

## UTILIZING SMARTPHONE AS A FUN MEDIA TO ENHANCE THE STUDENTS' ENGLISH CAPABILITY

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### Abstract

*Many students in Indonesia are using Smartphones such as blackberry, android and iOS. But many of the students are not fully utilize the applications in Smartphone to support their English learning. In Smartphone, there is Google store which is a service from Google that provides English dictionary application and other English applications that student can use for learning English. From this point, students who cannot escape from their Smartphone would be productive if they are able to take advantage of English learning applications. Therefore, utilizing the Smartphone as a fun learning media is one way of students to enhance their English capability relaxively and fun. The use of this method is expected to be a special strategy for students who already cannot get away from their gadgets and Smartphone to be able to learn and enhance their English capability. This presentation aims to report the results of investigating study in the use of Smartphone as a fun media to help enhance English capability in students through English applications. A review of the literature on language teaching using the Smartphone as a fun media will be reviewed. Finally, the presentation will discuss how the role of Smartphone in the process of learning English.*

**Keywords:** *Smartphone application, Fun media, Enhance students' capability, English capability.*

### A. INTRODUCTION

The development of technology has made people more familiar with smartphones. They use smartphone not only to meet the needs of a mobile communication device, but also often tend to make the smartphone as a lever of social prestige in their communities or to become more active in social media (Facebook, Twitter, Line, Whatsapp, etc.). The presence of smartphones in the daily life brings many features that can facilitate users which their productivity and efficiency will be increased and also the error which is not recognized in the use of smartphones.

According to smartphone user statistics and facts by go-gulf.com there are out of 5 billion mobile phone users in the world including Indonesia which 1.08 billion are smartphone users consist of android shows platform highly used followed iOS, blackberry and windows phone. Many of the smartphone users are students, but many of them are not fully utilize the applications in Smartphone to support their learning in English.

Smartphone as smart device that is not only designed as a communication tool but also became one of the tools that provide a lot of applications that can be used to develop user knowledge about anything, including their ability in English. Common applications that can be used to facilitate students in learning English is dictionary, but of course still a lot of other applications that can be used if they are maximize functionality the features and exploring more applications on the smartphone's which can be found another learning applications such as Idiom in English, English Grammar, English Verb, English Test, Games themed English, etc.

Referring to the fact an idea suggested utilizing the smartphone as a fun learning media to enhance English language skills. In the smartphone found a lot of English language learning application that is designed as attractive and enjoyable by the developer even can be used freely. By utilizing smartphone devices, the functions of smartphones will increase and also mobile-based learning will be created which will facilitate users to improve English language skills anywhere and anytime.

## **B. DISCUSSION**

### **Problem identification**

The presence of smartphone devices in daily life blurs initial function mobile phone as mobile communication devices. The development has transformed the mobile phone into a smart device, because sometimes phone functions only just taped. Current smart phones can even be regarded as a mini computer because it not only can be used to access the internet but also to do anything that could be done by computer (PC) like reading an E-book, create documents, play games, and take advantage of the various categories of applications that exist.

Unfortunately for the modern peoples, especially students who consider these smart devices have become a primary need, but there are still many people who do not explore it maximally. These devices have not been utilized intelligently and maximal probably because there are many groups and organizations that cannot accept the presence as a consequence of technological advances and lack of education to the students as user. In fact, if a research conducted about how to use smartphone devices better for learning it will possible to be found innovative ways to put it as one of learning aids. Even if teachers and educators able to exploring and searching for the appropriate application for the subject they teach, it is possible learning becomes more enjoyable.

Apart from the problem above, the abuse is not caused by businesses and vendors (manufacturers) Smartphone, but due to the lack of users exploring the device capabilities they have. The some common mistakes made by users in the use of smartphones such as being 'social media addict' and abuse of pornography. Smartphones not only have features for internet, email and social media, but also some features of applications available that can support improved English language capabilities that can be downloaded in the app market on each smartphone devices such as Windows Mobile Phone Market, iPhone App Store, Android Market, BlackBerry APP World, etc.

### **The Idea Offered**

The idea to maximize the utilization of smartphones among students arises because there is misused through the application offered. Whereas on the application market such play store as service from Google for downloads android apps was offering lot of English language learning applications. Here are samples of applications for android which can be offered to students/smartphone android user:

1. Kamusku

Kamusku is an offline English-Indonesia dictionary and vice versa. It contains almost every popular words and additional not-so-popular words in English and Indonesia so you won't have any problem finding words in this application. In case the word can't be found, you can use online translation service (Bing Translator) through this application to translate your words.

2. Practice English Grammar

Practice English Grammar helps you learn English grammar by practicing interactive grammar exercises. Practice English Grammar helps you learn English grammar with the principle "Practice makes perfect". Practice English Grammar (Beginner Level)

contains many pages of grammar lessons explaining the grammar topics of the tests. With over 500 questions in 16 topics, this app helps you practicing the basic usage of English grammar in elementary level.

3. English Grammar Free

English Grammar Free is an application to learn English, developed by the developer ELTSOFT. This application uses learning methods and test exams are interspersed with interesting games that are not boring. This application is very useful for improving English language skills, particularly in grammar.

4. Babbel

Babbel.com is a comprehensive system of learning a language created by Lesson Nine GmbH and debuting as an online language learning site in 2008. Foreign language learning applications babble.com has eleven languages to be learned: French, Spanish, Italian, German, Swedish, Portuguese (Brazil), English, Dutch, Polish, Turkish and Indonesian.

Concepts used in babble.com are fun learning. Babble.com application is designed as attractive as possible and very simple so that you will feel comfortable while studying. Features Review Manager will monitor and detect your lessons where is your weakness when learning a language.

5. Test your English

This app is at three levels: Test Your English I, II, and III. It helps the learner improve their English skills. Each level contains more than 900 multichoice tests.

The types of tests are: ESL/EFL grammar exercises, ESL Business English tests, English synonym worksheets, idioms tests, common errors in English tests, etc. There are also many interesting reading passages through which English grammar can be learnt in a fun way.

Smartphones as mobile device (technology) provide a lot of benefits which the user not yet maximized also reasoned. Whereas the portability value of smartphone believed that students' English capability increase rapidly because they can learn not only in the class with their teacher. Further (Barker, Krull, & Mallinson, 2005) explores the benefits of mobile technology (wireless technologies) not only extends learning beyond the walls of classrooms but also collaboration as the impact of existence social networks and also motivation because when smartphones are integrated into the learning process can improve students' willingness to learn.

### **Factors Influenced the Application Method**

Until now, there has been no solution offered and tried to apply by an institution unless the self-awareness of each user, because the user's knowledge on smartphone functionality identical to the Internet and social media. However, there are some parties that may affect the utilization of these smart devices especially among students such as their peers as the most influential person in the development of emotional, parents because of the parents, the students get the gadget and school/campus/institutional management. Here, there are several stakeholders for the success of this new idea:

1. Teacher, Lecture and Educator

Teachers, lecturers and educators are very important to the success of this program because from them student as user of smartphones will get permission access to open even use it in the classroom.

2. Students

Student as the user of the Smartphone is parties who have an obligation and full responsibility in succeeding this program. Because of the student as user problems

arise, then the student must take an active role in resolving the Smartphone abuse issues.

3. School/Campus Management

College or school management is commonly referred to as stakeholders are the people who can support the success of this program. Management College or school must provide supporting internet facilities through Wi-Fi to support operations of their Smartphone so that students do not have to use it with pulses.

### **How to Apply**

The application idea on utilizing smartphone as a fun media to enhance the students' English capability firstly can be trying to apply by teacher in the classroom. The steps have to started by making preparation plan of what are trying to achieve, focusing on what skill continued and identifying a specific teaching objective and then structure of mobile phone activity around that (Reinders, 2010).

The teacher can ask the number of smartphone users in the classroom, and categorizing to what kinds of operating system they used does it Android, Symbian, Java, iOS, or etc. After the teacher already knows the percentage of smartphone users also the operating systems, teacher can start to browse and sorting the properly fun application that can support students in learning. In the next class teachers can recommend students to download the applications or give the copy of execution master on English i.e. English dictionary, grammar applications, fun games on English, TOEFL training, TEFL training, etc. Finally, after the students already have the applications, teachers can require the students to open the app every day when at home and in the classroom.

The application accompanied by guidance and monitoring is very important to conduct. Students may will get confuse on how to use the application that given then teacher have to introduce the application include function of the apps, main features and ways to operate it. Monitoring as a control used to observe the influence of the use smartphone applications to enhance English ability of students. The idea will continuously to apply if shows a good impact to students, but if there is none, alternatives can be found.

### **C.CONCLUSION**

Smartphone application utilization as a medium of learning that is fun to bring a sense of love and as an increase in students' English language skills in the process of learning English is a method who must be implemented by lecturers, teachers, management college / school and college students. It is very necessary because there are many students who only use smartphone for personal interests and have fun, even many of those who abuse it. In addition, by utilizing Smartphone, students are expected to be more appreciative of advances in technology intelligently as well. Therefore, habituation using English-language applications in the classroom should be done for the successful realization of the goal to master the English. Thus, the contribution of members in a classroom environment such as well as faculty and students of the university management is needed to support the achievement of it.

The application of this idea needs to be a careful planning and coordination of the three main pillars of faculty, students, and university management related to English language teaching. This method will not work properly without the collaboration of all three and final goal of the application of this method will never be reached. The final aim of the application of this method is to enhance the ability to speak English fluently into stock in the future at the world and ready to work.

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