Operating Nihongo Media to Optimize the Alternative of Learning Media on Smartphone with Android Based

M Fauzan Surawiredja, Anisa Arianingsih, Soni Mulyawan Setiana
Universitas Komputer Indonesia, Jl. Dipatiukur No. 102-116, Bandung, Indonesia
fsurawiredja@gmail.com

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Abstract: *This paper discusses how to make, to operate and to find out the respond from the respondents about the application. The method used is the waterfall development method and the data is collected from questioners given to nine students who take the Japanese for Tourism at Faculty of Letters of Universitas Komputer Indonesia. The research instrument uses questionnaire and collected data uses likert scale. The result has shown that the respondents strongly agree the application of 日本GO! Tourism Dictionary as a media of learning for its interesting features, easy to understand content, and friendly operation. This Application is still imperfect and needs further study.*

1. INTRODUCTION

One of the problems faced by Japanese Language learner in Indonesia is the lack of mastery of the language focusing on tourism. Due to this problem, the human resources who are capable to give service to the tourist from Japan is very limited.

Different from English as the main foreign language mastered by all tourist guides, Japanese language has its own characteristic in term of tourism. The main problem that the students or the tourist guides have when they have to guide the tourist from Japan is the incapability of the student or the guide to use the language in guiding the tourist.

In Japanese, the language term used to serve the visitors is called *Senmon Yougo*. This is the problem the guide or the students have when they are guiding the Japanese tourist. If those who are dealing with tourist from Japan don't understand *Senmon Yougo*, there will be a problem.

Nowadays, peoples have access to a smartphone. In Indonesia, there are various types of operation system of smartphone, such as Android, iOS, Blackberry, and Windows Phone. Android is the one of generation mobile platform that provides the flexibility to developers to develop the application accordance

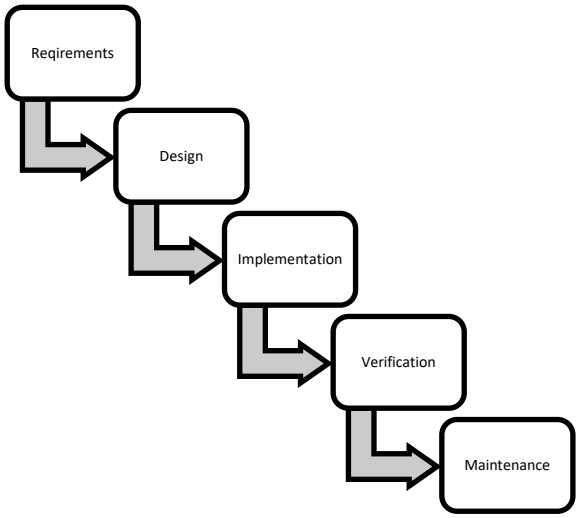
with the needs. One of them is in the field of education, such as mobile learning.

Lu'mu (2017) explained that android smartphone can be a very exciting opportunity in education as learning media to compensate lifestyle with high mobility, the content can be accessed via smartphone anywhere and anytime.

The Learning media which is based on the *Mobile Learning* has various advantages such as cheap, supportive for multimedia content, reduce the cost for training, and accessible anytime. The above value mentioned is supported by the development of the *Mobile Learning* technology, *smartphone*, which is

commonly used recently. Smartphone is so flexible and widely used by public.that it makes *smartphone* has a great opportunity used in all range of education. Not only that but relatively, smartphone has also similar function as computer.

Based on the case above, the present writer has made the *日本GO!* Application



as one of the alternative media in learning Japanese language for tourism. In accordance with the application, this paper will discuss the respond of the respondents about it.

2. METHODS

The method used is the waterfall development method. This method is the process of developing software which is carried out step by step, as development is treated like water continuously flowing down (like a waterfall), passing down several things like planning, model, implementation or construction and test phases (Pressman, 2001).

Figure 1 Waterfall Development Method

3. RESULT AND DISCUSSION

The operation of this application contain:

a. Install the aplikation of *日本GO!* on the *smartphone with android based*. The application will be on when the *smartphone* has been attached to *Adobe Air Application*. If user does not have *Adobe Air Application* on his smarphone, user can directly download it from *Google Play Store* in the software with android based.

b. After the application is on, open the *日本GO! Application*, then there will be feature like this (figure 2) on the screen.



Figure 2 *日本GO! Application Main Menu*

c. Choose *Bunpou Button* on the main menu to get into the material which has 5 sub-menu (figure 3).

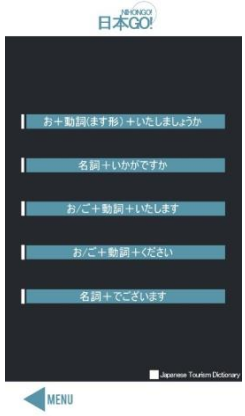


Figure 3 *日本GO! Application (Bunpou)*

d. There are sentence patterns on each menu, choose which menu you would like to study (figure 4).



Figure 4 *日本 GO! Application Bunpou Sentence Pattern*

e. If you want to get into *Kaiwa menu*, press *home button* to return to the main menu. Then, press *Kaiwa button* and there will be menu like this (figure 5) on the screen.



Figure 5 *日本 GO! Application (Kaiwa)*

f. To get into *Language Service*, press *home* button to return to the main menu. After that press *Language Service button* and there will be feature like this (figure 6) on the screen.



Figure 6 *日本 GO! Application Language Service*

g. To get into Bandung menu, press home button to return into the main menu, then press button about Bandung. There will be feature like the following (figure 7).



Figure 7 *日本 GO! Application (About Bandung)*

h. To get into *Profile* menu, press home button to return into the main menu and by pressing about the author, there will be feature like this on the screen (figure 8).



Figure 8 Author Profile Menu

Based on the study and the responds given, we can draw a conclusion that most of the respondents strongly agreed that the *日本 GO!* application is very interesting and is very applicable as learning media to understand Japanese for tourism.

According to that reason, it is advisable that students use the *日本 GO!* application as the learning media to study about *Japanese for Tourism*.

The author notes that the thing that still needs to be improved and developed in the media that has been made for the future is the improvement of the concept. This is because there are multi-interpretive or ambiguous visualizations. For a while this can be anticipated by the explanation of the lecturer, to avoid mistakes in receiving knowledge from the material presented.

4. CONCLUSIONS

Optimization of smartphone based on Android operating system will become more interesting and easily understood by students. Furthermore, it is accessible anywhere at any time and easy to carry as it is light handed. Student needs one handphone and they are able to learn Japanese for Tourism in hand.

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