USING MACROMEDIA FLASH 8 TO HELP ENGLISH TEACHER TO BUILD MEDIA TOWARD TEACHING READING

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Abstrak

Makalah ini membahas tentang pengajaran membaca bahasa inggris dengan menggunakan Macromedia Flash 8. Penulis melihat bahwa siswa dalam kemampuan membaca masih kurang. Penyebabnya adalah masih kurangnya kosakata dan motivasi siswa dan penggunaan media membaca yang masih belum terlalu direalisasikan sehingga siswa akan cepat merasa bosan. Oleh karena itu, penulis memberikan solusi dengan penggunaan media pembelajaran yang interaktif yang berbasis Macromedia Flash 8. Macromedia Flash 8 adalah media atau software yang diperuntukan dalam pembuatan animasi atau gambar bergerak. Penulis membuat makalah ini bertujuan : (1) menghasilkan media pembelajaran membaca berbasis Macromedia Flash 8 untuk siswa, (2) membantu guru bahasa inggris dalam mengembangkan bahan ajar membaca sehingga bahan ajar tersebut menjadi lebih menarik. Penulis berharap makalah ini dapat bermanfaat sehingga guru bahasa inggris dapat berkreasi sendiri dalam mengembangkan bahan ajar membaca.

Kata kunci: Pengajaran, Motivasi, Aplikasi, Media, Macromedia Flash 8

A. Introduction

Reading is one of English basic skills. It's important. Basically, the purpose of the reading is to comprehend what is read. It means that by reading a reader will get some information or knowledge. The students who like reading will have more knowledge than the ones who do not. Reading will provide the students with a lot of information about on the world that it will give contribution to their success in study and in life later on. For example; they can understand of the text and they can learn something toward the text.

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In teaching-learning process of reading, there are some problems that are faced by the students and the teachers. For example, from the student's side, the students felt difficult to understand reading text because they are lack of vocabulary. Thus, they could not get idea of the text they read. From the teachers, English teachers get difficulties to find media to use in teaching reading and the teacher's lack of creativity to develop reading materials by themselves. For example; the teachers often use worksheet student (LKS) and book. In addition, most of them often use to cut some picture or text from magazine, newspaper and many others. So, this media do not make students interested in learning.

Furthermore, Most of the school has prepared a supported technology in English teaching learning process and making teaching media, such as; computer and infocus. In contrast, many teachers do not really comprehend about computer. Therefore, the collaboration between English teachers and computer teachers is needed in order to create teaching media. Particularly, teaching reading media.

In recent years, the use multimedia in teaching learning process has grown rapidly. The computers become most important thing to be used by teachers to help them in teaching. Hoffman (1996) state using computers in classroom is important for both teachers and learners. Computers can handle a range of activities and carry out programmed functions at amazing speed. They can check exercises after they are done, move students gradually from easier to more difficult exercises according to their levels and abilities. When students fail to answer questions correctly or perform activities, the computer can simulate, drill, or explain the phenomenon in a way that makes it easier for the learner to understand.

There are some tools and programs in computer that can used to create reading media, for instance; paint in windows start and also in Microsoft office PowerPoint. There are also many types software that available right now such as, MacReader, Storyboard, Reading Galaxy and many others. Macromedia flash 8 also a program which can help English teacher in developing reading materials. Macromedia flash 8 is a program used to design, presentation and publication. The program is the supporting usage in picture, sound, text, video, animation.

Based on the problem, the writer proposes macromedia flash 8 as a way to make media to help English teacher to teaching reading materials because macromedia flash 8 gives some advantages in creating teaching media. Besides that, macromedia flash 8 is not only used in creating reading media, but also in creating other skills media.

Reading is regarded as one of basic skills in learning English besides listening, speaking, and writing. Many experts have described the meaning of reading by their own point of view. Nuttal (1982) says that reading is a process of communication where the writers and readers interact via text. The readers can get the meaning of the massage as a meaningful interpretation between graphic symbols that represent linguistic knowledge and reader's knowledge of the world. It means that thinking will place when the readers recognize printed symbols,

interpret the prints, give responds and get the meaning from the process. In addition, reading is a language process that needs one's ability to understand and know the information provided.

According Peggy (1990) reading is the process of constructing meaning through the dynamic interaction among the reader's existing knowledge, the information suggested by the written language, and the context of reading situation. Similar to Peggy's explanation, Smith (1995) says that reading is an interactive process in which the reader's prior knowledge of the world interacts with the message conveyed directly or indirectly by the text. McKay (1997) reports that reading involves readers' prior knowledge, readers' language skills and readers' reading strategies used grasp the meaning of the text. In addition, harris (1980) states reading is a combination of word cognition intellectual and emotion that are related to prior knowledge that can understand the message communicated through reading text.

Reading is more that a visual process but it is a complex and interactive process Murcia (2001). Reading will create a kind of circle where a text, a reader, and a social context within which activity of reading take place. It means that reading is not passive process which a reader simply takes something from the text without any efforts; it is a dynamic process that is accomplished by the reader in his/her interaction with the text, task, purpose, and setting.

In conclusion, reading is a process of communication done by people trough written message. Besides that, reading also involves the prior knowledge of people to be related to the materials they are reading. Reading also reduces a text, a reader and the context so that the messages can be delivered well and avoids misunderstanding among the readers.

Multimedia is the combination of sound, graphic, animation, and video. In the world of computers, multimedia is a subset of hypermedia which combines the elements of multimedia with hypertext which links the information (Encarta encyclopedia, 1996). Then, Fotos (1998) defines multimedia as a combination of various media (video, sound, graphic, photography, text and animation) within a single computer program, yet at least three of the subsequent essays deal with applications outside of this parameter.

In addition, multimedia is the use of moving and still pictures, sound, music and word, especially in computers or entertainment (Cambridge International Dictionary of English, 2000). Moreover, multimedia is the use of computer to present and combine text, voice, picture, animation and video with tool and link so the user can navigate, interact, and communicate (Wikipedia Indonesia, 2008) furthermore, vouyouklis (2008) defines multimedia as programs that combine hardware capabilities such as reproduction of image, sound and video in the develop effective presentation. So, it is possible for the teachers use multimedia as a teaching media in the classroom, especially for teaching reading.

Based on some researches done by teachers, it is known that multimedia is very useful in language classroom. Kusriani (2008) stated that teaching learning process with multimedia is more fun and educative. She also states that by using multimedia in the classroom, it can stimulate the student's brain to be more creative. Not only to students but also using multimedia is good for the teachers because it can make the teachers to be well prepared before teaching in the classroom.

Macromedia Flash 8 is a program to create animated and professional web applications. Not only that Macromedia Flash 8 is also widely used to make up games, cartoon animation, and applications such as interactive multimedia product demos and interactive tutorials. Macromedia Flash is combination of learning concept with the audiovisual technology capable of generating new features that can be used in education. Macromedia (2005) define macromedia flash 8 is the vector based industrial standard authoring tool for producing artwork, animations, interactive movies and rich internet application. Mike (2000) state macromedia flash 8 has some excellences technology, such as:

1. **Vector-based graphics**: Graphic images compress down extremely well, making for streamlined animation.
2. **Database driven content**: Flash front-ends can be hooked into a database through Generator and can serve dynamically-generated images and text.
3. **Typography**: Flash gives designers new control over the display and size of typographic elements on the web.
4. **Interactivity** - Flash allows for designers to create custom drop-down menus and other innovative interface elements that better organize information.

B. Teaching Implementation

Macromedia flash 8 is an application for computer. Macromedia flash 8 is a new version which is the developing from macromedia flash MX 2004. The animation that is produced by macromedia flash 8 is an animation movie file shaped. This movie can be graphic and texts, voice file imported, video, and even pictures file from other application. Macromedia flash 8 animations are be able to make website layout and its presentation to be unique and interested, with video creative pictures.

1. Preparation for Making Media by Macromedia Flash 8
a. Installation The Macromedia Flash 8

In making media by using macromedia flash 8 makes sure the master of macromedia flash 8 is available in the computer. There are several steps for installing macromedia flash 8. First, the teacher should open the macromedia flash 8 master file. The teacher should select the setup and click next. Then, it will appear the picture and teacher should select "I accept the terms in the license agreement" after that click next. After that, the image appears; the teacher should click install macromedia flash player, click next and click install. Lastly, the teacher should wait some time and the teacher click finish.

b. Open The Macromedia Flash 8

After finishing installing the macromedia flash 8, there are several ways to run the program of Macromedia Flash 8. First, the teacher should click start in computer desktop, click "all programs" and select macromedia. Then, the teacher should click the macromedia flash 8. The other way, the teacher can find the icon in the desktop and double-click it to open macromedia flash 8.

2. Implementations The Making Media by Macromedia Flash 8

In this paper the writer gives example about how to make media reading material for grade VII of SMP. Based on the syllabus, procedure text is one of the texts that must be master by students grade VII of SMP. The title of procedure text is "How to Make a Hat".

Example of procedure text

HOW TO MAKE A HAT

There are some tools and materials you need to make a hat, like: a paper, a pencil, crayon, glue, and scissor. Then, you can make a hat by following these steps:
First, draw a half circle in your paper.
Then, cut it out by using your scissor.
Next, paint it with your crayon.
After that, fold it.
Don't forget to glue it
Finally, you can put on your hat

(*Source: LKS Simpati SMP VII*)

The teacher should do some steps in making media for reading. First, the teacher should open the program macromedia flash 8 and select flash document in "create new". Then, the teacher changes the size of the stage into a 900 and 700 in properties. The teacher makes three layers; provide "action, button, and stop". Then, the teacher open on the layer action create "teaching English reading and at layer button make button "start ". Second, the teacher opens on the layer button 15 gives some pictures, each picture give button and the button "next". The teacher opens on the layer action frame 30 gives text "how to make a hat" and on the "next" button layer. The teacher open the layer action frame 45 gives some questions and in the layer button gives button "next, back, and T and F". Then, the teacher open the action layer frame 60 create "see you and thank you". Third, the teacher add some scene by clicking insert > scene. Each of scene is added, the teacher give 3 pieces of layer "action, button, stop" for example; in scene 2 frame 1 of layer action "give the question and the answer" and give the button "back". Fourth, the teacher opens on a layer of stop in each layer provide its actionscript

as well as on each key. Finally, each of layer buttons, the teacher give some actionscripts.

3. The Advantages of Using Macromedia Flash 8

Macromedia flash 8 is a computer program used to create presentations and applications. Macromedia Flash is also widely used to make up games, cartoon animation, and applications such as interactive multimedia product demos and interactive tutorials. Macromedia flash is the concept of learning with the audiovisual technology that capable of generating new features that can be used in education. Multimedia-based learning can certainly presents a more interesting subject matter, is not monotonous, and ease of delivery. Learners can study a particular subject matter independently with computers equipped with multimedia programs.

There are six advantages of using macromedia flash 8. The first advantage is animation and graphics are consistent and flexible for window size and screen resolution regardless of the user's monitor. Second, picture quality is maintained. Third, the time of day (loading time) program is relative quickly. Fourth, interactive program is generated and easy to make animation. Then, it can be integrated with the other programs. Finally, it can be used to create short time films or cartoons, presentation, and more..

C. Conclusion and Suggestion

Macromedia flash 8 is a program to create animated and professional web applications. It is also widely used to make up games, cartoon animation, and applications such as interactive multimedia product demos and interactive tutorials. Macromedia flash 8 is combination of learning concept and the audiovisual technology capable of generating new features that can be used in education. Macromedia flash 8 supports in making animations or graphics, texts, sound, and movie. It makes the teachers be creative and innovative in making learning media.

Based on the suggestion the writer suggest for English teacher to master the basic of macromedia flash 8 in order to help them creating media. When the teacher makes media by using macromedia flash 8, the media should be relevant with lesson plan. The last suggestion is the teacher should design media with good color and suitable picture to make students interesting learning.

Note: This article is arranged based on the writer paper with the Yuli Tiarina, M.Pd.

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