# BAB VI

KESIMPULAN DAN SARAN

6.1 Kesimpulan

Desain aplikasi *mobile* pembelajaran bahasa daerah Lamaholot untuk anak-anak menggunakan metode *user centered design* dibuat untuk digunakan pada anak-anak dengan rentang usia antara 7 -11 tahun. Pembelajaran yang disajikan dalam desain yang ditawarkan masih pada tingkat dasar atau untuk pemula.

Berdasarkan hasil dari kuesioner sebanyak 147 responden dengan tingkat siginifikan sebesar 90%, diperoleh hasil bahwa 79% responden menyatakan setuju bahwa sistem yang ditawarkan berguna, 96% responden menyatakan setuju sistem yang ditawarkan ini mudah untuk digunakan, 78% responden menyatakan bahwa sistem yang ditawarkan mudah untuk dipelajari dan 88% responden menyatakan puas dengan sistem pembelajaran yang ditawarkan.

Apabila diuji coba pada populasi sesungguhnya atau melihat perhitungan kemungkinan tingkat kepercayaannya diperoleh hasil bahwa, 90% responden menjawab berguna atau sistem yang ditawarkan berada diantara 4,0 sampai 4,2 *scala likert*, 90% menjawab sistem mudah untuk digunakan atau akan berada diantara 4,2 sampai 4,4 *scala likert*, 90% menjawab sistem mudah untuk dipelajari atau akan berada diantara 4,0 sampai 4,1 *scala likert*, 90% menjawab puas dengan sistem yang ditawarkan atau akan berada diantara 4,2 sampai 4,4 *scala likert* dengan 5 skala likert.

6.2 Saran

Penelitian tentang desain aplikasi mobile pembelajaran bahasa daerah Lamaholot untuk anak-anak dirancang sesuai dengan kebutuhan anak-anak dengan rentang umur 7 – 11 tahun. Penelitian ini masih bisa dikembangkan lebih baik di masa yang akan datang. Saran yang bisa penulis berikan dengan mengacu pada apa yang sudah dilakukan adalah desain pembelajaran bisa ditambahkan lebih luas ke tingkat yang lebih tinggi antara lain pembelajaran sudah mengarah ke pembelajaran kalimat. Penambahan animasi bergerak dan suara serta penambahan fitur kamus Bahasa Lamaholot didalam aplikasi juga bisa digunakan sebagai pengembangan di masa mendatang.
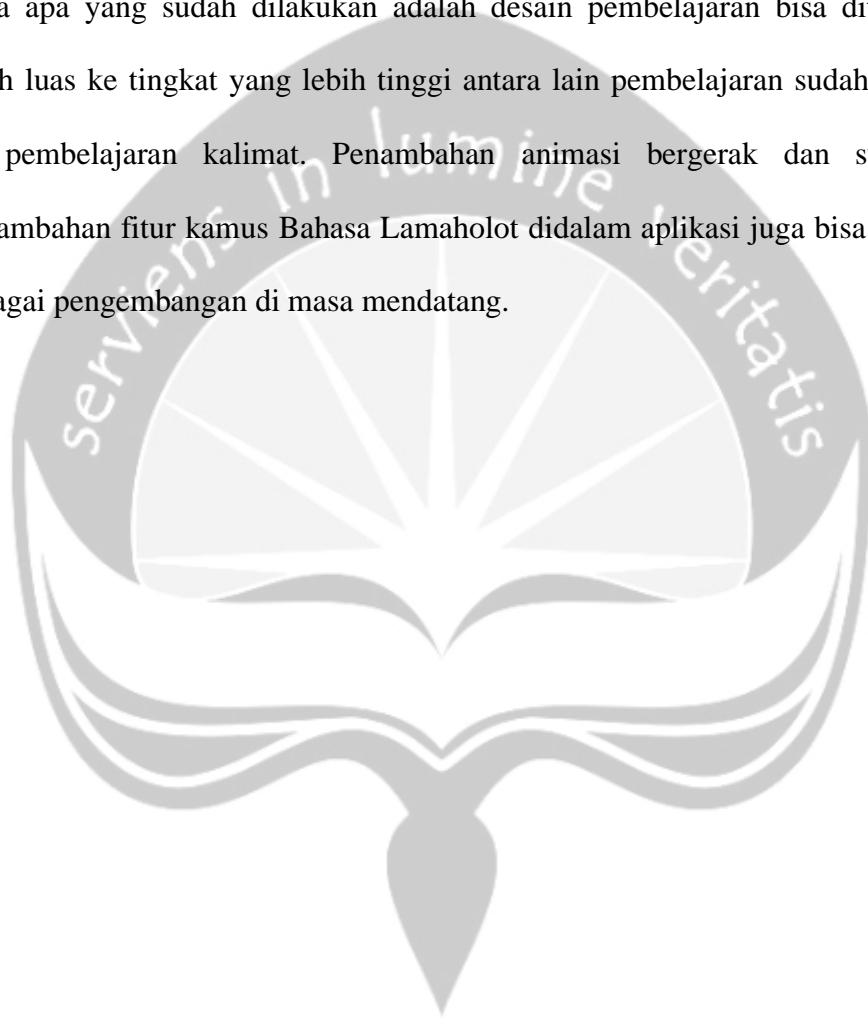
DAFTAR PUSTAKA

Ahmad Susanto, M. P. (2011). *Perkembangan Anak Usia Dini: pengantar dalam berbagai aspeknya*. Kencana.

Ahn, T. youn, & Lee, S. M. (2016). User experience of a mobile speaking application with automatic speech recognition for EFL learning. *British Journal of Educational Technology*, *47*(4), 778–786. https://doi.org/10.1111/bjet.12354

Barnabas, B., John, S., & Herbert, D. (2019). Challenges Facing Graduate Structural Engineers in the Building Construction Industry in Kenya. *Journal of Engineering Research and Reports*, *8*(3), 1–7. https://doi.org/10.9734/JERR/2019/v8i316991

Bateman, A., Zhao, O. K., Bajcsy, A. V., Jennings, M. C., Toth, B. N., Cohen, A. J., … Oliveira, M. A. (2018). A user-centered design and analysis of an electrostatic haptic touchscreen system for students with visual impairments. *International Journal of Human Computer Studies*, *109*(May 2016), 102–111. https://doi.org/10.1016/j.ijhcs.2017.09.004

Bertram, J., & Kleiner, C. (2012). Secure web service clients on mobile devices. *Procedia Computer Science*, *10*, 696–704. https://doi.org/10.1016/j.procs.2012.06.089

Brunner, J., Chuang, E., Goldzweig, C., Cain, C. L., Sugar, C., & Yano, E. M. (2017). User-centered design to improve clinical decision support in primary care. *International Journal of Medical Informatics*, *104*, 56–64. https://doi.org/10.1016/j.ijmedinf.2017.05.004

Che, X., Yang, Y., Yu, Q., Pan, S., Xing, W., Ma, S., & Wang, X. (2018). A Hybrid User Experience Evaluation Method for Mobile Games. *IEEE Access*, *6*, 1–13. https://doi.org/10.1109/access.2018.2859440

Darwis, H. M. (2011). *The Fate of Regional Languages in the Era of Globalization: Opportunities and Challenges*. pp. 1–13.

Dopp, A. R., Parisi, K. E., Munson, S. A., & Lyon, A. R. (2018). A glossary of user-centered design strategies for implementation experts. *Translational Behavioral Medicine*, 1–8. https://doi.org/10.1093/tbm/iby119

Dr.Hurip Danu Ismadi. (2019). Regional Language Protection Policy in Changing Indonesian Culture. Retrieved March 30, 2019, from http://badanbahasa.kemdikbud.go.id/lamanbahasa/artikel/2542/kebijakan-pelindungan-bahasa-daerah-dalam-perubahan-kebudayaan-indonesia

Drigas, A., & Karyotaki, M. (2014). Learning Tools and Applications for Cognitive Improvement. *International Journal of Engineering Pedagogy (IJEP)*, *4*(3), 71. https://doi.org/10.3991/ijep.v4i3.3665

Drigas, A., & Kontopoulou, M.-T. L. (2016). ICTs based Physics Learning.

International Journal of Engineering Pedagogy (IJEP), *6*(3), 53. https://doi.org/10.3991/ijep.v6i3.5899

Enanv, S. I. S., Medical, H., Ab, S., & Bertling, S. (2010). *International Standard 9241-210.*

Gačnik, M., Starčič, A. I., Zaletelj, J., & Zajc, M. (2018). User-centred app design for speech sound disorders interventions with tablet computers. *Universal Access in the Information Society*, *17*(4), 821–832. https://doi.org/10.1007/s10209-017-0545-9

Gangaiamaran, R., & Pasupathi, M. (2017). Review on use of mobile apps for language learning. *International Journal of Applied Engineering Research*, *12*(21), 11242–11251.

Gao, M., Kortum, P., & Oswald, F. (2018). Psychometric evaluation of the USE (usefulness, satisfaction, and ease of use) questionnaire for reliability and validity. *Proceedings of the Human Factors and Ergonomics Society*, *3*, 1414–1418. https://doi.org/10.1177/1541931218621322

Indonesia, L. of the republic. *The National Flag, Language and Symbol, National Anthem.* , Pub. L. No. NOMOR 24 TAHUN 2009 (2009).

Jana, B., & Iveta, R. (2019). Six Technological Innovations That Changed English Language Teaching. *International Journal of Information and Communication Technologies in Education*, *8*(1), 30–38. https://doi.org/10.2478/ijicte-2019-0003

Kim, Y., & Smith, D. (2017). Pedagogical and technological augmentation of mobile learning for young children interactive learning environments. *Interactive Learning Environments*, *25*(1), 1–26. https://doi.org/10.1080/10494820.2015.1087411

Kokkalia, G. K., & Drigas, A. S. (2016). Mobile Learning for Special Preschool Education. *IJIM – Volume 10, Issue 1*, *10*(1), 60–67. https://doi.org/http://dx.doi.org/10.3991/ijim.v10i1.5288

Kominfo. (2017). *Penetration Infographics & Behavior of Indonesian Internet Users*. Retrieved from https://web.kominfo.go.id/sites/default/files/Laporan Survei APJII_2017_v1.3.pdf

Kristianti, N., Niwayan Purnawati, S., & Suyoto. (2018). Virtual education with puzzle games for early childhood: A study of Indonesia. *International Journal of Engineering Pedagogy*, *8*(2), 14–22. https://doi.org/10.3991/ijep.v8i2.7943

Language Development and Coaching Agency Ministry of Education and Culture. (2018). *Local Language Data in Indonesia*. Retrieved from http://petabahasa.kemdikbud.go.id/infografik.php

Language Development and Cultivation Agency. (2018). Demands for Preservation of Regional Language and Literature. Retrieved March 30,

2019, from http://badanbahasa.kemdikbud.go.id/lamanbahasa/berita/2769/tuntutan-pelestarian-bahasa-dan-sastra-daerah

Language Development and Cultivation Agency. (2019). Keep Local Language of Extinction. Retrieved March 30, 2019, from Ministry of Education and Culture website: http://badanbahasa.kemdikbud.go.id/lamanbahasa/berita/2804/jaga-bahasa-daerah-dari-kepunahan

Mattheiss, E., Regal, G., Sellitsch, D., & Tscheligi, M. (2017). User-centred design with visually impaired pupils: A case study of a game editor for orientation and mobility training. *International Journal of Child-Computer Interaction*, *11*, 12–18. https://doi.org/10.1016/j.ijcci.2016.11.001

Multisilta, J. (2014). Mobile panoramic video applications for learning. *Education and Information Technologies*, *19*(3), 655–666. https://doi.org/10.1007/s10639-013-9282-8

Paikeday, T. M., & Chomsky, N. (1985). *The Native Speaker is Dead! An Informal Discussion of a Linguistic Myth with Noam Chomsky and Other Linguists, Philosophers, Psychologists, and Lexicographers*.

Risald, R., Suyoto, S., & Santoso, A. J. (2018). Mobile Application Design Emergency Medical Call for the Deaf using UCD Method. *International Journal of Interactive Mobile Technologies (IJIM)*, *12*(3), 168. https://doi.org/10.3991/ijim.v12i3.8754

Sauro, J., & Lewis, J. R. (2005). Estimating completion rates from small samples using binomial confidence intervals: Comparisons and recommendations. *Proceedings of the Human Factors and Ergonomics Society*, (September 2005), 2100–2104. https://doi.org/10.1177/154193120504902407

Shamir-Inbal, T., & Blau, I. (2016). Developing Digital Wisdom by Students and Teachers: The Impact of Integrating Tablet Computers on Learning and Pedagogy in an Elementary School. *Journal of Educational Computing Research*, *54*(7), 1–30. https://doi.org/10.1177/0735633116649375

Tamayo-moreno, S., & Pérez-marín, D. (2017). Designing and Evaluating Pedagogic Conversational Agents to Teach Children. *International Scholarly and Scientific Research & Innovation*, *11*(3), 521–526. https://doi.org/http://dx.doi.org/10.1016/S0735-1097(98)81536-2

Timur, B. K. F. (2019). *Flores Timur Regency in Figure* (B. K. F. Timur, Ed.). Retrieved from https://florestimurkab.bps.go.id/publication.html?Publikasi%5BtahunJudul%5D=2019&Publikasi%5BkataKunci%5D=Kabupaten+Flores+Timur+dalam+angka&yt0=Tampilkan

UNESCO. (2019). UNESCO Atlas of the World's Languages in danger. Retrieved April 25, 2019, from www.unesco.org/languages-atlas/index.php

Záhorec, J., Nagyová, A., & Hašková, A. (2019). Teachers' attitudes to incorporation digital means in teaching process in relation to the subjects they teach. *International Journal of Engineering Pedagogy*, *9*(4), 100–120. https://doi.org/10.3991/ijep.v9i4.11064