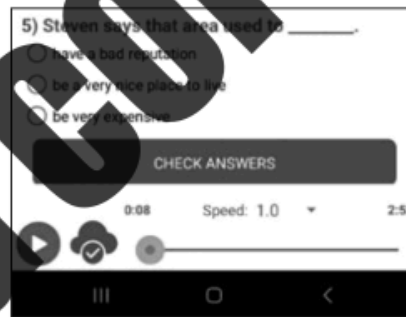
b. Click the “Level” that you want to teach.



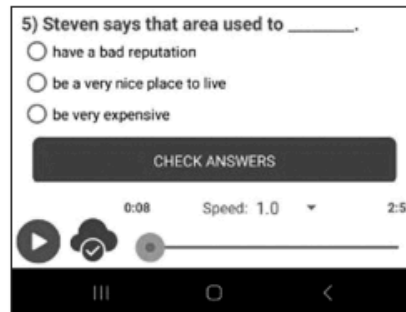
c. Choose a "Topic" that is appropriate for your teaching objectives.



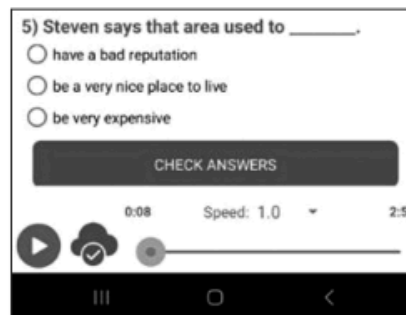
d. Press the "Play" button to start the audio.



e. You can set the speed of the audio.



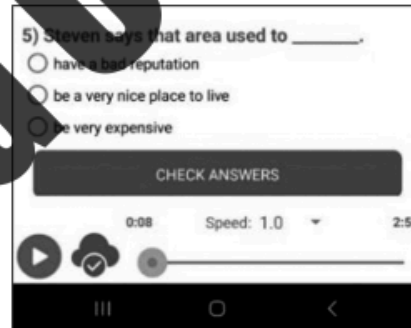
f. If you want to access it offline, you must download the audio by pressing the download button (after downloading it, the audio can be played automatically).



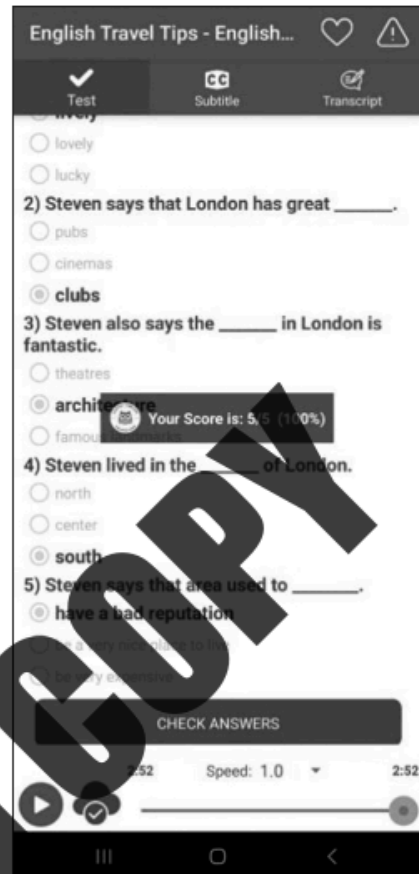
- g. After playing audio, ask the students to answer the questions that are available on the “Test” menu.



- h. Students do the multiple-choice questions.
- i. If they have done it, ask them to press “Check Answers” to know the result.

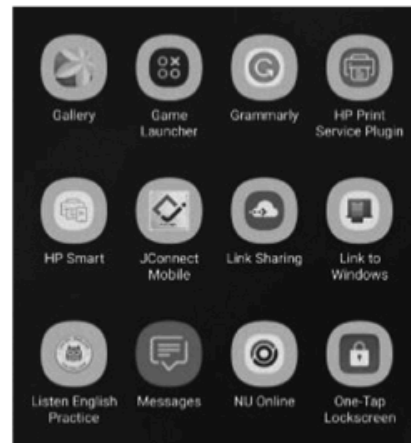


- j. Ask the students to screenshot manually so that they can share their test results as proof of having done the assignment.



3. Learning Steps/Practice

- a. Open "Listen English Daily Practice".



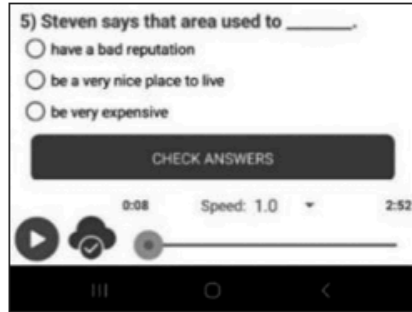
- b. Click the “Level” that you want to learn.



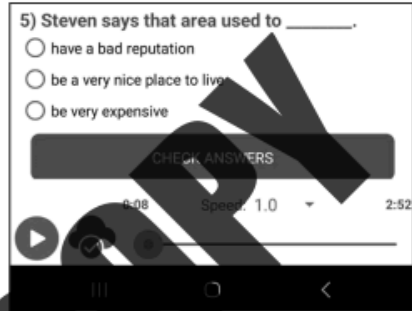
- c. Choose a “Topic” that is appropriate for your learning objectives.



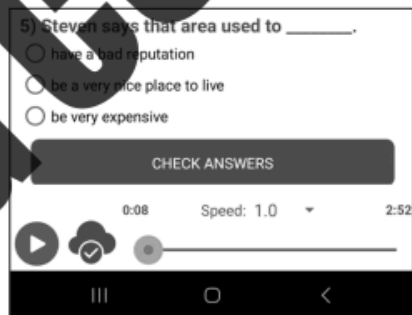
- d. Press the "Play" button to start the audio.



- e. You can set the speed of the audio.



- f. If you want to access it offline, you must download the audio by pressing the download button (after downloading it, the audio can be played automatically).



- g. After playing the audio, you can answer the questions that are available on the "Test" menu.



- h. You can do the multiple-choice questions.
- i. If you have done it, directly press “Check Answers” to know the result.



- j. Don't forget to screenshot manually, then you can share your test results with your teacher as proof of having done the assignment.



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4. Video Tutorial (YouTube)

Link: <https://youtu.be/i8eFw-ZBsl>

E. REFERENCES

Alzieni, H. (2021). “The Impact of Mobile-Assisted Language Learning (MALL) in Developing the Listening Skill: A Case of Students at Dubai Men’s College, the United Arab Emirates“. *Arab World English Journal*, 2, 84–95. <https://doi.org/10.24093/awej/mec2.6>



CHAPTER 3

"READING EGGS" FOR TEACHING READING

Aulya Dhini Istighfaroh

A. APPLICATION FEATURES

1. App Menu/features

Download Link:

<https://play.google.com/store/apps/details?id=com.blake.readingeggs.android>

Application Features:





The pictures on the previous page show some of the features and options in this application.

2. General Review

a. Relevance

The purpose of the application is closely related to the learning objectives.

b. Feedback

Students are provided feedback; student grades and progress levels will appear after working on the questions.

c. Ease of Use

This application is very easy to use. It can be used anywhere.

d. Engagement

Students are highly motivated to use the app because Reading Eggs offers a wide variety of games, activities, songs, and books to keep kids interested.

e. Sharing Feature

Student performance records and products are available, but sharing is limited.

f. Accessibility and Cost

Accessible using any device, such as an iPad, iPhone, or Android.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. Reading Eggs offers several products to complement activities at home, ranging from books to flash cards to CD-ROMs.
- b. Apart from using a PC, Reading Eggs also provides applications for iPad, iPhone, and Android so that we can work wherever we are.

2. Disadvantages/Limitations

This application is paid, not free. We must subscribe. After subscribing, we can access the material via computers and gadgets connected to the internet.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

This application is suitable for improving English reading skills because it provides a library feature that contains digital books.

2. Students Level

This application provides material features and questions that can be accessed according to the user's age.

- **Reading Eggs Junior (Ages 2–4)**
Toddlers build pre-reading skills like phonemic awareness and alphabet knowledge with fun activities, games, videos, and reading books.
- **Egg Reading (Ages 3–7)**
Children take their first steps in learning to read, including phonics, sight words, spelling, vocabulary, and comprehension.
- **Fast Phonics (Ages 5–10)**
A systematic synthetic phonics program to help beginning and struggling readers build key phonics skills.
- **Eggpress Reading (Ages 7–13)**
Continue the learning journey by helping children learn to read for meaning and pleasure.
- **Mathseeds (Ages 3–9)**
Develops important early math skills, including numbers, measurements, shapes, patterns, and more.

3. Teaching Benefit (Teacher)

How does it help teachers teach?

- **Teaching Resources:** This application has 3000 digital books that students can read with various types of books.
- **Teaching Activities:** Teachers could easily use Reading Eggs as the primary language arts curriculum. Teachers could use the site as part of their reading program, exploring the treasure trove of resources and games to support their current instruction.
- **Assessment:** Teachers can direct students to use Reading Eggs as an at-home practice. There's a teacher dashboard to let teachers keep track of student progress.

4. Learning Benefit (Students)

- **Collaborative Learning:** There are no features for students to learn collaboratively. So, it is not very effective to study in groups.
- **Self-Directed Learning:** By using Reading Eggs, children can learn the material independently. Because this application provides very interesting features, namely in the form of games, videos, and activities, and there are also 3000 books available to increase flight hours in learning to read English, it will make children feel at home for a long time. Play and learn in this Reading Eggs.
- **Students Engagement and Interaction:** This application does not provide a feature to provide feedback or comments for students.

5. Innovation and Creativity

This app is designed to teach readers to read using interactive reading games, guided reading lessons, fun activities, and over 3000 digital storybooks. And there is a reward system consisting of golden eggs, collectible pets, and games that can motivate children to keep learning.

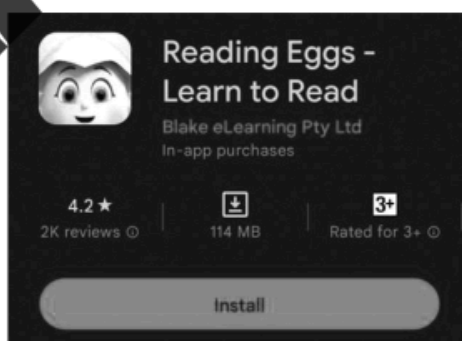
6. Learning Theory

Included in the theory of cognitivism because students absorb information, perform cognitive operations on it, and store it in memory.

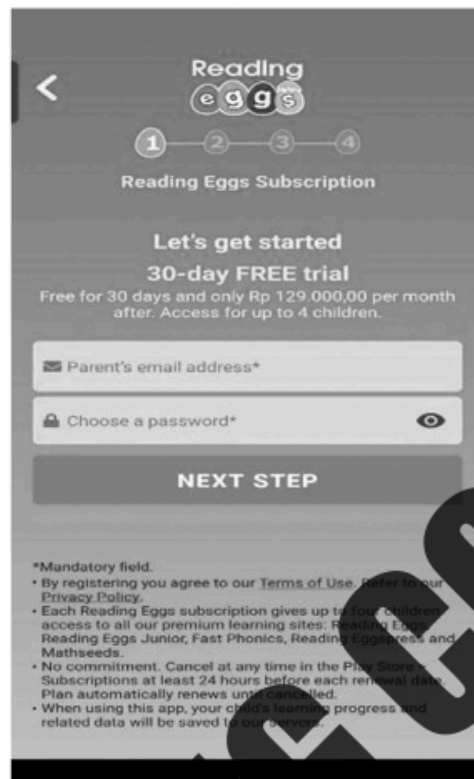
D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-in Options

- a. Install "Reading Eggs" on the Play Store or App Store.



b. Log in using your parent's e-mail.



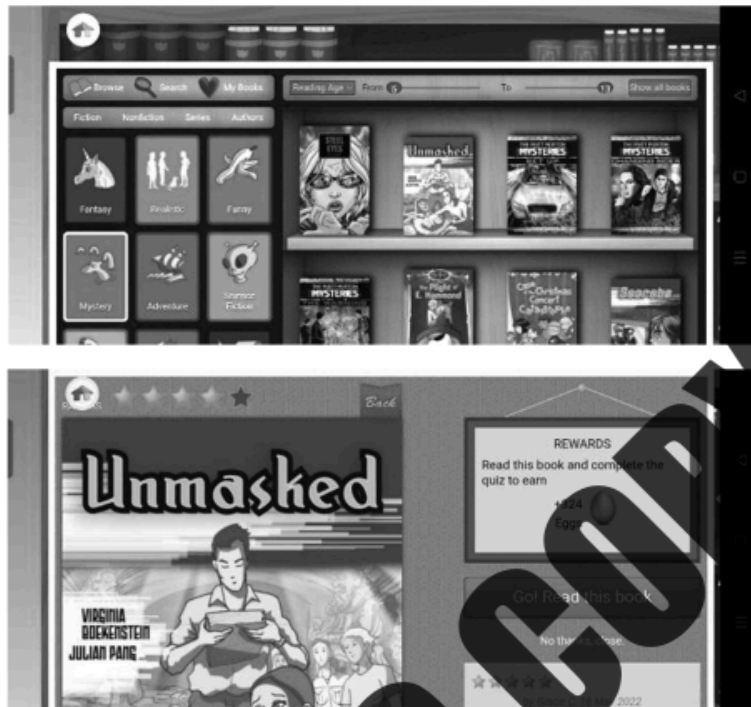
2. Teaching Procedures

(Provide screen captures like in the workshop presentation).

a. Go to the library feature to find books.



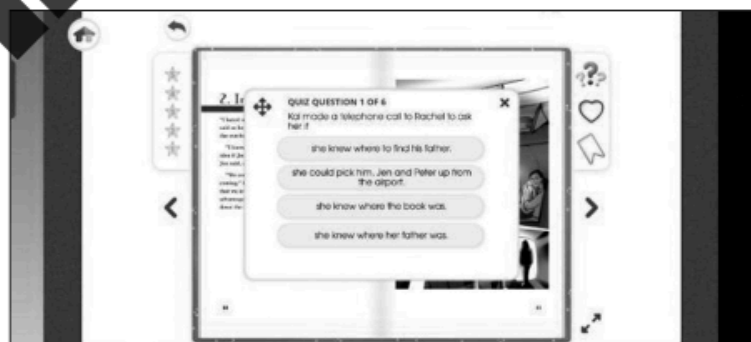
b. Select and open the book you would like to read.



c. Read the book carefully.



d. Answer the questions that appear on several pages.



3. Learning Steps/Practice

- a. Select the reading express feature for ages 7 to 13 years.



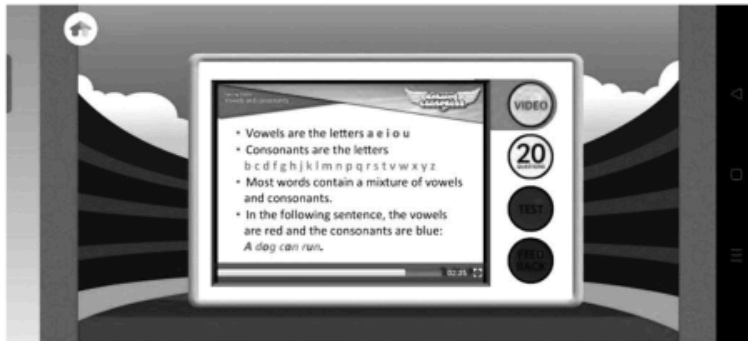
- b. Press "English Skills" to select material and questions.



- c. Choose a question to work on.



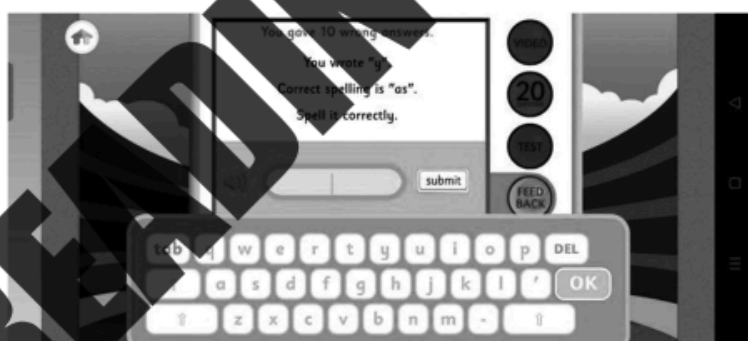
- d. Pay close attention to the material explanation video.



- e. Answer the questions correctly.



- f. After answering all the questions, the results will appear.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/i4zvwZ5HkQ8>

E. REFERENCES

<https://rumahinspirasi.com/belajar-bahasa-inggris-di-reading-eggs/>

<https://appagg.com/android/education/reading-eggs-learn-to-read-33480090.html?hl=id>

READING COPY



CHAPTER 4

"ENGLISH LISTENING & SPEAKING (LEARN ENGLISH)" FOR TEACHING LISTENING

Nadia Prihatini Gaffar

A. APPLICATION FEATURES

1. App Menu/Features

- a. Application Download Link:
<https://play.google.com/store/apps/details?id=com.english.listeningandspeaking>
- b. Level of Materials:
 - 1) Basic
 - 2) Intermediate
 - 3) Advance
 - 4) Basic to Advance

Basic Conversation With Quiz

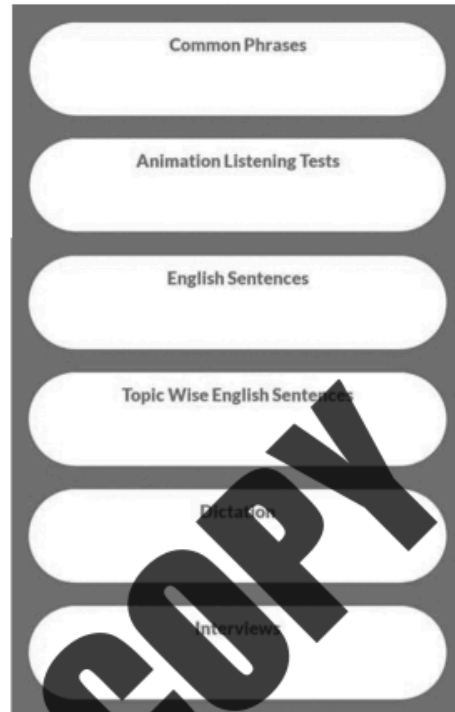
500 Intermediate Conversation

Advance Conversation

Basic To Advance Phrases

c. Other Features:

- 1) Common Phrases
- 2) Animation Listening Tests
- 3) English Sentences
- 4) Topic Wise English Sentences
- 5) Dictation
- 6) Interviews



2. General Review

a. Relevance

This app is relevant to the student's learning objective (to improve listening skills)

b. Feedback

Unfortunately, this app does not provide proper feedback. On some features, the score does not point them out.

c. Ease of Use

This app is actually easy to use, but it's kind of disturbing to see the advertisements when opening the feature.

d. Engagement

Students would be highly motivated to use the app because it would not need teacher instruction.

e. Sharing Feature

The sharing feature is not significant for learning activities; students cannot share their progress. It only allows the user to share the app.

f. Accessibility and Cost

This app can be accessed on Android and iOS. It is free to download, but they cannot record students' performances.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. free, doesn't have any sudden subscription;
- b. easy to use;
- c. have another feature, for instance, a speaking skill;
- d. the design is simple so that it is easy to understand;
- e. have English sub-skills features, for instance, vocabulary and grammar; and
- f. students can review their test right after finishing it.

2. Disadvantages/Limitations

- a. a lot of advertisements (pay \$2 to get no ads),
- b. doesn't have score recorder,
- c. the sharing feature is not supportive, and
- d. online base.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

English Listening & Speaking is suitable for teaching listening skills. This app provides a variety of kinds of audio and several English skills that are free to use. The user does not have to download the audio first, but they have to see an advertisement appear when clicking the features.

2. Students Level

It is suitable for teaching at the high school level.

3. Teaching Benefit (Teacher)

It would help teachers with their teaching **resources** and **activities**. A teacher can give tasks to students; for example, on "Animation Listening Tasks" feature, students may do the assignment by answering the same questions for each student, and they can see their score appear. After that, they can do a review of what they have done.

4. Learning Benefit (Student)

The benefits students would get include a lot of features that are easy to understand, especially for **self-directed learning** material. Although some of the features do not support a task and score recorder, it is still worth trying.

5. Innovation and Creativity

It sure could give innovation and creativity for teachers or students. Example: This app provides a new feature of material named “Unlock Ultimate Listening Material” which contains a lot of tests such as “Spelling”. In this test, you will hear an audio of a word, and then your job is to type what the audio said. You can also check whether your answer is correct or not.

6. Learning Theory

According to Sanggam (2008), as cited in Tri L. journal, “When hearing, the sounds that are heard in the ears can enter, but the people that hear do not understand the content of the sounds; in listening, someone should comprehend what they contain and what the main message of the text or something that is heard” (Listiyarningsih, 2017).

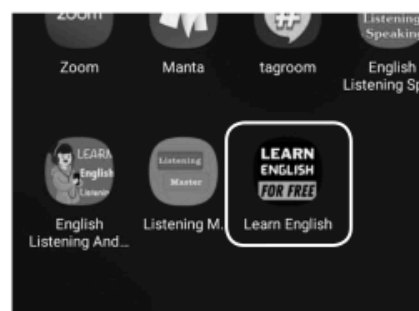
D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-In Options

a. You have to download it first by clicking the link that I have shared above.



b. Click on the application; the appearance may differ from Google Play, so don't worry about that.

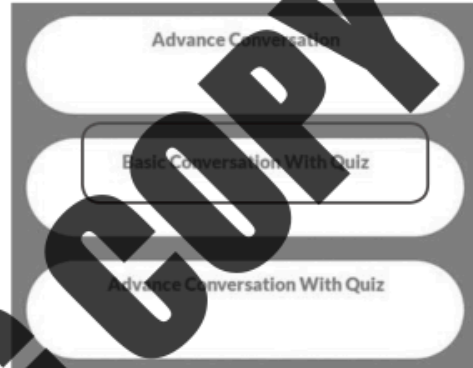


- c. Then choose the listening feature. At first, there is no need to log in by e-mail, etc.



2. Teaching Procedures

- a. For teaching, try the “Basic Conversation with Quiz”.



- b. Choose one audio file.

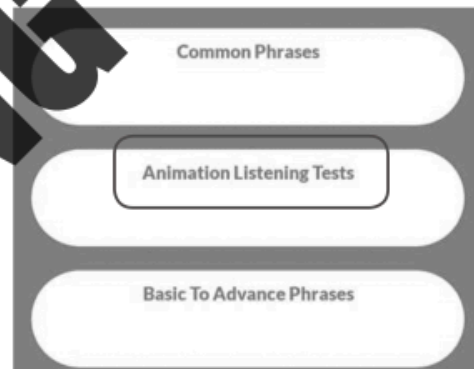


- c. On the next page is the appearance of the quiz; you can hear the audio by clicking “play” and see the transcript by clicking “transcript”. Unfortunately, this feature does not give students feedback or a score.



3. Learning Steps/Practice

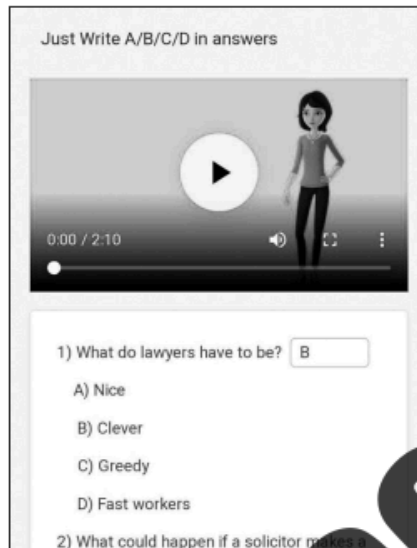
a. For students, if you want to see your score, you can choose other features like “Animation Listening Tests”.



b. You've got to fill in your details, or your identity, here first (name and e-mail).

A screenshot of a mobile application interface showing a form titled 'Enter Your Details'. The form has two input fields: 'Name*' with the value 'Nadia' and 'Email*' with the value 'Nadia@gmail.com'. Below the email field, there is a small text label: 'Results will be sent to this email'.

- c. In this section, you can play/listen to the video and answer the questions by just writing the alphabet (A/B/C/D).



Just Write A/B/C/D in answers

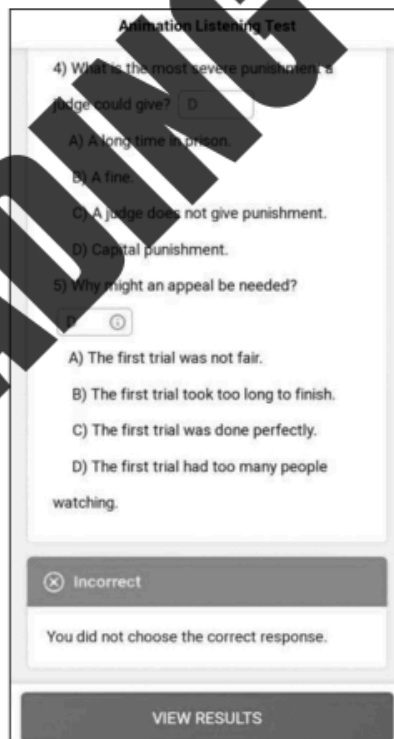
0:00 / 2:10

1) What do lawyers have to be?

- A) Nice
- B) Clever
- C) Greedy
- D) Fast workers

2) What could happen if a solicitor makes a

- d. You will see the results right after you finish the test. Click "View Results" to see how much of a score you get.



Animation Listening Test

4) What is the most severe punishment a judge could give?

- A) A long time in prison.
- B) A fine.
- C) A judge does not give punishment.
- D) Capital punishment.

5) Why might an appeal be needed?

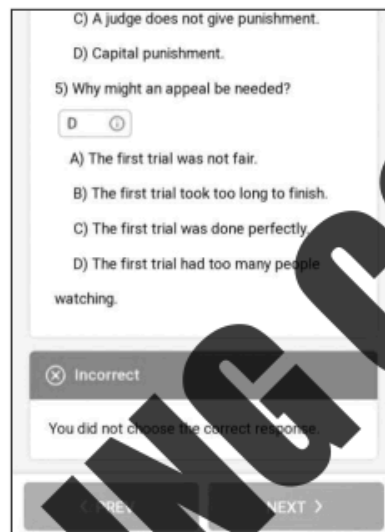
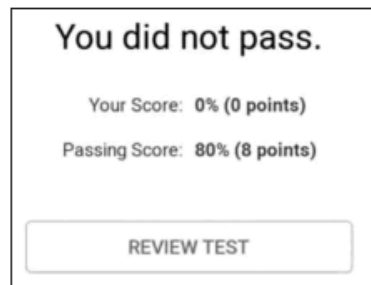
- A) The first trial was not fair.
- B) The first trial took too long to finish.
- C) The first trial was done perfectly.
- D) The first trial had too many people watching.

✘ Incorrect

You did not choose the correct response.

VIEW RESULTS

- e. If you want to review your test, you can click “Review Test”. Unfortunately, there’s no explanation in the reviewing tests.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/t7fwLqgCbZY>

E. REFERENCES

Listiyaningih, T. (2017). 1410-9794. *Academica : Journal of Multidisciplinary Studies*, 1(1), 35–49. <http://ejournal.iainsurakarta.ac.id/index.php/academica/article/view/601>



CHAPTER 5

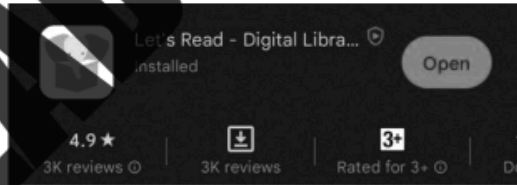
"LET'S READ" FOR TEACHING READING

Syamsa Mukhtar Haqi

A. APPLICATION FEATURES

1. App Menu/features

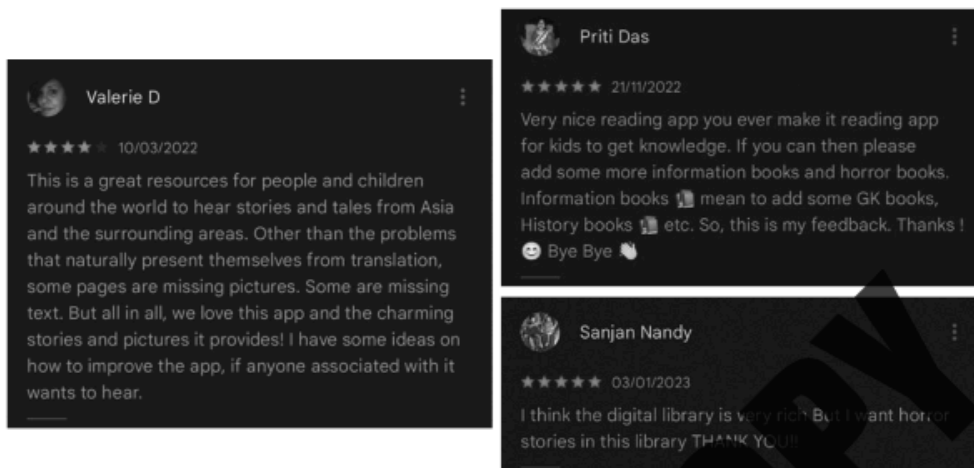
To download this application, you can get it through the Play Store:
<<https://play.google.com/store/apps/details?id=org.asiafoundation.letsread>>



or the App Store: <<https://apps.apple.com/id/app/lets-read-digital-library/id1549160869>>.



With a rating of 4.9 on the Play Store and App Store, this application overall has positive feedback, among others:



2. General Review

a. Relevance

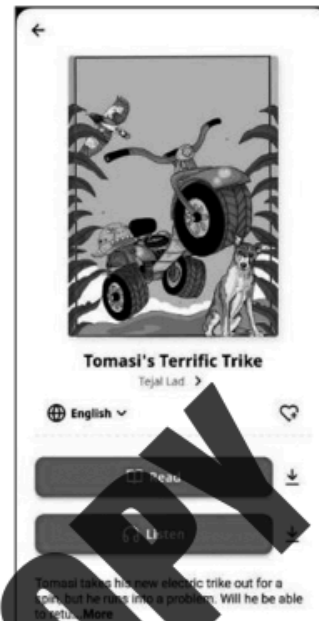
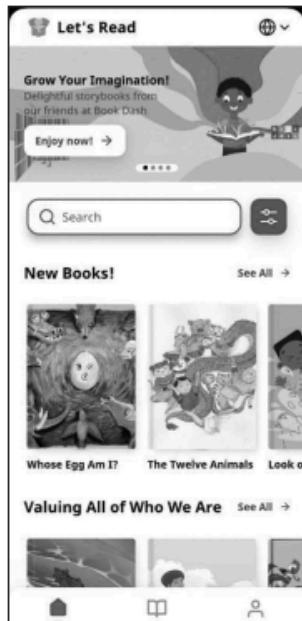
This application is suitable for learning English reading skills. With simple stories and language, it is in accordance with the target of this application, namely for children aged 4 years and over who want to learn to read either from native speakers or from English as a second language.

b. Feedback

Feedback features are not available in this application because, basically, this application is designed for children's reading practice materials, so it needs assistance from parents or teachers for children who are just learning to read, and for children who are already fluent in reading independently, parents or teachers can already release children to read in this application independently.

c. Ease of Use

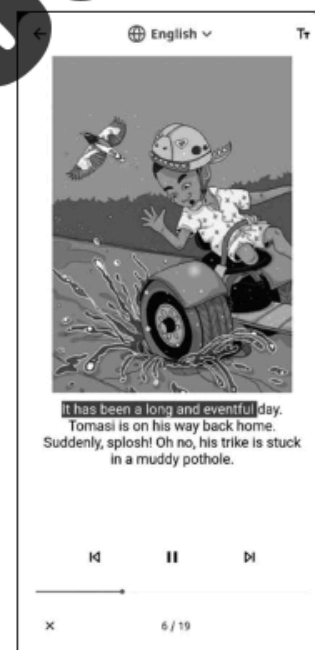
Because it is designed for children aged 4 years and over, the appearance of this application is very attractive, with colors and images according to the interests of children aged 4 years. You can see on the next page an example of the display in the application:



d. Engagement

The use of this application is quite simple; the first time we enter the application, an image is displayed along with the title of the story being offered. There is nothing difficult in using this application. There are also features on several story titles to read or listen to.

If you select read, only images and text will be displayed. But if you select listen, you will be able to listen to the contents of the text on each page, and there are also markers to equalize the sound and the text being read. If you choose to listen, the display will be like the picture on the right:



e. Sharing Feature

There is no feature to share something, be it media, stories, or assessment feedback.

f. Accessibility and Cost

To access and open the story you want to read, you have to use an internet signal, but there is a feature to download it, so you can download the reading you want when there is an internet signal and enjoy the titles that have been downloaded without using an internet signal.

The cost of accessing this application is free, and as long as the author enjoys this application until this writing is written, there are no bills or features that are limited because they are paid.

B. STRENGTHS AND WEAKNESSES

1. Advantages

The very visible advantages of this application are a simple but attractive appearance, a lot of reading, and the ability to filter the themes you want. In addition, this application is free, and you can enjoy all the features that exist. Not too many buttons and straight-to-the-point of usability are also strengths of this application.

2. Disadvantages/Limitations

Because the stories and illustrations in this application come from many writers and illustrators, it is clear that they will have different characteristics in each of their works. The thing that is quite upsetting is that there are several illustrations that I think are freaky and can frighten children who see them. This is my opinion if I were in the child's position. For the age limit only for children who are learning to read, which is around 4–12 years, it cannot be said to be a drawback because, indeed, the developer designed this application for children learning to read.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

Suitable for honing reading skills by being given a simple story text beginning and increasing as more text has been read. The best way to hone your reading skills is to read a lot, be it short stories, newspapers, magazines, or even just branding a product.

2. Students Level

The target audience for this application is children over 4 years old who are learning to read. Even though it could be used for teenagers, it would be nice for teenagers to learn or gain insight by reading more weighty literature.

3. Teaching Benefit (Teacher)

This application is very useful as a source of material or for reading material. Teachers no longer have trouble finding reading material for their students because there are already lots of reading texts in one application. And if it is felt that the child or student can be taught to read independently, it will greatly facilitate the teacher's task because the teacher does not have to accompany him intensively and continuously.

4. Learning Benefit (Student)

Students at a level that cannot read need assistance to read the contents of the text, but we can also take advantage of the listen feature so that the companion does not need to read intensively. This application is more suitable if it is categorized as self-learning, but still needs a little assistance from parents or teachers to introduce the functions in this application.

5. Innovation and Creativity

This will make it easier for the teacher to hone children's reading skills because the difficulty the teacher feels in honing reading skills is the lack of interest in children reading books. This application is here as a substitute for printed books for digital children's reading books. By changing the habit of using printed books that seem boring, now with an application on a mobile phone, it is hoped that it will remove the impression of being boring and old-fashioned but still with the same substance.

6. Learning Theory

The learning theory uses a basic-skills-and-phonics approach (Santrock, 2007: 252). This method is generally equipped with a series of books arranged from a simple level to a more difficult level, according to the ability or class level of the children. This is in

accordance with the arrangement of books in this application, from the initial level to the top level. To sort out the desired level, we can use the filter feature next to the search field.

D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-In Options

Registration and sign-in are very simple; you only need to link your Google account.

2. Teaching Procedures

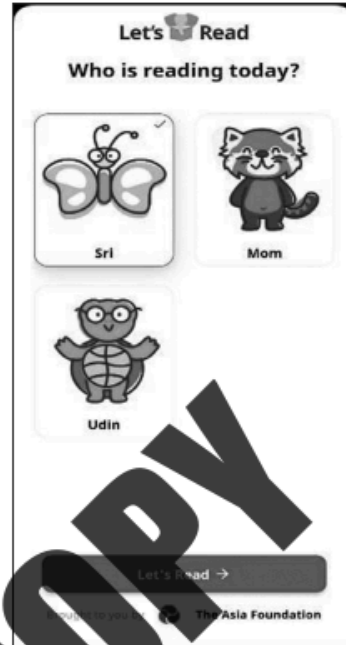
Because this application is more suitable for self-study, it doesn't require a lot of instruction from a teacher or companion in honing reading skills. Teaching procedures can be made like this:

- a. We must know in advance how well the child's reading abilities are.
- b. Adjust the ability with the selected difficulty.
- c. If the selected text is difficult for the child, try lowering it one level.
- d. Guide children to read; if there are words that children don't understand, we help by giving understanding.
- e. And we'll see if on one page the child can capture the content by asking about the intent of the page.
- f. If it matches what is captured with the contents, continue to the next page and do the same thing on each page.
- g. At the end of the text, ask the child to repeat the contents of the text from beginning to end.

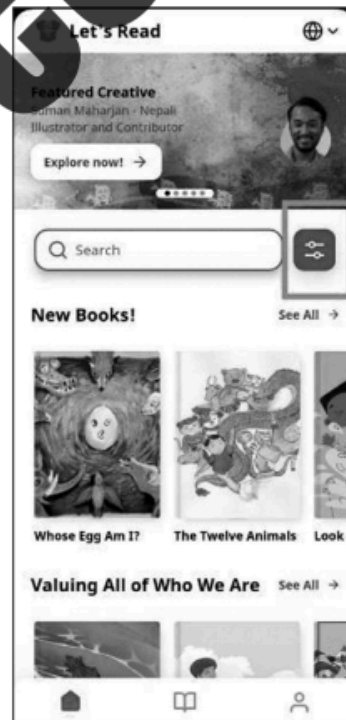
3. Learning Steps/Practice

First, in developing children's reading skills, we must make children feel interested and comfortable when learning so that there are no rejections during the learning process. Make sure there is no compulsion from the child; use seduction and smiles to build a comfortable and enjoyable atmosphere. If they are ready to learn and comfortable, start the child to open the Let's Read application with the steps below as a reference:

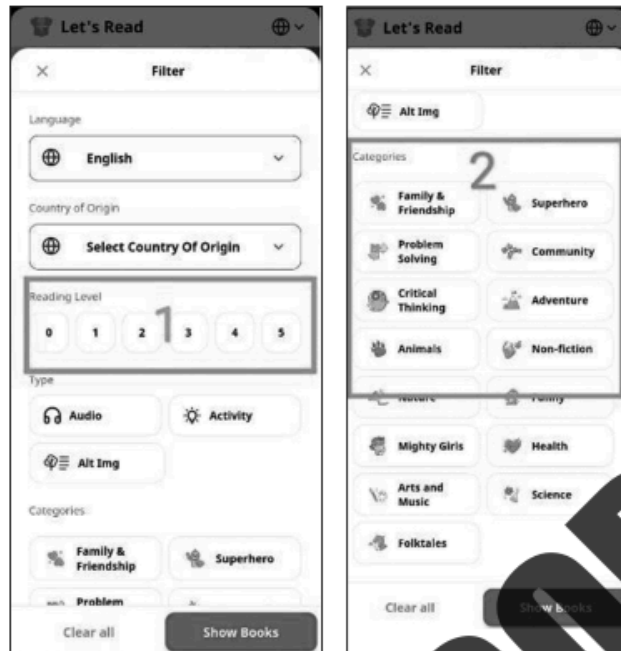
- a. Direct the child to open the application independently so that they can access it themselves later. Click the application, then select the account that was created for the child.



- b. Then select the filter icon so you can sort the books to be displayed.



- c. Then select the appropriate grade for the child (1), then select the theme the child likes (2), then click show book, and select the book you want to read.



- d. After choosing a book, start directing them to read; if the child is still at the initial reading level, 1-3 pages are enough.
- e. Review what the children have read by asking them to retell what they have read.
- f. On the next occasion, we can continue reading from the last page we read by clicking on the account icon (1). We can also buy the percentage of the number of pages read in each book title (2).



4. Video Tutorial (YouTube)

If you are still having trouble capturing an overview of the use of this application in improving reading skills, you can access the link below or scan the barcode.



Link: <https://www.youtube.com/watch?v=KJkiXjb8tZ0>

E. REFERENCES

Santrock, John W. *Perkembangan Anak Jilid 1*. Jakarta: Erlangga, 2007.

READING COPY

READING COPY



CHAPTER 6

"ENGLISH LISTENING SKILLS PRACTICE" FOR TEACHING LISTENING

(Azkia Dela Lusiana)

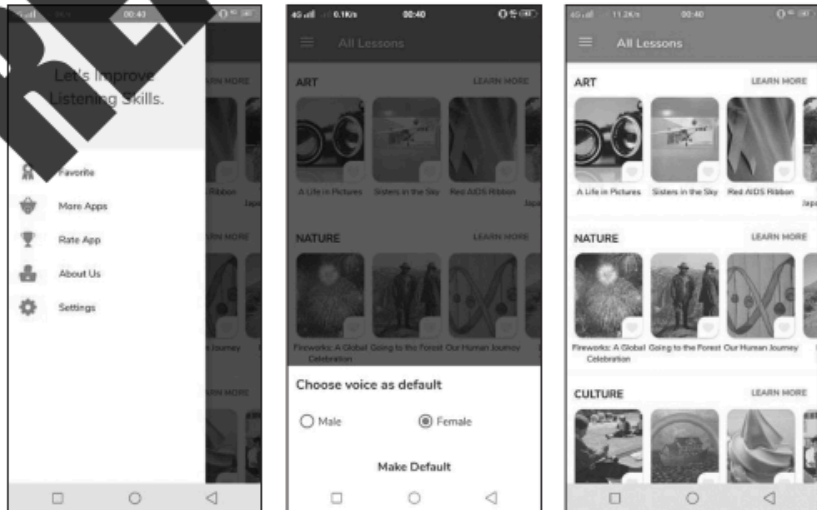
A. APPLICATION FEATURES

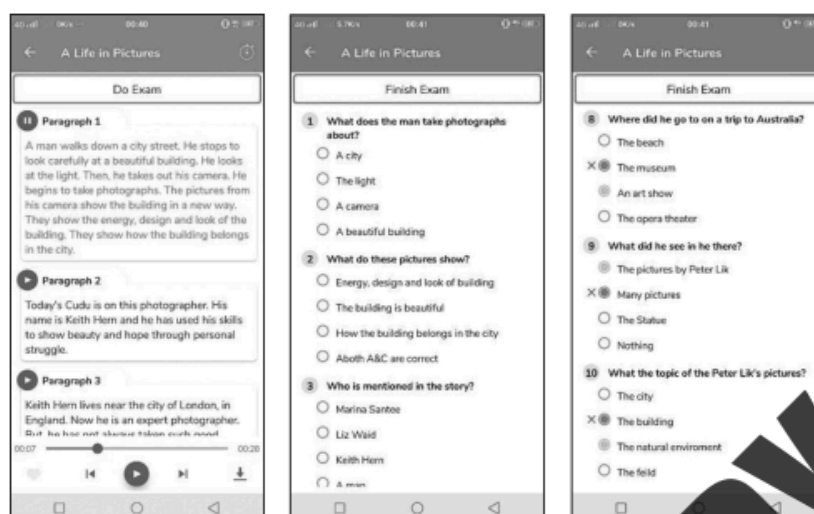
1. App Menu/Features

Application Download Link:

https://play.google.com/store/apps/details?id=com.cudu.app.listening_ee

Application Features:





In this application, there are several features that are easy to use:

- In settings, we can choose and change the male or female voice according to our wishes.
- There is a lot of material provided so that users don't feel monotonous.
- There is a download feature so that material can be listened to offline.
- Do Exam: Users can practice their listening skills by doing some of the tests contained in this feature.
- Timer: Users can set the time when this application will finish or close automatically when the user is using it.
- The skip feature for users to skip previous material to the next material.

2. General Review

a. Relevance

Helped students and the wider community practice listening individually because the use of the application is easy to understand.

b. Feedback

This application has a "Do Exam" feature, so it can be used as teaching material for teachers to see student feedback in listening material.

c. Ease of Use

English Listening Skills Practice is an application used to practice listening skills. This application is easy to use because users do

not need to log in first if they want to use it, and the features contained in the application are easy to understand. And also, this application can be used by teachers as media teaching materials, and it can also be used by students individually.

d. Engagement

English Listening Skills Practice is an application designed to help students practice their listening skills. This application is designed to be easy and comfortable and equipped with various materials, so users don't feel monotonous. And material can be downloaded and listened to offline.

e. Sharing Feature

This application has no sharing features because it is designed without a login so that anyone can use it.

f. Accessibility and Cost

Accessible on all mobile phone and tablet platforms (e.g., iOS and Android). All functions are available free of charge.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. English Listening Skills Practice is a language learning media that can be used to increase active learners' levels in the teaching-learning process.
- b. English Listening Skills Practice can create homework, so besides learning in the classroom, English Listening Skills Practice can also support students' practice to improve their listening skills at home.
- c. English Listening Skills Practice can be accessed anywhere and everywhere, so it is not difficult for teachers to implement it in indoor learning or outdoor learning because this app is ease to use.
- d. English Listening Skills Practice is a free application; there is no fee to use it, and all users can use it without logging in first.
- e. Available in the App Store and Play Store.
- f. Learning materials can be downloaded so that they can be accessed offline.

2. Disadvantages/Limitations

- a. English Listening Skills Practice is an application with easy access but does not have a sharing feature, so users use it individually.
- b. This application has subtitles to make it easier for users, but not if used in exams because users can read subtitles without wanting to listen to them first.
- c. This application will look boring if used for a long time.

C. PEDAGOGICAL BENEFITS

1. English Skills/Components Developed

English Listening Skills Practice is an application designed to help students practice their listening skills.

2. Students Level

I think the English Listening Skills Practice application can be used for junior high and also senior high schools.

3. Teaching Benefit (Teacher)

Teachers can easily use this application, which is equipped with features that are easy to access and can be used during the learning process. Teachers can also use this application as a supporting material for teaching materials because in the English Listening Skills Practice application there is a lot of material, and teachers can see the development of listening skills and feedback from students with the do exam feature in this application.

4. Learning Benefit (Student)

By using the English Listening Skills Practice application, students can study the available material independently. Because the material contained in this application is all free and can be downloaded for study independently and offline, and there is also a setting feature for changing and selecting voices with male and female choices if you want to change them so students don't get bored.

5. Innovation and Creativity

The English Listening Skills Practice application is designed to learn and improve listening skills. It is equipped with a variety of interesting

features and a lot of free material, so users can easily access it both online and offline. There are subtitles to make it easier for users to know the correct pronunciation of words by voice actors in the application. There is a "Do Exam" feature that can be accessed to practice the listening skills of application users. And interestingly, users can change voice from male to female and vice versa.

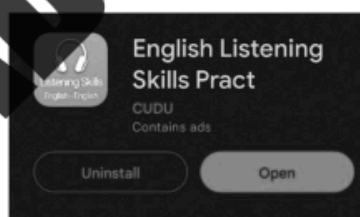
6. Learning Theory

Piaget (Syaodih, 2005) argues that thinking precedes language and is broader than language. Language is one of the main ways of expressing thought, and in all development, thought has always preceded language. Language can help with cognitive development. Language can direct children's attention to new objects or new relationships in the environment, introduce children to different views and provide information. Language is one of the various devices contained in the human cognitive system. According to this theory, it can be said that the application of English Listening Skills Practice is based on the theory of cognitivism. In this application, the user is directed to think about new things and develop through the expression of thoughts.

D. HOW TO USE IT FOR TEACHING AND LEARNING

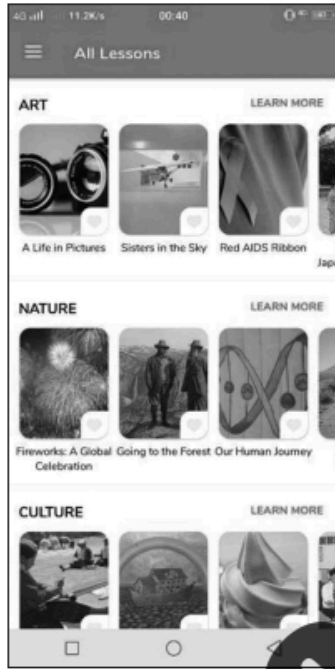
1. Registration and Sign-In Options

Download the application from the App Store or Google Play Store.

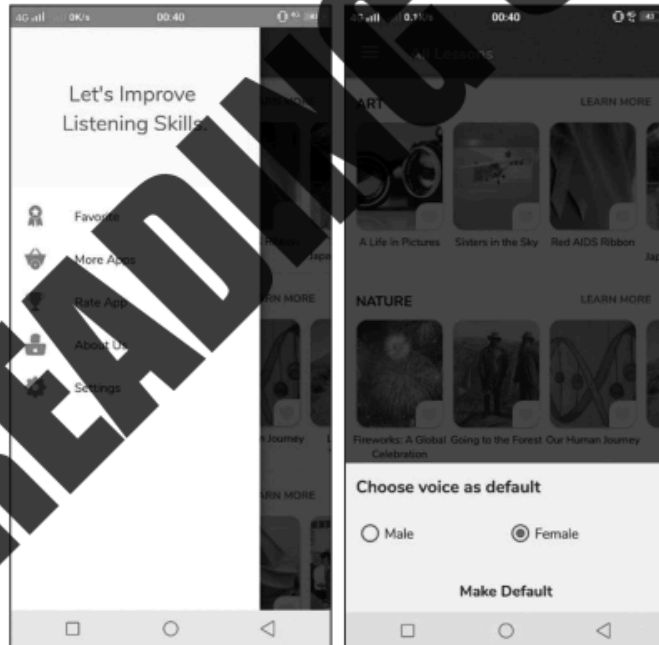


2. Teaching Procedures

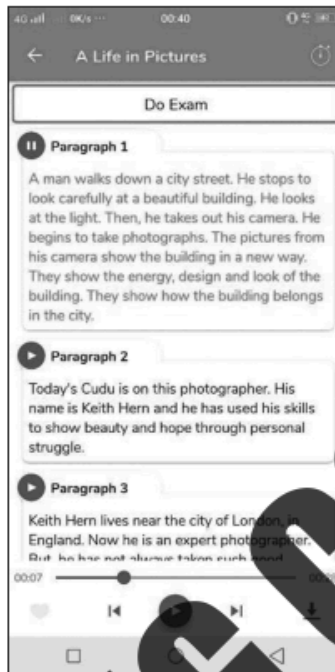
- a. Open the application, then select the material or topic that you will teach your students.



- b. You can choose male or female voice actors in the settings menu.



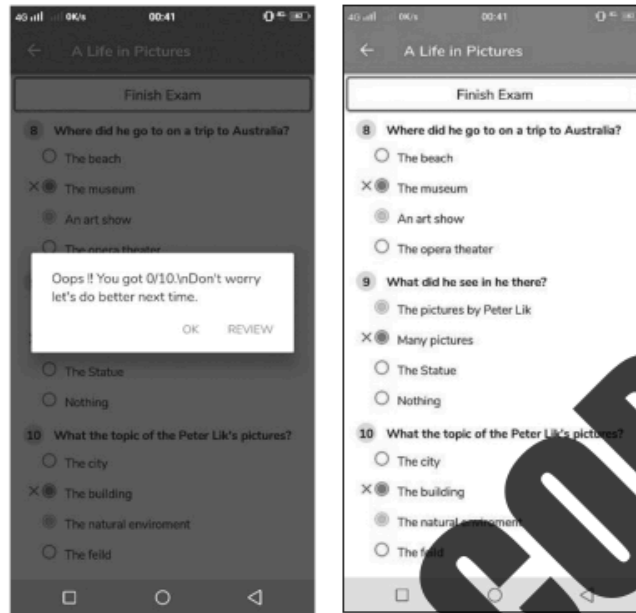
- c. The audio will play automatically after you select the material or topic and let your students listen while you work on the questions in the "Do Exam" button.



- d. After finishing working on the questions.

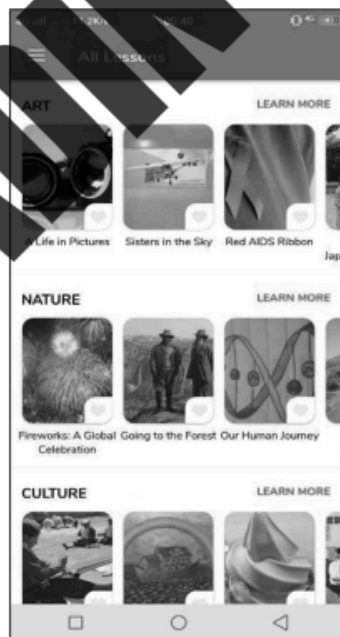


- e. Click the “Finish Exam” button to see the score and which answers are right and wrong.



3. Learning Steps/Practice

- a. Open the application and select the material or topic you want.



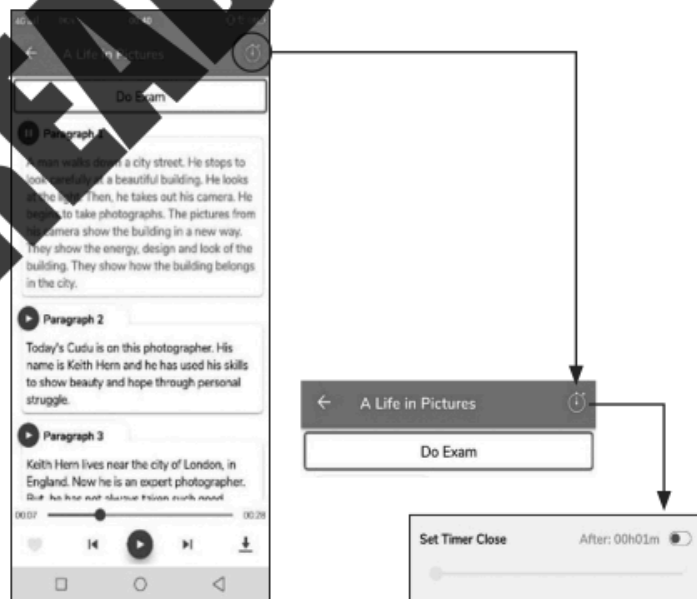
- b. Select the voice actor you want in the settings menu in the upper left corner.



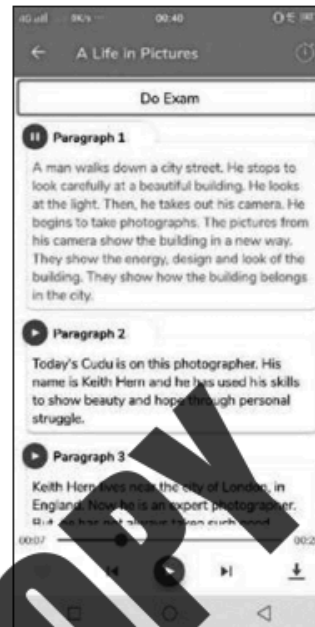
- c. Listen to the audio carefully, then answer the questions correctly (press the "Do Exam" button).



- d. You can choose when the audio will stop automatically in the top-right menu, and you can customize it.



- e. Download the topic if you want to listen offline.
- f. Check the subtitles or transcript to learn about your wrong answers while working on the questions.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/gWpZv-jiO1o>

E. REFERENCES

<https://educhannel.id/blog/artikel/teori-pemerolehan-bahasa.html>



CHAPTER 7

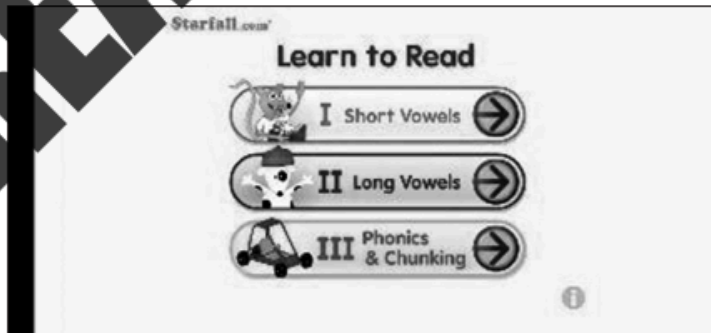
"STARFALL LEARN TO READ" FOR TEACHING READING

Marisa Aqmalia Riska

A. APPLICATION FEATURES:

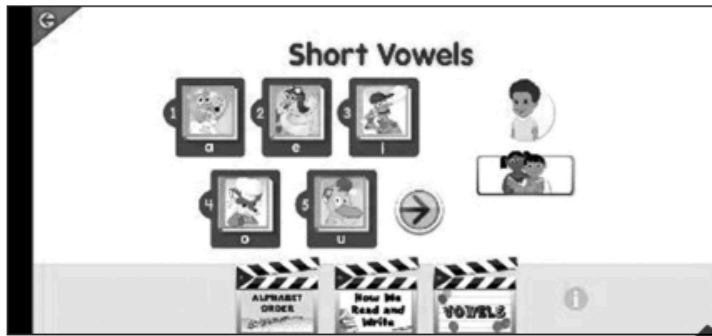
1. App Menu/Features

- a. Based on the Menu:
 - 1) Short Vowels
 - 2) Long Vowels
 - 3) Phonics & Chunking



b. Each Menu has a Different Feature:

1) Short Vowels



2) Long Vowels



3) Phonics & Chunking



2. General Review

a. Relevance

This application's purpose is relevant to the learning reading objectives.

b. Feedback

The feedback given tends to be directly and differently from each feature; in one feature, if the student misperforms on a given problem, then automatically the application “oops”, while in the other there are 3 star endings that indicate that the yellow star all means the student answers the given matter right.

c. Ease of Use

It is easy to use, especially for children, because the design is indeed ideal for children and can be accessed by both Android and iOS.

d. Engagement

Students can be particularly motivated if they use this application; they can learn according to what they need because of the many features available, and each feature has a pleasant design concept.

e. Sharing Feature

The sharing option is unimportant because it does not share the pictures or questions about learning reading objectives.

f. Accessibility and Cost

This application is accessible quickly and instantly as it requires no internet network and no ads. Most of the features are free, but if you want more, they will be charged.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. chargeless,
- b. accessible,
- c. ease to use,
- d. lots of features,
- e. there are all sorts of practical game forms, and
- f. there is no need for Internet to use the application.

2. Disadvantages/Limitations

- 1. that feedback is sketchy, and
- 2. too many interesting images confuse the user.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

Starfall Learn to Read is a highly effective application to improve reading skills because it is specifically designed to teach basic reading skills using fun games. Therefore, it is perfectly suited for children's use.

2. Students Level

The application is suitable for kindergarten to elementary school children's levels since the features provided meet their needs for starting basic reading learning.

3. Teaching Benefit (Teacher)

It can be a **teaching resource** because this application provides many features for learning reading skills. So, it is efficient for teachers who are looking for resources to teach reading skills.

It can also be a teaching activity, for instance, when the teacher wants to assign the students. The teacher can give them an exercise on "Starfall Learn to Read" by asking the students to open the application, select the menu that matches the given material, and select the features provided on each menu.

It can also improve **teaching effectiveness**; for example, if teachers cannot teach on that day, students can use this application to study by mandr. Teachers only need to compare the material to be given to students.

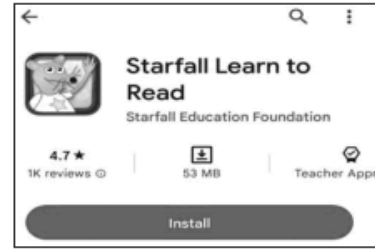
4. Learning Benefit (Student)

This application is not suitable for learning together because it does not provide an open access feature to try out features or work on problems together. However, this application is appropriate for self-directed learning, but for children, it requires a chaperone to begin with, so it focuses more on one's competence to effectively improve one's reading skills. For example, when a child is still at the perfect level, he can focus on reaching his goal without being confused about sharing it with someone else.

D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-In Options

Install “Starfall Learn to Read” on the Play Store or App Store.



2. Teaching Procedures

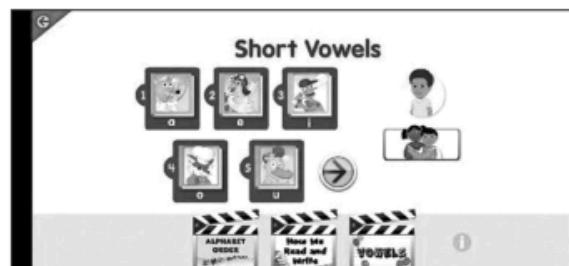
a. Open the application.



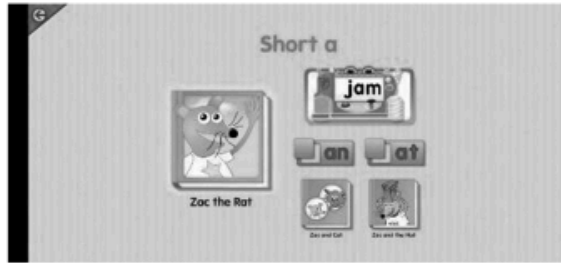
b. Click a menu that matches the topic being taught.



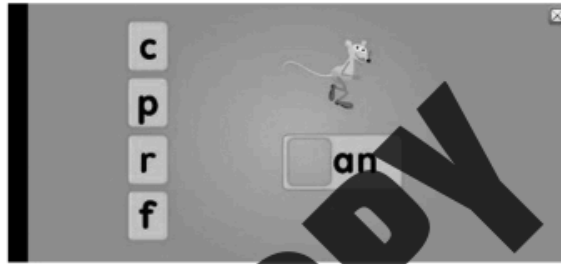
c. Click on the feature that contains the material that is taught.



- d. Pick the category of the task.



- e. Work on the task by filling in the blank column with the options provided.



- f. Check your answers by looking at the color of the words in the column; green is correct, red is wrong.



- g. The student will get a star (score) at the end of the page.



3. Learning Steps/Practice

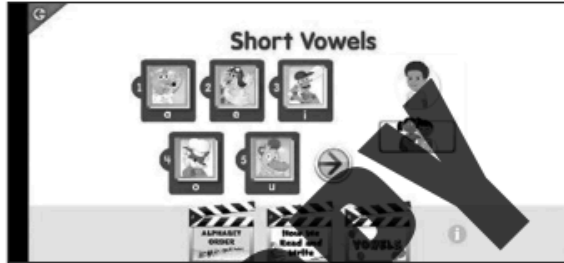
- a. Open the application.



b. Click a menu that matches the topic being taught.



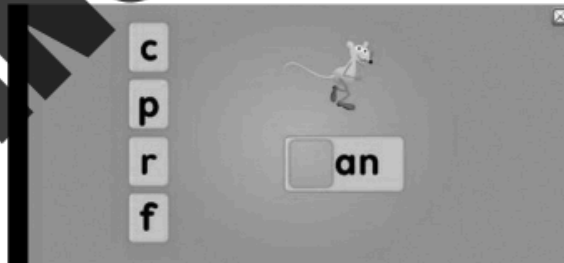
c. Click on the feature that contains the material that is taught.



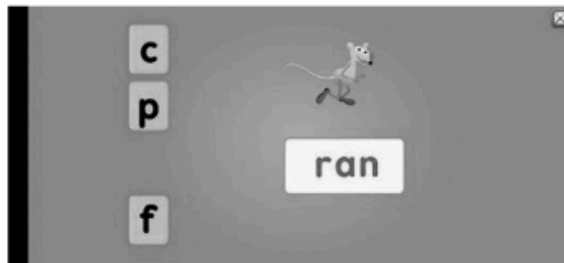
d. Pick the category of the task.



e. Work on the task by filling in the blank column with the options provided.



f. Check your answers by looking at the color of the words in the column; green is correct, red is wrong.



7. The student will get a star (score) at the end of the page.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/IV50QyvVx1M>

E. REFERENCES

<https://educhannel.id/blog/artikel/teori-pemerolehan-bahasa.html>

READING COPY



CHAPTER 8

"ENGLISH LISTENING STEP BY STEP" FOR TEACHING LISTENING

Elfira Triana Damayanti

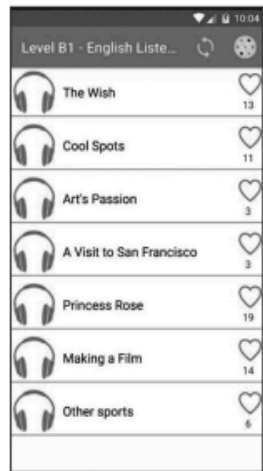
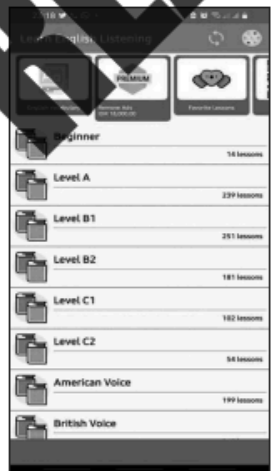
A. APPLICATION FEATURES

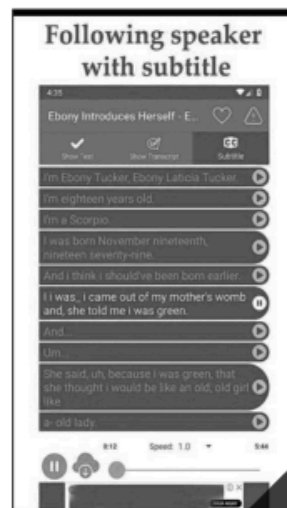
1. App Menu/Features

Application Download Link:

<https://play.google.com/store/apps/details?id=com.ocoder.learn.english.free>

Application Features:





2. General Review

a. Relevance

This application is relevant to learning to listen in English.

b. Feedback

There is only direct feedback from the application when it can immediately offer feedback in the form of right and wrong after working on the questions. However, there is no feedback from teachers to students.

c. Ease of Use

This application is very easy to use without registering; Android and iOS users can directly use it.

d. Engagement

Students will be more motivated to use this application because they can choose audio with many themes they are interested in.

e. Sharing Feature

For all the audio in the question, it can be shared by downloading it first.

f. Accessibility and Cost

This application is very easy to access for Android and iOS users because there is no need to pay and register. Unfortunately, there are some annoying advertisements, and this application requires the internet when accessing it.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. easy to use,
- b. accessible by Android and iOS users,
- c. free access,
- d. there is no need to register,
- e. many interesting features,
- f. multiple audios,
- g. there are examples of listening questions and corrections,
- h. audio speed can be adjusted, and
- i. audios can be downloaded.

2. Disadvantages/Limitations

- a. most ads,
- b. cannot be used offline,
- c. boring display,
- d. there is no feedback feature for teachers, and
- e. there is no explanation for the wrong or right answers to the questions.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

This application is suitable to improve English listening skills because there are many supporting features, such as audio and practice questions for listening.

2. Students Level

This application is suitable for teaching junior high school level students. because the language level used is very basic and light. There are also no images for display on the application, which means it is suitable for junior high school students.

3. Teaching Benefit (Teacher)

- a. **Teaching Resources:** This application has hundreds of audio sources with various kinds of themes that can be downloaded easily.

- b. **Teaching Activities:** The teacher can play one of the audios on the speakers, and then students are asked to listen carefully and work on the questions the teacher gives together in class.
- c. **Teaching Affectiveness/Assessment:** This application can also be used for student assignments so that the teacher's teaching time can be effective, such as when the teacher cannot teach and students are asked to listen to audio and work on problems (self-learning), then the results are shown when the teacher returns to class.

4. Learning Benefit (Student)

- a. **Collaborative Learning:** Not very effective because there are no features that can be used to collaborate or even work on rival questions.
- b. **Self-Directed Learning:** Students can use this application independently because the basis of it is also suitable for self-learning, judging from its features, which can be accessed privately and independently.
- c. **Students Engagement and Interaction:** There are no shared features in the application, so students and even teachers cannot interact or give feedback to one another.

5. Innovation and Creativity

The innovation of this application is that there are hundreds of audio files with various themes, all of which can be accessed free of charge. For the creativity produced by this application, there is a favorite theme feature, subtitles per word, and also a transcript of the audio.

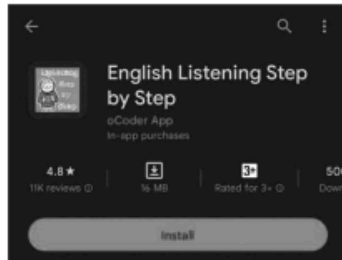
6. Learning Theory

This application is supported by the implications of cognitive theory by Piaget. Lefa said that Piaget's theory of implication assumes that all children go through the same sequence of development, but they do so at different rates (2014). This theory seems to support the features of this application, there are level features that students can choose from, students can choose the same theme as other friends, but still, each student will get different results and understanding in the question or task features.

D. HOW TO USE IT FOR TEACHING AND LEARNING

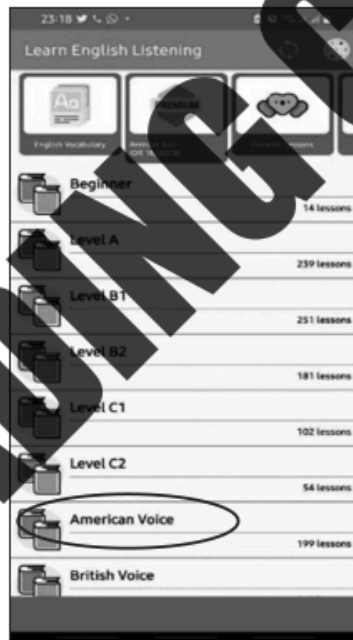
1. Registration and Sign-In Options

Download the application from the Google Play Store or App Store.



2. Teaching Procedures

- a. Open the application. Select the 'level' that you will teach to students from the display as follows:



b. Choose a 'theme' to teach.



c. Play the audio through the speakers, let the students listen, and then work on the task.



d. Check the answers from your students and see how they score.



e. You can correct together with your students the questions and audio that have been heard, or you can look up the meaning of words that are difficult for students to understand in the subtitle feature.

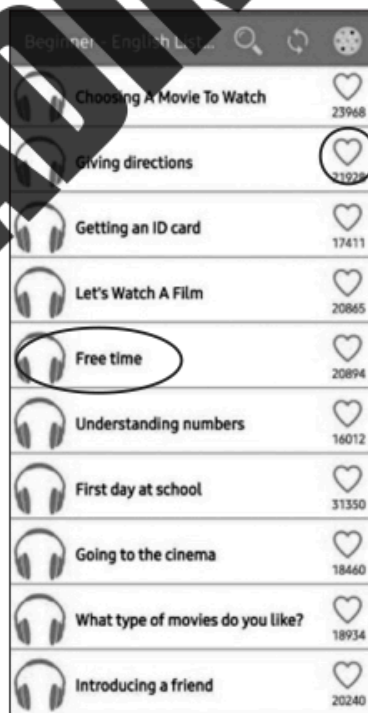


3. Learning Steps/Practice

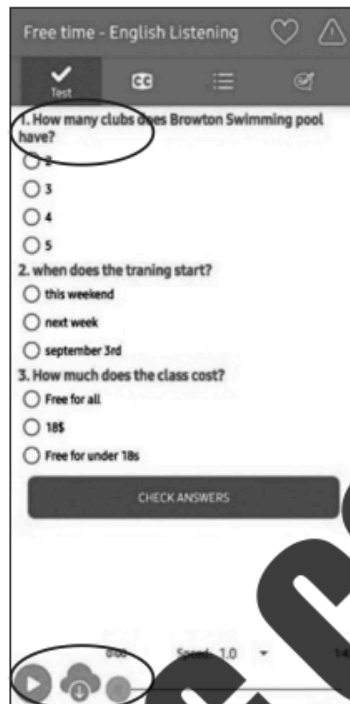
- a. Open the app and click on the 'level' you want to work on.



- b. Select the 'theme' that you are interested in. You can also add it to your favorite theme; just click on the heart shape symbol.



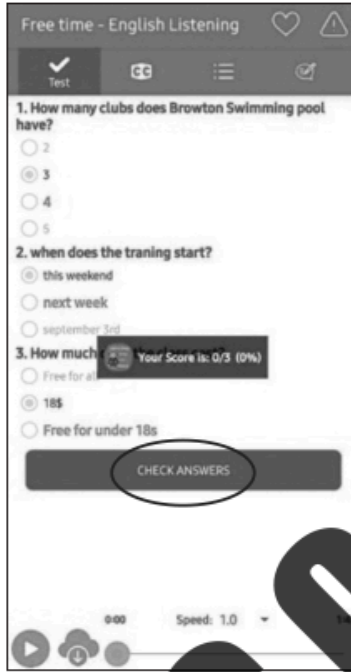
- c. Listen to the audio carefully, then answer the questions below correctly.



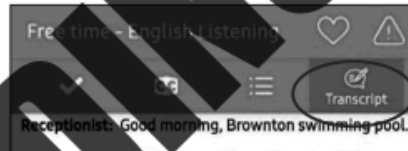
- d. Choose your comfortable speed to make it easier for you.



- e. Check your score here, then screenshot your test result and send it to your teacher.



- f. Check the transcript to learn about where you went wrong on the test.



4. Video Tutorial (YouTube)

Link: https://youtu.be/x8JwVYUr_aM

E. REFERENCES

Lefa, B. (2014). The Piaget Theory of Cognitive Development: An Educational Implications. *Educational Psychology*, 1(1), 1-8.



CHAPTER 9

"READING COMPREHENSION TEST-E" FOR TEACHING READING

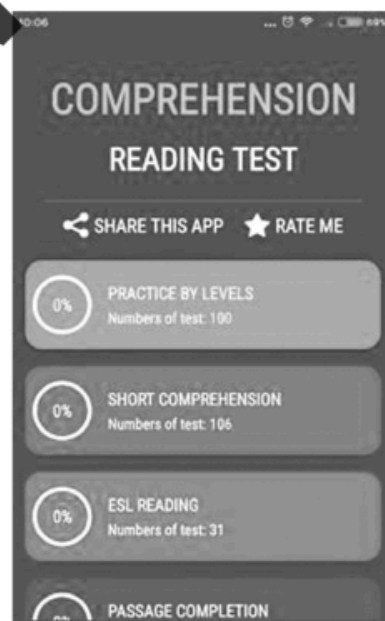
Indah Prahastini

A. APPLICATION FEATURES

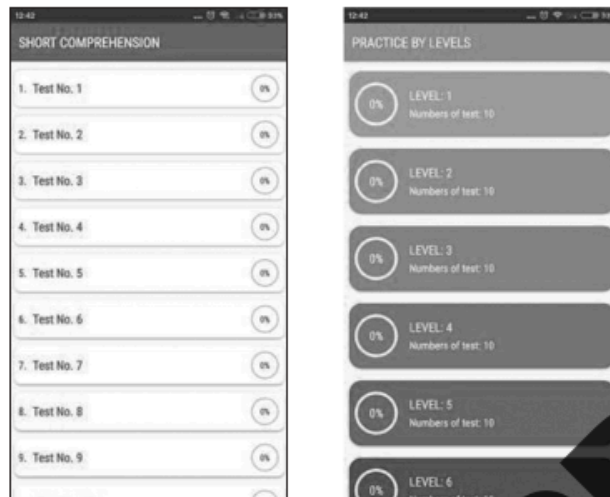
1. App Menu/Features

There are a lot of topics to practice:

- a. Practice by Level
- b. Short Comprehension
- c. ESL Reading
- d. Passage Completion
- e. Extra Comprehension Reading



Each topic has some practice:



2. General Review

a. Relevance

This application's purpose is related to learning reading objectives.

b. Feedback

The students provide limited feedback. Because if the students answer the wrong question, they will know the correct answer after completing all the questions.

c. Ease of Use

This application is very easy, and students can open it independently, but it's only on Android.

d. Engagement

Students will be highly motivated to use the app because they can access it to improve their reading skills.

e. Sharing Feature

Limited performance data or student products are not available. It's not very important.

f. Accessibility and Cost

This application is only for Android, which means it's limited to mobile platforms. But, this application is unpaid or free to access; there is no need to pay.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. no need to pay,
- b. there is no need to register,
- c. can be used offline,
- d. a lots of reading test,
- e. ease of use,
- f. the student can replay the questions,
- g. the student can repeat the assignment, and
- h. it can improve students' vocabulary.

2. Disadvantages/Limitations

- a. limited access,
- b. only on android,
- c. there is an advertisement, and
- d. basic design.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

Reading Comprehension Test-E is the application that can be used to improve students reading skills. There are a lot of practices that students can engage in.

2. Students Level

This application has many levels. But in a specific way, this application can be used for junior high school because the materials are still basic.

3. Teaching Benefit (Teacher)

- a. **Teaching Resources:** This application have a lot of reading text that can be read first. Then, the student answer the question in the task
- b. **Teaching Activities:** First of all, the teacher must instruct the student to open the application. Then, the teacher calls one student to read the text and answer the question, or the teacher can discuss it with them.

- c. **Teaching Effectiveness/Assessment:** This application can also be used for student assessment. For example, if the teacher is unable to attend the class, the student is asked to read the text and work individually, and the next meeting will be discussed together

4. Learning Benefit (Student)

- a. **Collaborative Learning:** It's not an effective way to do collaborative learning because it doesn't have the feature of doing the task together. It's only by themselves.
- b. **Self-Directed Learning:** It can be an effective way to do it because the student will read individually, and it is also suitable for self-directed learning. The students can know their scores individually.
- c. **Students Engagement and Interaction:** It's not supported for student engagement and interaction because there are no sharing features.

5. Innovation and Creativity

This application has many reading texts with various babs, all of which can be accessed for free; there is no need to pay. So, the students will practice reading more.

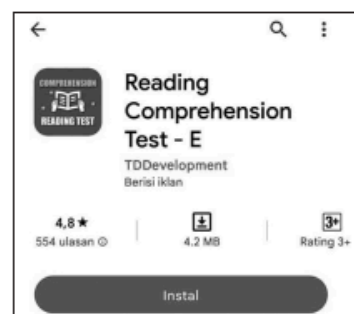
6. Learning Theory

First of all, this application has a lot of reading tasks, which means the student can choose what topic they want. Devaki said that the final stage of Piaget's cognitive development theory is the formal operational stage. Thinking gets even more complicated and advanced at this point in growth (Devaki, 2021). This application seems to have features that are connected to cognitivism theory because each student will think more and get a score directly from this application.

D. HOW TO USE IT FOR TEACHING AND LEARNING

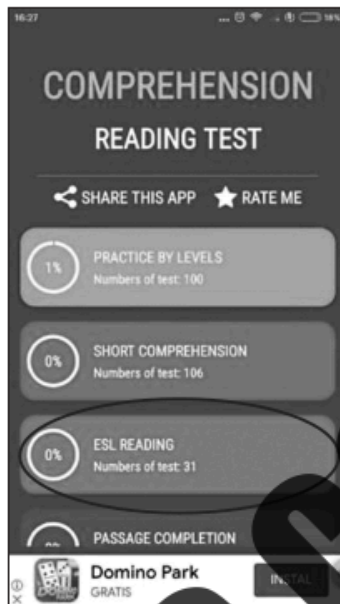
1. Registration and Sign-In Options

Download the application from the Play Store.



2. Teaching Procedures

- a. Open the application.
- b. Choose the topic that you will teach your students.



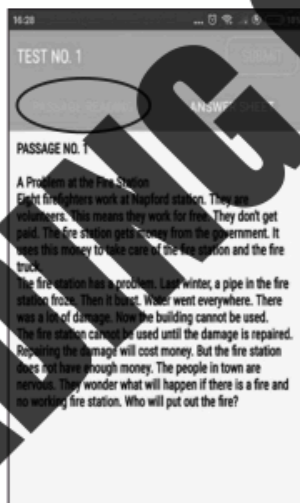
- c. Then, you can choose a sub-topic from the topic.



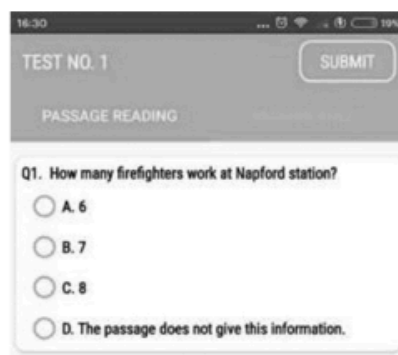
d. There are a lot of reading practices that you can teach.



e. Click "PASSAGE READING" to read the text.



f. Click "ANSWER SHEET" to start the test.



g. Select your answer.

TEST NO. 1

PASSAGE READING

Q1. How many firefighters work at Napford station?

- A. 6
- B. 7
- C. 8
- D. The passage does not give this information.

Q2. In paragraph 1, we learn that the firefighters who work at Napford station are volunteers. What is a volunteer?

- A. someone who fights fires
- B. someone who has a problem
- C. someone who works for free
- D. someone who needs help

Q3. What caused the damage at the fire station?

- A. a fire started
- B. a pipe burst

SUBMIT

h. Click "SUBMIT" when you have already finished the task.

TEST NO. 1

PASSAGE READING

Q1. How many firefighters work at Napford station?

- A. 6
- B. 7
- C. 8
- D. The passage does not give this information.

Q2. In paragraph 1, we learn that the firefighters who work at Napford station are volunteers. What is a volunteer?

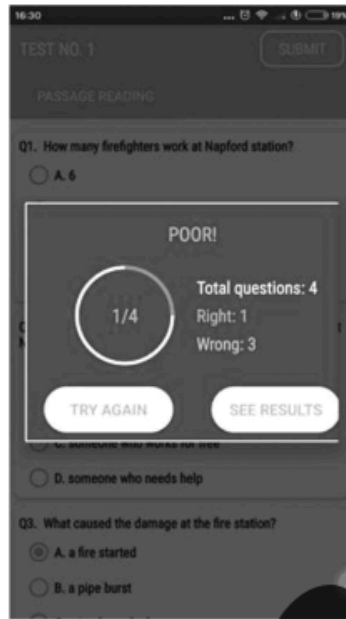
- A. someone who fights fires
- B. someone who has a problem
- C. someone who works for free
- D. someone who needs help

Q3. What caused the damage at the fire station?

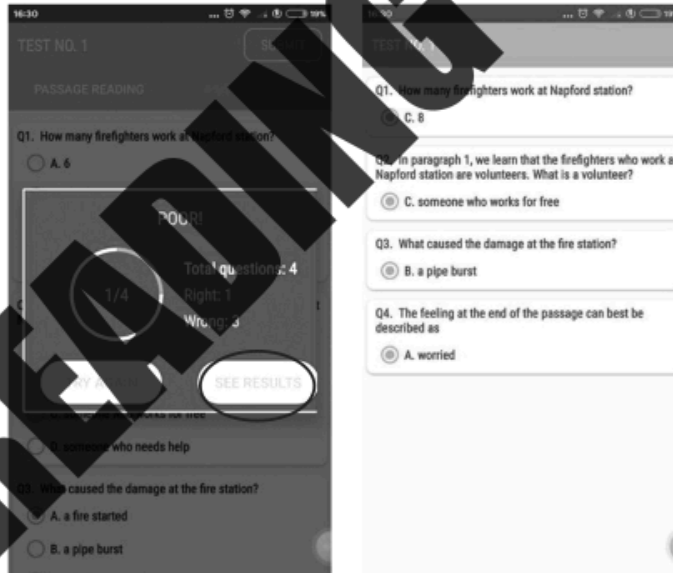
- A. a fire started
- B. a pipe burst

SUBMIT

- i. You will know your score.

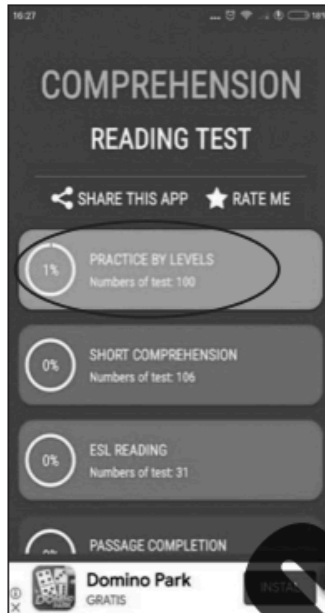


- j. If you want to know the correct answer, you can choose “SEE RESULTS”.



3. Learning Steps/Practice

a. Choose the topic that you will learn about.



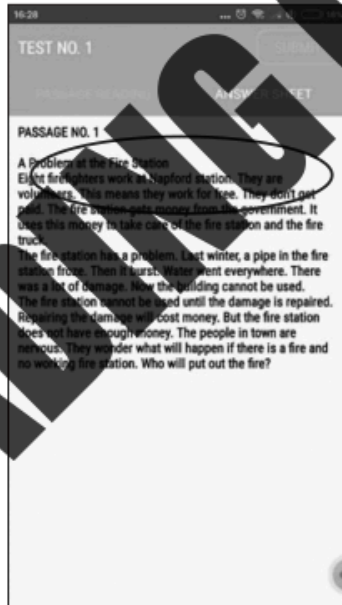
b. Then, you can choose a sub-topic from the topic.



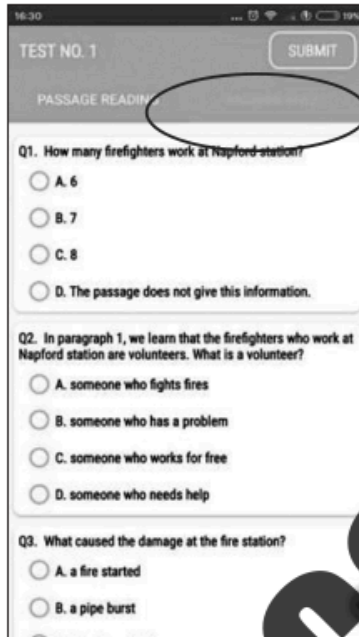
c. Choose the test that you want to do.



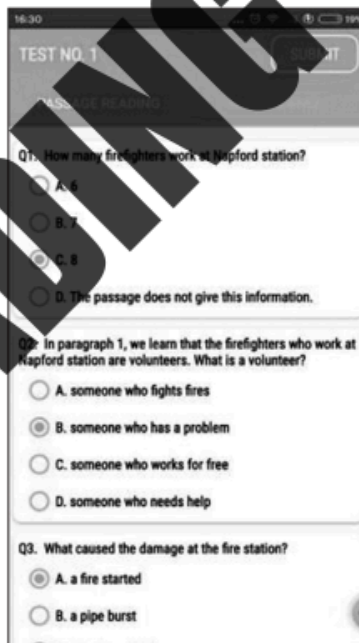
d. Click "PASSAGE READING" to read the text.



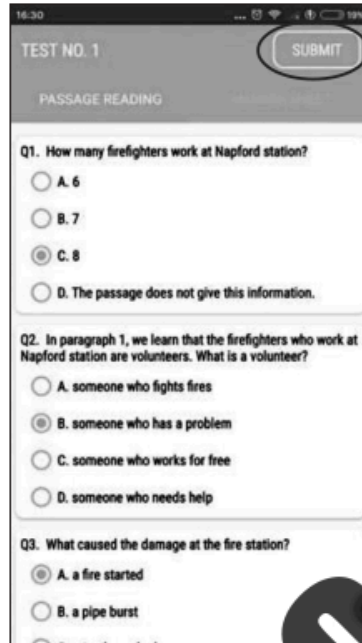
e. Click "ANSWER SHEET" to start the test.



f. Select your answer.



- g. Click "SUBMIT" when you have already finished the task.



- h. Then you will know your score, screenshot the score, and show it to your teacher.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/uRSgpGFXjbM>

E. REFERENCES

Devaki, V. (2021). "Influence of Behaviourist and Cognitivist Theories in Adult Language Acquisition". *Elsya: Journal of English Language Studies*, 3(1), 38–44. <https://doi.org/10.31849/elsya.v3i1.5620>

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CHAPTER 10

"eJOY ENGLISH" FOR TEACHING LISTENING

Fadiya Rosa

A. APPLICATION FEATURES:

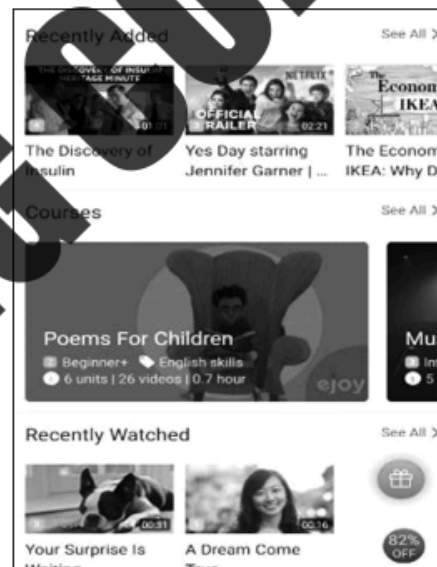
1. App Menu/features

- a. Application Download Link:
<https://play.google.com/store/apps/details?id=ejoy.learning.english>
- b. In eJOY English, it provides very interesting features to help the learning process, namely:
 - 1) Video
 - 2) Game
 - 3) WordBank
 - 4) Performance
 - 5) (Offline Video)
 - 6) (Offline Data)
- c. In the "Video" feature, students can access many videos, one of which is that they can access videos from YouTube, and don't forget that the videos provided can be searched according to the material they want.

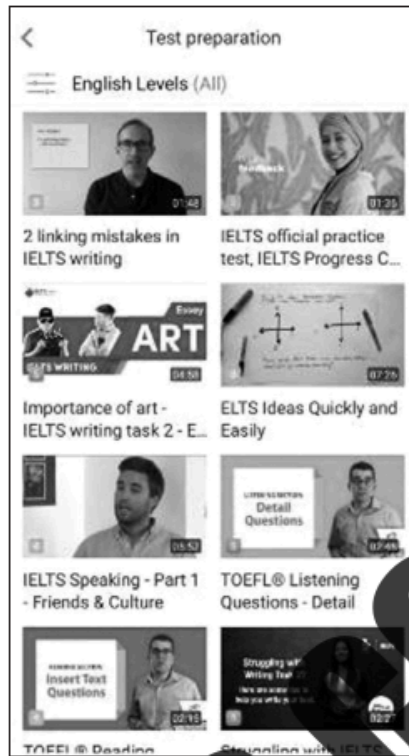




c. Furthermore, in this “Video” feature, students can access the videos they want to watch again by clicking on “Recently Added”. There is also a “Recently Watched” feature, which can be used to re-watch videos that have already been watched. There is also a “Courses” feature that students can use to choose what material to teach, watch, or learn.

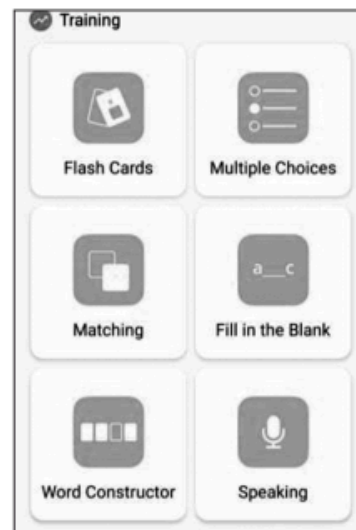


d. Then there is a test preparation feature that friends can use to improve their skills, be it IELTS, TOEFL, etc.

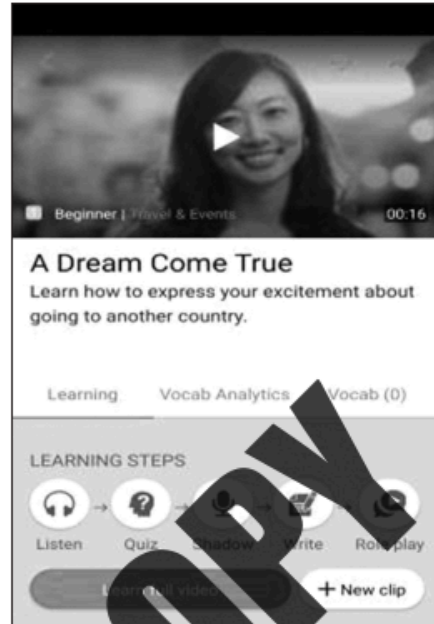


e. In eJOY English, the Games feature provides many types, namely:

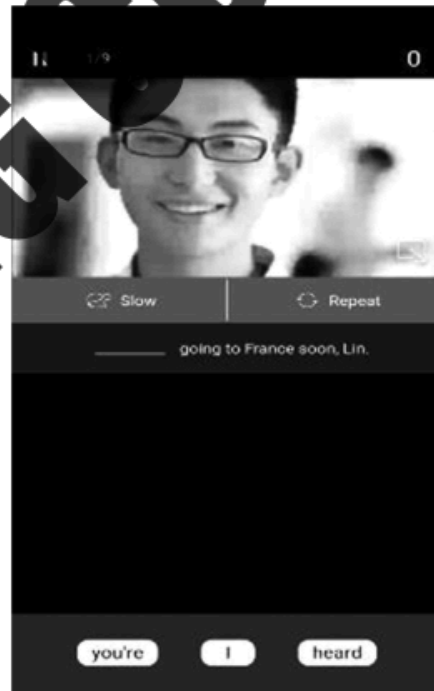
- 1) Flash Cards
- 2) Multiple Choices
- 3) Matching
- 4) Fill in the blank
- 5) Word Constructor
- 6) Speaking



- f. This is an example of how it looks when we want to do a quiz, which is where we have to watch the video first.



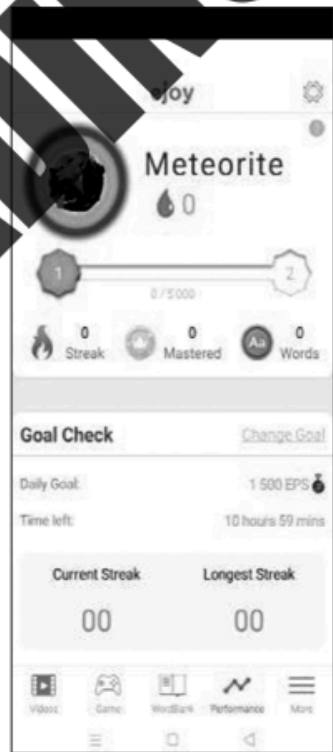
- g. This is an example of a quiz, namely "Fill in the Blank"



- h. WordBank is an audio word bank that can be used to find out how a word or sentence is pronounced.



- i. For Performance, this feature is used to show how much score you have.



2. General Review

a. Relevance

Because the use of eJOY English is to practice listening, speaking, and vocabulary, it can be concluded that eJOY English has a connection with learning objectives where, when students use eJOY English, their listening, speaking, and vocabulary will increase.

b. Feedback

The student is provided with specific feedback. Because in eJOY English, we are given material that relates to the abilities we have, for example, if our English level is still at a lower stage, we can choose the level at the basic stage, and later the questions and materials given will be equated with the level of our ability. eJOY English has many features that can support the ability of the four skills that we have, for example; speaking, which will be applied to eJOY English, and our pronunciation ability will be recorded. The result will be given later, where the wrong letter will be colored red, and that is a sign that we are encouraged to repeat until the words we say have the correct pronunciation. There are other features as well, namely vocabulary, where we will be asked to watch videos, and next we can press words that we don't know, and later there will be more explanation about it. In conclusion, in the eJOY English application, the feedback given is specific according to what is learned, and with the feedback given, students can know where the error is that must be corrected.

c. Ease of Use

The student needs to have a teacher show or model how to operate the app. Because the application has many features, students need an operational module or video using the eJOY English application that explains the function of each feature and explains how to use it.

d. Engagement

The student is highly motivated to use the app. Because in this application, there are various skill development features where

the material uses a variety of trendy and famous video clips among students, and the games are also very fun, such as students being told to watch videos they like and practicing many things using videos. It starts with the vocabulary used and the way the pronunciation is used. Therefore, eJOY English allows motivated students to use the app without the teacher telling them to.

e. Sharing Feature

Student performance records and products are available, but sharing is limited. Because of this application, students can get the results of the work they have done and know which parts need improvement. But they can't send anything from this application; for example, they can't send their study result.

f. Accessibility and Cost

Accessible on all mobile phone and tablet platforms (e.g., iOS and Android). Not all functions are available free of charge. Unlimited access to 4 Pro games \$19.99 per month, \$94.99 per year; besides that, it can still be used for free. As well, this eJOY English application can be downloaded to electronic media, including mobile phones and laptops.

B. STRENGTHS AND WEAKNESSES

1. Advantages

The advantage this eJOY English application has is that it has features that we can use without having to pay for them, and it is equipped with video clips, whether it's a popular talk show or movie. As well as in this application, you can search for word meaning instantly in video subtitles and webpages, study while watching movies without distractions with 20+ hotkeys, bookmark your favorite subtitles for quick review anytime, and integrate eJOY eXtension's search feature with any video site you like.

2. Disadvantages/Limitations

The disadvantages of this app are that you have to use internet data, some functions are only available on the desktop, some only in the app, and some will only work on YouTube. Instead of adding too many features, they can make the essential features available

and user-friendly. A quite simple requirement we can't meet in this application. There are a lot of videos that do not work when I study my vocabulary with the extension.

C. PEDAGOGICAL BENEFITS

1. English Skills/Component Developed

This application is very supportive for teaching both listening and speaking. To help our own speaking skills, this application provides a shadowing feature that can be used to hear whether our speech is correct or not, and to help listening skills, this application provides video features that we can use to watch videos according to the desired material.

2. Students Level

This application can be used by middle school, high school, and college students because it has many complicated features, so it is highly recommended to use it in the classes above.

3. Teaching Benefit (Teacher)

a. Teaching Resources

First, because in this application there are lots of video materials available so that teachers can use them as teaching materials; these two applications have many types of questions, therefore teachers can use them as materials that can be taught to students; these three applications have types of topics for questions that are abundant, and this is also very helpful for teachers to do assignments.

b. Teaching Activities

This application can help the teacher in the first teaching activity, such as working on one of the quizzes contained in the application and doing it together in class, or watching one of the videos contained in this application in class, and the video can be adapted to the material being taught.

c. Teaching Effectiveness/Assessment

Teachers can actually use this application in teaching assessments, but due to the limitations of this application, there are no

features that can be used to send questions. Therefore, teaching assessments should be done in class.

4. Learning Benefit (Student)

- a. Collaborative Learning
This application can be used in collaborative learning, where students can work on one of the quizzes contained in this application in groups, and students can also watch English videos contained in this application in groups.
- b. Self-Directed Learning
For self-directed learning with this application, it is very supportive because it provides lots of features that students can use wherever they are, as long as they are connected to the internet. Why is this application so supportive in self-directed learning? It is very similar to what is in the features of this application itself, namely performance, which aims to see what level you are at right now, and for the quiz feature, shadows, this is used as personal training material to both add vocabulary and hone their speaking and listening skills.
- c. Student Engagement and Interaction
Student engagement and interaction using this application is indeed very limited because, as is known, this application does not have a share feature that can help students interact. Therefore, student interaction using this application is very limited and can only be done in class, such as watching videos or doing the questions together using the quiz feature.

5. Innovation and Creativity

Using the eJOY English application can make learning more fun and enjoyable. This application is equipped with very interesting features that can support our listening and speaking skills and enrich students vocabulary.

- a. With eJOY English, ¹¹ learners can:
 - 1) watch more than 60,000 authentic English videos sorted by English levels, topics, and durations;
 - 2) look up new words while watching videos; and
 - 3) practice English games to improve your listening, speaking, reading, and vocabulary.

b. With eJOY English, teachers can:

The teacher can manage the class and track the students' performance.
The teacher will be free from daily hassles and have more time to help students overcome their challenges.

6. Learning Theory

Cognitive Learning Theory

Cognitive theory is more concerned with the learning process than the learning outcomes. This theory says that learning does not just involve the relationship between stimulus and response; a person's behavior is determined by his perception and understanding of situations related to his learning goals.

D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-In Options

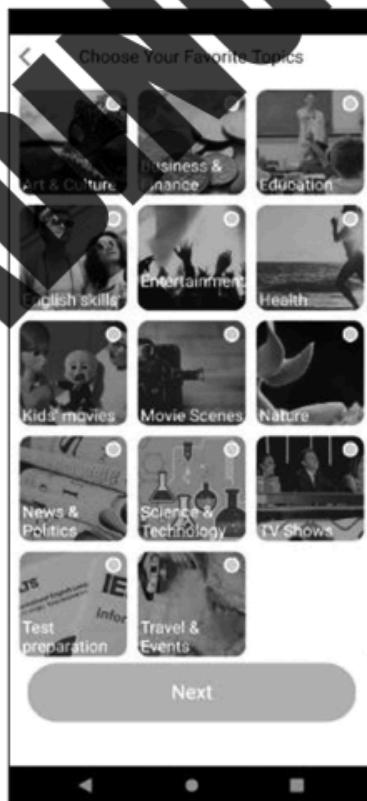
a. Open the Play Store, then type "eJOY English", then install.



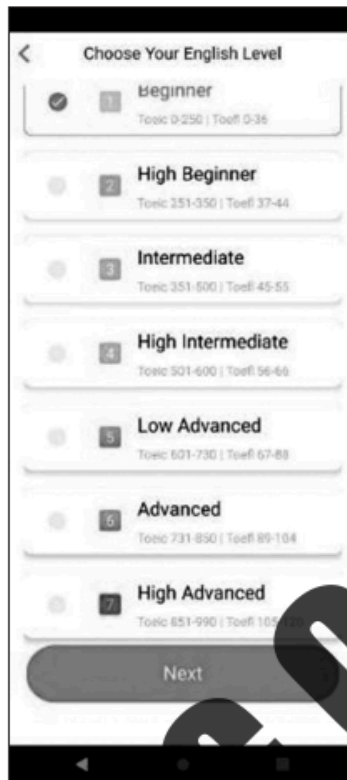
b. Select your native language.



c. Select a topic to study.



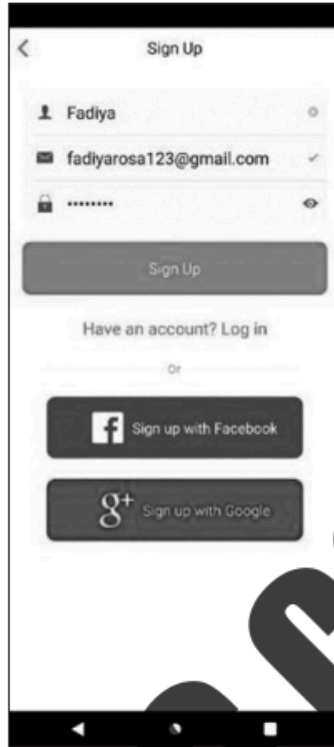
d. Select the level the student has.



e. Setting study time as a reminder



f. Sign up using e-mail.

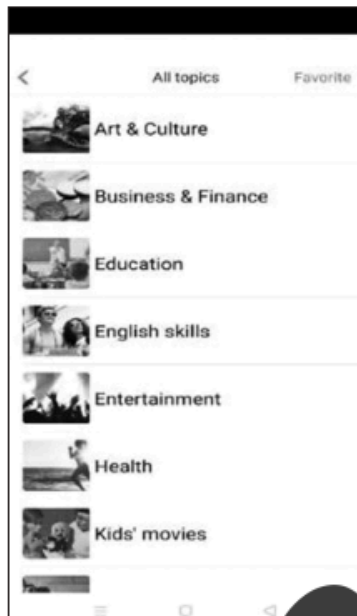


2. Teaching Procedures

a. Open the application, "eJOY English".



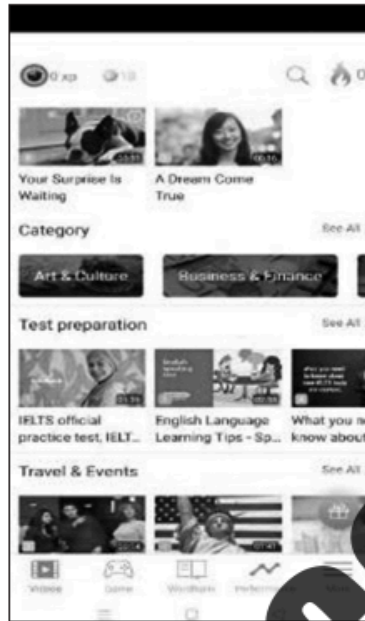
b. Select the topic you want to teach.



c. Choose a level that is adjusted to the students abilities.



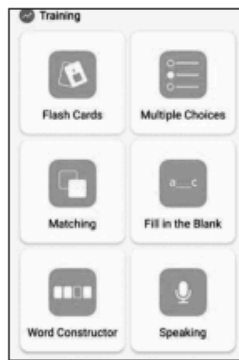
d. Select the appropriate video.



e. Watch the video until it's finished in front of the class.



- f. Do one of the games with the students in class.



3. Learning Steps/Practice

- a. Open the application, "eJOY English".



- b. Select the topic you want to teach.



c. Choose a level that is adjusted to the students abilities.



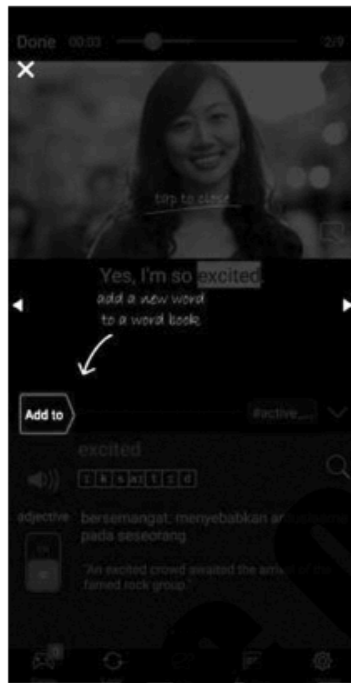
d. Select the appropriate video.



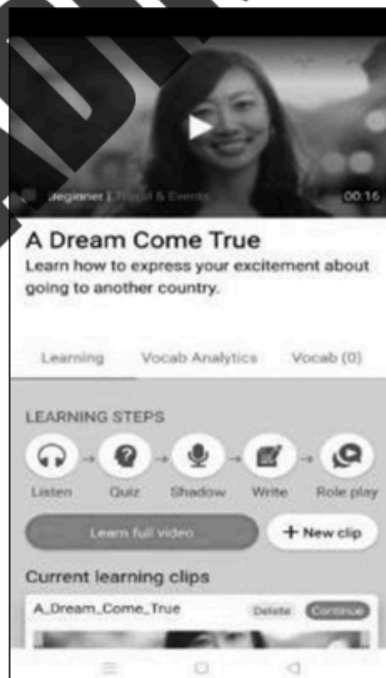
e. Watch the video until it's finished.



- f. While watching the video, choose a word that is difficult, then press the word and add it, and then an explanation will appear about the word.



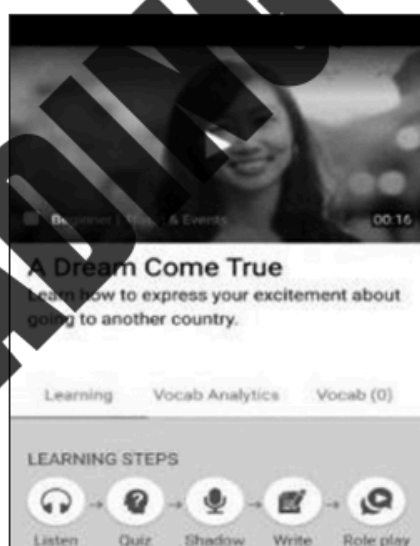
- g. After watching the video until it's finished, come back and click Quiz.



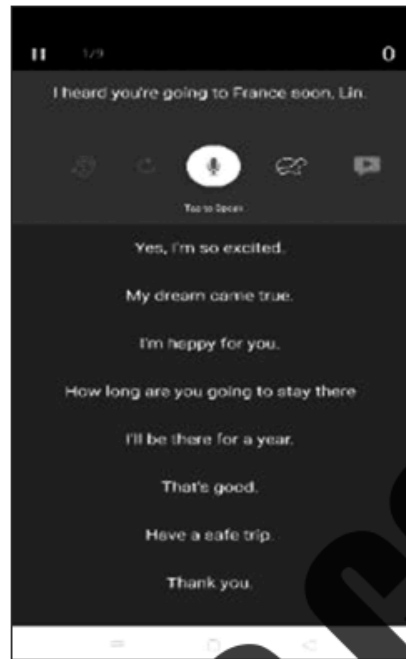
h. Order the following words correctly.



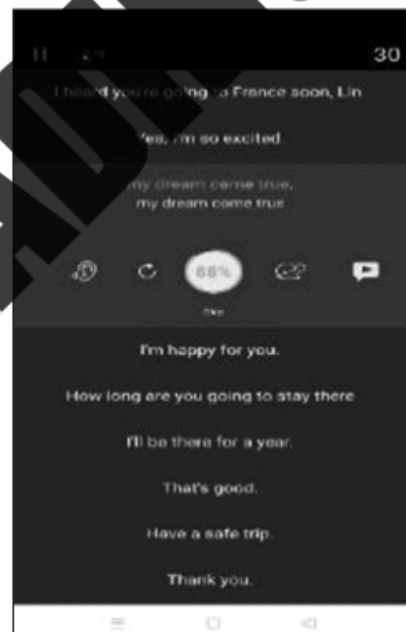
i. After doing the quiz, you can move on to the "Shadow" feature.



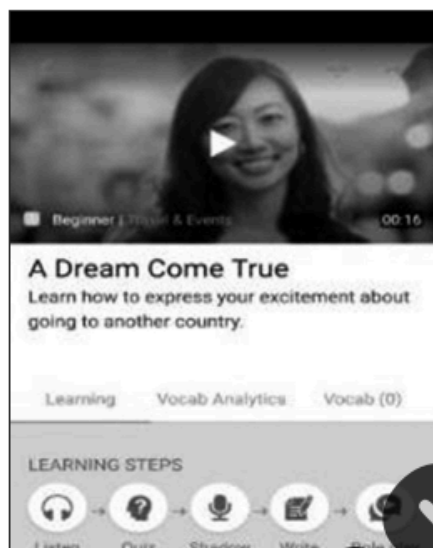
- j. This “Shadow” feature helps us with pronunciation; students can press the tape to speak button.



- k. This is the result; if the color is green, it means perfect, and if the color is yellow, it means it is less than perfect.



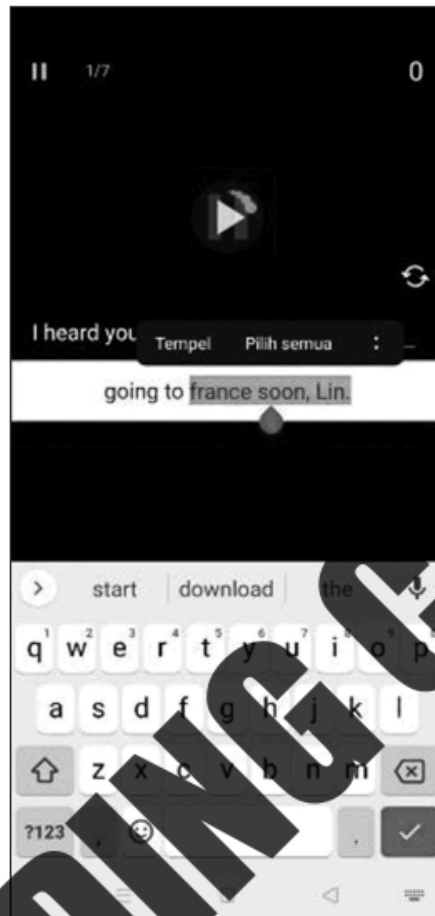
- I. After finishing working on the "Shadow" feature, move on to the Write feature.



- m. For this Write feature, students are asked to write empty words without any clue.



- n. If the green color is not complete, it means that there are still words that have not been filled in or are incorrect.



4. Video Tutorial (YouTube)

Link: <https://youtu.be/drQKsKNCv6w>

E. REFERENCES

Widodo, T., and Qurniawati, R.S. (2016). "Pengaruh Kolektivisme, Perceived Consumer Effectiveness, dan Kepedulian Lingkungan terhadap Perilaku Pembelian Ramah Lingkungan". *Among Makarti*, 8(2), 65–82. <https://doi.org/10.52353/ama.v8i2.122>



CHAPTER 11

"RAZ-KIDS (KIDS A-Z)" FOR TEACHING READING

Daffa Rafif

A. APPLICATION FEATURES

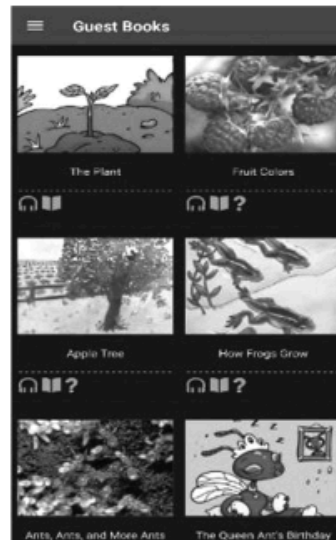
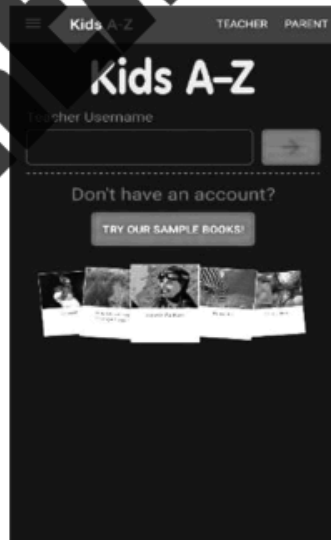
1. App Menu/Features

Download Link:

https://play.google.com/store/apps/details?id=com.learninga_z.onyourown&hl=en&gl=US&pli=1

2. General Review

a. Relevance



Raz-Kids, or Kids A-Z, is an interactive English learning tool that is relevant for developing students' reading comprehension. It can deliver hundreds of leveled eBooks, so the teacher can use it for assessment or practice of the students' abilities, whether in school, at home, or anywhere else.

b. Feedback

If you are not subscribed and prefer to use the sample books, students can work on the available assignments and send screenshots of their results to the teacher.

c. Ease of Use

This application is easy to use for both teachers and students since it has a simple display.

d. Engagement

Students will happily enjoy the learning process because it contains an illustration in the form of pictures so that they can imagine the materials in order to help them understand.

e. Sharing Feature

There is no sharing option for the free account, but it's not really necessary as long as students can access the same materials in the sample books.

f. Accessibility and Cost

Kids A-Z is simple and easy to use, which makes the learning process more fun. It can be accessed for free, but the material is limited. If you want to subscribe, it costs around \$125 per year for one classroom. And Raz-Plus customers will have access to more than 2,000 leveled eBooks and corresponding eQuizzes, as well as thousands of other resources.

B. STRENGTHS AND WEAKNESSES

1. Advantages

- a. Students can access the same books as their peers in the general education classroom.
- b. Encourages the general education teacher to stay closely involved in the students' use of technology to access mainstream resources.

- c. Students should be able to practice listening to stories and taking comprehension quizzes at their reading level.

2. Disadvantages/Limitations

- a. The text can't be accessed through a refreshable braille display.
- b. The reward portion of this app is not accessible with voiceover.

C. PEDAGOGICAL BENEFITS

1. English Skills/Components Developed

Raz-Kids is a website (also available through Kids A-Z on Google, Apple, and Amazon devices) that gives students access to fiction and nonfiction books with comprehension quizzes. Raz-Kids is an award-winning digital library of interactive, leveled eBooks and eQuizzes spanning 29 levels of difficulty, covering a wide range of subjects to develop the reading and comprehension skills of students.

2. Students Level

The Kids A-Z application is suitable for elementary school children because it looks simpler and easier to understand. Kids A-Z also provides illustrations that can interest students in grades five and below. The materials and levels of difficulty are very diverse; teachers can sort out which material suits the needs and level of their students.

3. Teaching Benefit (Teacher)

Teachers can save tons of paper and money since they don't have to print the material for their students. Besides that, teachers can view reports and track student progress every step of the way (teaching assessment).

4. Teaching Benefit (Student)

Students can learn by themselves (self-directed learning) and do their assignments freely anytime and anywhere.

5. Innovation and Creativity

Students can select books that are appropriate for their levels of reading ability. The Reading A-Z app will advance students to the next reading level when they have completed all of those stages for a certain number of books.

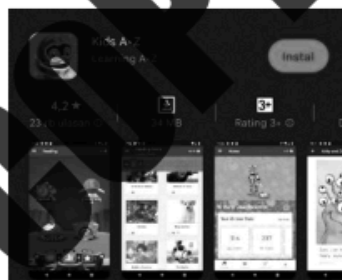
6. Learning Theory

Raz Kids is aligned with behaviorist learning theory if students often practice with this application until they get used to it. Based on Zhou and Brown, behaviorist learning theory places a strong emphasis on behavioral modifications brought on by the learner's associations with stimulus-response. The brain's functions or structure are not used by behaviorist theories to explain abnormal behavior. Instead, it takes the position that all conduct is the result of learned habits and tries to explain how these habits are created (Zhou and Brown, 2015).

D. HOW TO USE IT FOR TEACHING AND LEARNING

1. Registration and Sign-in Options

Download the application from the Play Store.

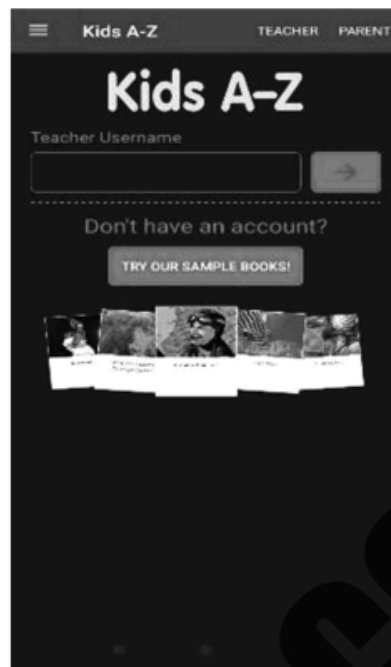


2. Teaching Procedures

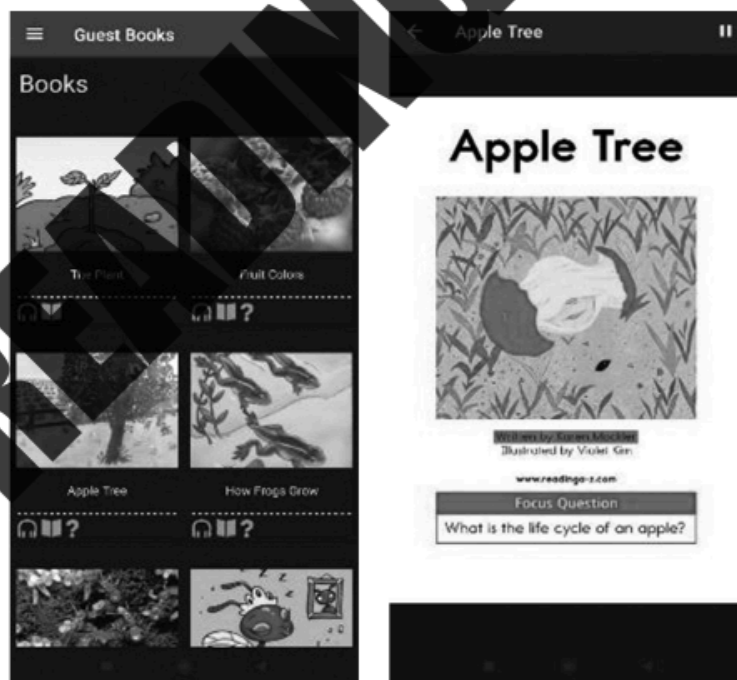
- a. Open "Kids A-Z".



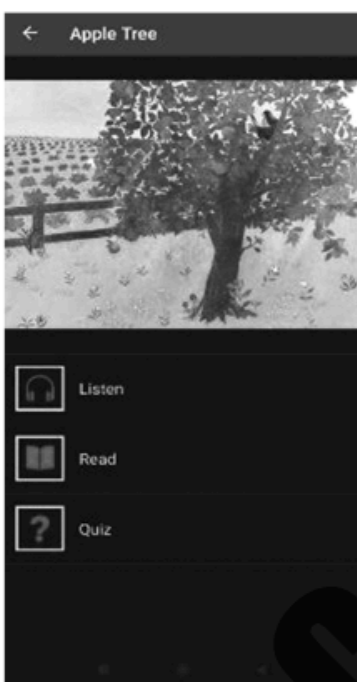
b. Click "TRY OUR SAMPLE BOOKS!".



c. Choose the materials and topics according to the students' levels (e.g., Apple Tree).



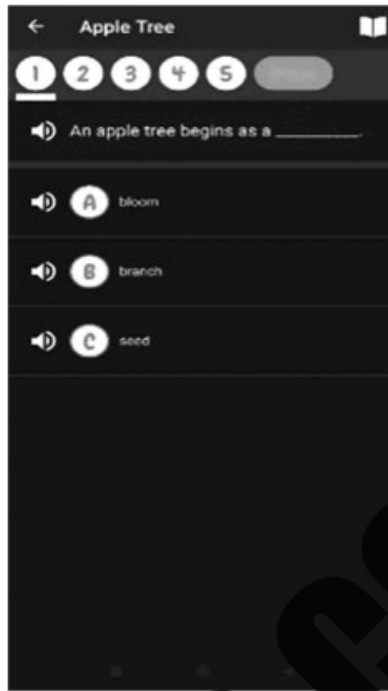
d. Click the "Listen" button to start the listening section.



e. After finishing the listening part, you may click the read button.



f. And now you can answer the quiz.



g. Ask your students to submit the screenshot scores.

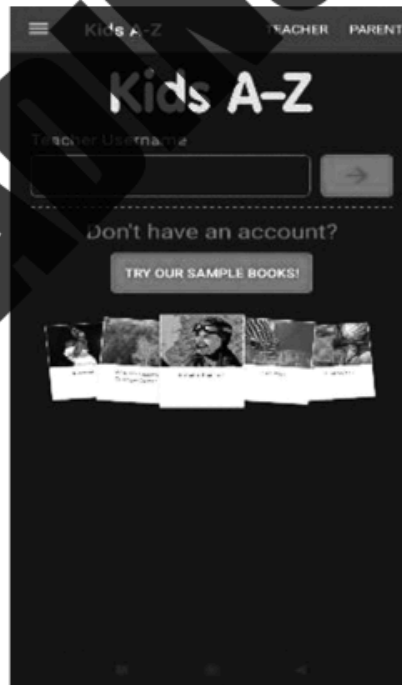


3. Learning Steps/Practice

- a. Open "Kids A-Z".



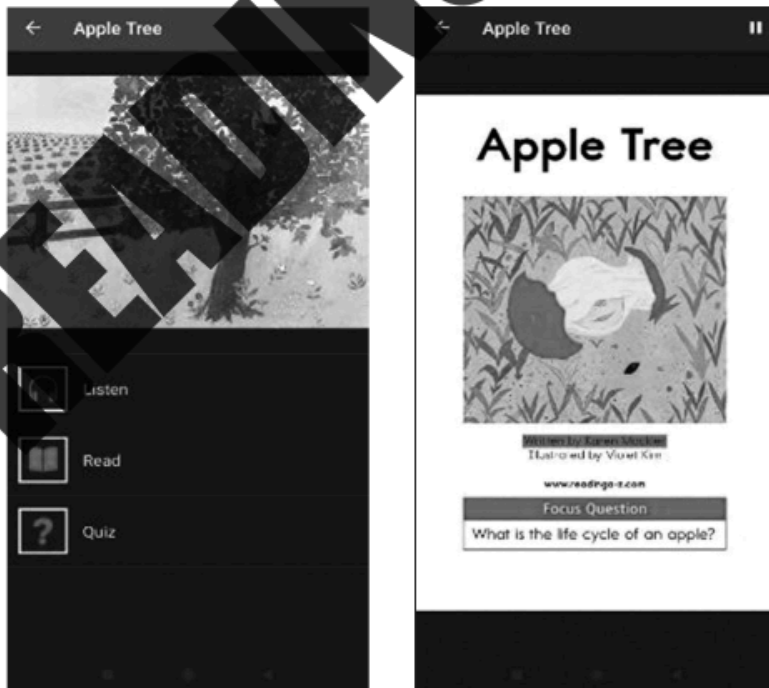
- b. Click "TRY OUR SAMPLE BOOKS!"



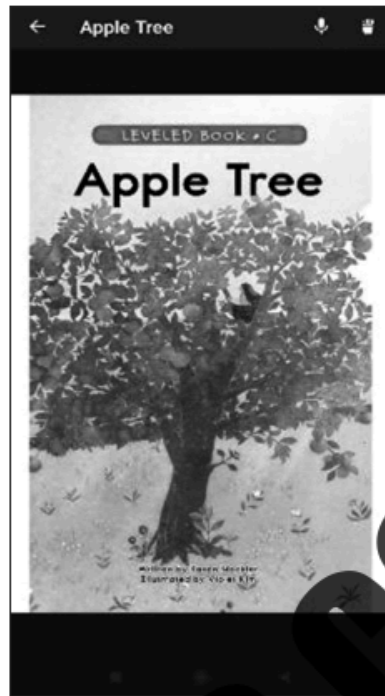
- c. Choose the materials and topics according to the students' levels (e.g., Apple Tree).



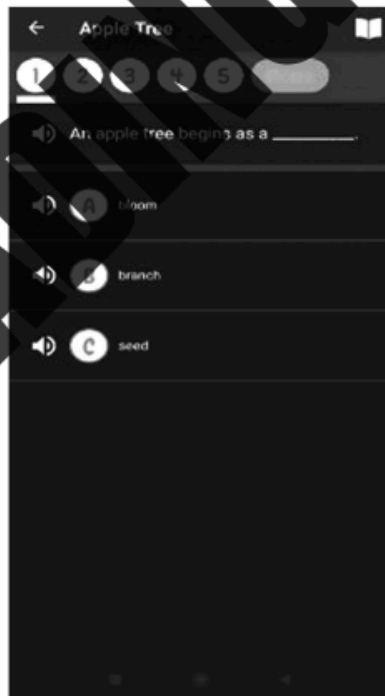
- d. Click the "Listen" button to start the listening section.



e. After finishing the listening part, you may click the read button.



f. And now you can answer the quiz.



- g. Screenshot the score and submit it to your teacher.



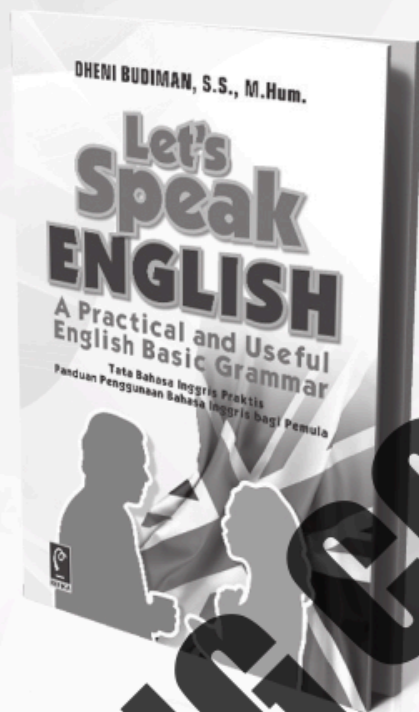
4. Video Tutorial (YouTube)

Link <https://youtu.be/OAV0YXFahQw>

E. REFERENCES

Zhou, M., and Brown, D. (2015). *Educational Learning Theories: 2nd Edition*. <https://oer.galileo.usg.edu/education-textbooks/1>

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Tata Bahasa Inggris Praktis Panduan Penggunaan
Bahasa Inggris bagi Pemula

Penulis:
Dheni Budiman, S.S., M.Hum.

Tebal Buku:
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ISBN:
978-623-6232-99-6

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Penulis:
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"Intelligent Systems and Advanced Computing Sciences", Springer Science and Business Media LLC, 2025

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Antony Raj, Prajeesh Tomy. "An experimental study on the influence of instructional mobile applications in enhancing listening comprehension of rural students in India", Frontiers in Education, 2024

Publication

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Subhan Zein, Fuad Abdul Hamied. "The Routledge International Handbook of English Language Education in Indonesia", Routledge, 2025

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