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Analysis of Using Google Voice as Learning Media through Task-Based Learning Method

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Abstract

There are many choices of media based on Technology can be used in teaching English. One of them is Google voice, it can be found in any types of smart phone. This media can help students in recognizing the better pronunciation. Thus, it can revise their listening comprehension in English. This research is aimed to describe the role of Google voice in listening comprehension course as well as improve their listening comprehension. The method of this research is qualitative research where the data was obtained by getting the information from online questionnaire and the test. The result of this research from 43 students it was found that 91, 62% agree that the Google Voice application as the Learning English medium. Meanwhile, the result of the test after using Google voice is increasing from 68, 2% to 73, and 54%. It can be concluded that the use of Google voice gives positive effect in learning English.

Keywords: *goggle voice, listening comprehension, Task-Based learning*

Introduction

At this time, various ways and methods were used by various countries in Asia, including Indonesia, in increasing the learning of English as a foreign language. In this case, for example, it involves combining learning with foreign speakers, analyzing and diagnosing pronunciation through computers and application devices on smartphones, video conferencing with native speakers and others. In learning a language, direct interaction with native speakers is believed to be an effective method. However, if it is difficult to invite native speakers, using a computer device or an Android-based application through the voice application can help in based verbal messages. (Han, 2012) One of the understanding processes in English speech involves the translation process. According to Newmark, the process of translating is a process of transitioning the meaning of a text into another language in accordance with the idea intended by the author by paying attention to semantics and equivalences (Pujiati, 2017).

In Indonesia, currently foreign language learning has undergone a very significant revolution. This is evident from the learning process that has changed from conventional learning to E learning. One of the E learning methods is learning that involves computer devices. One computer device that is often used is a smart phone or Android. In mobile learning devices, there are many application designs that are created in an effort to help humans, both as learning media and entertainment or games. Not only an application in learning a foreign language, but it can also be an application designed specifically for people with deaf and mute disabilities (Abdallah & Fayyoumi, 2016).

The importance of learning English in Indonesia has made various efforts and methods found to improve students' understanding in learning English. The importance of English makes it a prerequisite for several jobs, therefore various ways are carried out in developing and enhancing competences in this field. In a study in 2017 there were 13 thousand people interviewed. Mastering and being able to speak English is believed to be a guarantee of increasing income up to 61% depending on the area they work for (Samuel et al., 2019).

The use of smartphone has been increasing daily 45,2%. This is because the feature of smartphone can be used in education especially in language learning. The kind of smart phone that can be used to improve students' pronunciation such as google voice. This application can help the students to recognize the correct pronounce in English (Cavus, 2016).

E learning or commonly known as Mobile learning is a learning process that is developing in the midst of the current millennial generation. E Learning is a learning tool that becomes a bridge for the delivery of teaching material from educators to students via the internet or other computer network media. One of the computer devices that can be carried is Android. Android is an operating system for Linux-based mobile devices which includes the operating system, middleware, and applications released by Google. Android provides an open platform for developers to create their applications (Harahap & Putri, 2017).

The basic components in mobile learning consist of students, teachers, learning content, environment and assessment. However, the most important things in the mobile learning process are portability, mobility, connectivity, flexibility, interactivity, context sensitivity, individuality, and accessibility. The advantages of mobile learning, which have a clear camera device, large capacity, wide camera screen, long battery life, and clear sound quality, are the main attraction for educators, especially English teachers. In addition, the advantage of learning that involves smartphones in learning English is that it can increase motivation which automatically increases students' interest in learning. The use of smartphones in learning English as a foreign language provides a positive side for both students and teachers (Cavus, 2016).

Voice Recognition is a process of detecting and recognizing someone through the person's voice. Another term for Voice recognition is Automatic Speaker Recognition or ASR, which is a tool to detect someone from a phrase that is mentioned (Campbell, 1997). In other words, Voice recognition is a set of tools aimed at sending spoken language into written language so that the text on the computer can carry out the desired command through the spoken data (Samuel et al., 2019).

In another theory, the notion of voice recognition is defined as a system that can recognize someone through a voice on a smartphone, better known as ASR (Automatic Speech Recognition). There are two types of ASR, the first ASR speech to text converting speech to writing and Text to speech ASR which converts writing into speech. There are several types contained in ASR such as feature extraction, acoustic model databases that are built based on training data, dictionaries, language models and speech recognition algorithms (Jefrizal et al., 2017)

Speech to text is a form of technology that has the ability to detect human speech that is converted into a transcript. Examples of the application of speech to text in everyday life include operations on smartphones that are run via automatic commands. Meanwhile, text to speech is the result of technology that transforms text into speech. Usually, this process involves NLP or Natural Language Processing and DSP or Digital Signal Processing (Afrianto et al., 2019)

Google Voice or Google speech is also called an API (application programming interface), which allows users to convert or convert voice (audio) into writing. This system also uses a Neural Network process or neural network model. This API is able to detect more than 110 languages and their varieties. This API is tasked with utilizing the microphone on a mobile device to capture sound, and then the voice will be uploaded and integrated with Google cloud storage, and will receive a response in the form of writing (Misbah et al., 2019).

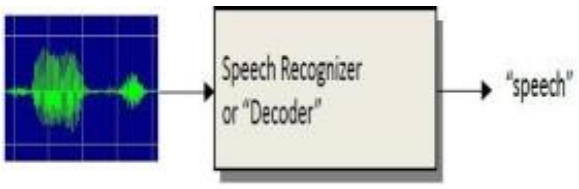


Figure 1. (Putra et al., 2012)

This application is in a smart phone which is often used for various things. This technological sophistication can be used in learning English, for example practicing in vocabulary pronunciation, conversation, and speech in English. Apart from education, this technology has been widely utilized in various fields such as travel reservations, stock quotes, weather reports, and sports scores reporting. ASR is used as the basis for the dictation of Natural Speaking, where this system has a high enough level of accuracy to allow a person to recognize certain sounds (Godwin-Jones, 2009).

Of course, this communication application requires a large database so that when the spoken word is entered in the database, the program can be converted to sign language. The first spoken word is converted into digital audio and then converted into text. After that the application will match the word with the words in the database, if it matches, then the appropriate image equivalent will be searched for and display it on the application interface. The way this application works will really help those with minimal literacy, such as children and the elderly, to communicate with people with disabilities (Muliani, 2019).

Speech recognition is a technique that allows a computer system to accept input in the form of a spoken word. The words are transformed into digital signals by converting sound waves into a set of numbers then adjusted to certain codes and matched with a pattern stored in a device. The results of the identification of spoken words can be displayed in written form so that they can be read using technology. Speech recognition technology is a combination of many disciplines including linear algebra signal processing, probability, linguistics (language science), Computer Science and many other supporting sciences (Putra, Hasanah, & Atina, 2016) In another study, it was also revealed that the mobile learning- based goggle voice or speech recognition application can help in the learning process of English in the classroom, especially in building vocabulary and updating pronunciation in an elementary school (Darmawati, 2018)

Methods

This research was conducted by using Task based Learning method. It means that the students were asked to do something by their own way in a specific time. In other words, they can explore their ability in listening as well as speaking.

Task- Based Language learning (TBLL) refers to the use of tasks as the core unit of planning and instruction in language teaching. It has been defined as“ an approach to language education in which students are given functional tasks that invite them to focus primarily on meaning exchange and to use language for real-world, non-linguistic purposes” (Richards & Rodgers, 2017).

There are three characteristics of Task Based Language Learning. Usually, Task based language learning involves the Activities in real communication are essential for language learning. In this case, the students were asked to watch the video that related to the topic that has been determined. Second, Task Based Language Learning activities in which language is used for carrying out meaningful tasks promote learning. It means that the students were free to show up their creativity in doing the task or learning by doing. In this case, they can choose their favorite topic in improving their listening comprehension and speaking skill. The last, Task based Language learning usually is meaningful to the learner supports the learning process. This method was trying to support the students’ ability in using Google voice as the medium on their learning in improving their listening comprehension and speaking skill (Richards & Rodgers, 2017).

This research is a qualitative descriptive study. Qualitative descriptive research is research that explains the phenomena that are happening in society. Research is explained through descriptions and is supported by some data taken from the test as an indicator of the success or failure of a method, media or approach. In this case, research uses learning media of technology results that are being loved by millennial; it is the use of applications on smart phones or Android. In this case, it is deemed necessary to conduct a pre-test before implementing the goggle voice learning media or voice recognition. This pretest is useful as a comparison after implementing the goggle voice learning media. After a certain period of time the research object will be given a posttest as a comparison before implementing the intended learning media.

Based on the objectives of this study, there are two objectives to be found, they are to determine the role of goggle voice in the application of learning English in the classroom and to implement the goggle voice application to improve listening comprehension. To achieve this goal, several things need to be done in retrieving data, processing and analyzing the data and concluding the results of the research. The instruments used in data collection are in two ways. The first is by doing tests, it is pretest and posttest. The result of the test was analyzed to find comparisons and differences. The second way is by giving online questionnaires in class during the research process. Incidentally, the lecturer who teaches in this class is a lecturer in basic general subjects of English as a member of this research team.

This research uses an instrument in the form of an online questionnaire via goggle form. The sample of this research took 43 students' computer science faculty Lancang Kuning Univerisity Pekanbaru. The reason of taking the sample because they learn general subject of English in first and second semester. The following is a link to the questionnaire distribution questions via goggle form https://docs.google.com/forms/d/1nS3Epd6cciyhOOsmsOHFR4VSJnGN2bxhw1c2-iA4Mgw/edit#responses

Result and Discussion

The answer to the formulation of the first problem is how the role of goggle voice in the application of English learning in the classroom. To find answers in the formulation of the first problem, the researcher used a questionnaire as a data collection instrument. Meanwhile, to find answers to the second problem formulation, namely how to implement the goggle voice application to improve listening comprehension, researchers used instruments in the form of a pretest and posttest in the listening comprehension test in learning English. After carrying out data collection in the form of distributing questionnaires on goggle form, within minutes the research team got results in the form of numbers or percentages of the answers to the questions given. The following is the form or result of the questions distributed through a questionnaire:

Table 1. Sample

No.	Statement	Agree	Disagree
1	The use of the goggle voice application was new to me while in college	83,7%	16,3%
2	The use of the goggle voice application is useful for me, especially in learning English	93%	7%
3	Learning activities using the goggle voice application increase vocabulary understanding in English learning	86%	14%
4	This goggle voice application shows the positive side of the use of technology that is useful in learning English	97,7%	2,3%
5	The goggle voice application makes it easier for me to learn English using a cellphone	95,3%	4,7%
6	The goggle voice application makes it easier for me to learn English using a cellphone	93%	3%

7	The goggle voice application is one of the English learning tools to find out how topronounce and intonate English	86%	14%
8	The goggle voice application does not require a lot of internet quota	93,1%	6,9%
9	The goggle voice application is easy to use anytime and anywhere	90,7%	9,3%
10	The goggle voice application is more practical and faster than goggle translate	97,7%	2,3%
11	The advantage of the goggle voice application is that it is more effective because it does not need to type letters	83,7%	16,3%

Discussion

Based on the results of research to find answers to the first problem formulation, namely how to apply the use of the goggle voice application as a learning medium in the classroom, it was found that 43 respondents gave their responses to the statement on the use of the new goggle voice application for students while in college, of 43 respondents stated as many 16 people or 37.2% strongly agreed, 20 people or 46.5% answered agree, 8 people or 18.6% disagreed, and none or 0% strongly disagreed. The data is presented in the following graph:

Next, for a statement using the goggle voice application is useful in learning English. Of the 43 respondents, 12 people or 27.9% strongly agreed, 28 people or 65.1% agreed, 3 people or 7% disagreed, and no one said they disagreedor 0%. The data is presented in the following graph:

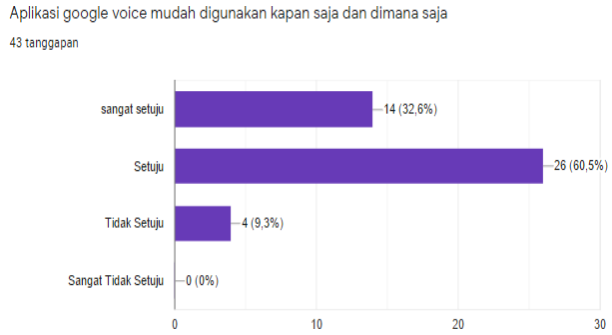
For the third statement, that learning activities using the Google application can increase understanding of vocabulary in learning English. Of the 43 respondents, as many as 13 people or 30.2% responded strongly to agree; 24 people or 55.8% agreed; 6 people or 14% responded disagree and no one expressed strongly disagree or 0%

The next statement is that the goggle voice application makes it easier for me to learn English using a cell phone. from the 43 respondents, 12 people or 27.9% strongly agree; as many as 29 people or 67.4% agreed; 2 people or 4.7% disagree; and 1 person or 2.3% strongly disagree

The next statement is that the goggle voice application is one of the means of learning English to find out how to pronounce and intonate in English. It was found that 11 respondents or 25.6% strongly agreed, 29 people or 67.4% agreed; 2 people or 4.7% disagree; and 1 person or 2.3% strongly disagree.

The next statement is that the goggle voice application does not require a lot of internet quota. Of the 43 respondents, 9 people or 20.9% strongly agreed, 28 people or 65.1% agreed; 5 people or 11.6% disagree; and 4 people or 9.3% strongly disagree

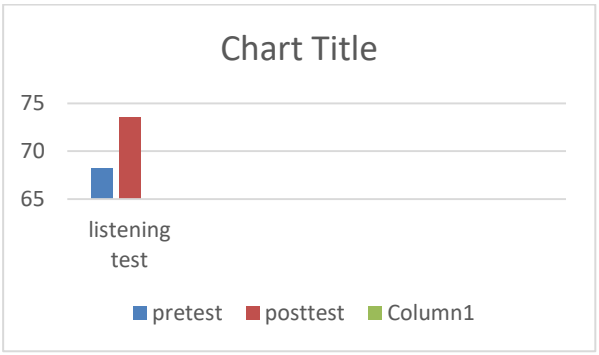
For the eighth statement that the goggle voice application is easy to use anytime and anywhere. From 43 respondent 14 of the 43 respondents or 32.6% stated strongly agree 26 people or 60.5% agreed; 4 people or 9.3% disagree.



For the last statement, namely that the advantages of the goggle voice application are more effective because there is no need to type letters, from 43 respondents that 16 people or 37.2% stated that they strongly agree; 26 people or 60.5% agreed; 0% disagree; and 1 person or 2.3% strongly disagree.

After describing the questionnaire as an instrument in finding answers to the first question formulation, how to implement the goggle voice application as an English learning medium, this section will discuss the results of the tests carried out as an indicator of the influence of the media or goggle voice application, namely given a series of tests (pretest and posttest)

	Pre test	Post test
Average	68,2	73,54



Conclusion

The role of technology today has become a necessity for every human being. This also cannot be separated from the educational side. There are so many technology-based media that can be used as fun tools, media, or facilities in learning. In this research, it was found that by getting used to listening to the correct pronunciation of native speakers in the Google Voice application, it has a positive impact in the recognition and identification of the correct pronunciation of words because the native speakers in the Google Voice application are spoken by native speakers. This application is very easy to find on every smartphone without consuming a lot of internet quota. It can be used at any time when needed,especially in learning English.

The conclusion of this research is the role of goggle voice in the application of learning English in the classroom can give positive impact as the learning media. It proved by the result of questionnaire from 43 students give 90,9% as the respond that google voice is able to help them identifying the meaning as well as the pronunciation of the word in English. The second, after conducting the test, there is an improvement the result of students' listening comprehension score by using google voice as the learning media.

In addition, goggle voice also functions as a substitute for conventional dictionaries and can even shift the goggle translate function which requires typing letters so it takes a lot of time. While the goggle voice application only by pressing a few seconds and then the desired word will appear. In other words, this IT-based learning media application is not only goggle voice. Teachers and lecturers can adjust learning with the right media. So that it can facilitate the achievement of learning objectives

Thus, the teachers and lecturers are expected to be able to maximize the use of IT-based technology applications in classroom learning and teachers and lecturers can find the right application from various different points of view depending on the student's / student's needs so that it can be the right and fun means or facilities in classroom learning.

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