

# Mobile Learning Application: Utilization of Dongle To Improve Presentation Skill In English Learning

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## ABSTRACT

*The objective of study analysed mobile learning application of dongle to improve presentation skill in English language teaching learning. This research method conducted qualitative. Population were all fourth semester students of English Education, Faculty of Teacher Training and Education of 2020/2021 years, with a total population of 136 students. Sample were 32 students of fourth semester at English Education in University of Muhammadiyah Sumatera Utara. The development of science and technology shifts to the paradigm of conventional learning towards innovative learning models. Now, students can use mobile learning application of dongle in the class that can ease learning by carrying out activities systematically, where they have to explain, to improve presentation, find references easily. They used a smartphone that actually affects their learning motivation. In fact, the presentation of student assignments through the dongle will likely be highly innovative, could be self-paced to suit individual student needs, can study various points of view through other online resources. Mobile learning application of dongle functions to direct students to obtain a variety of learning experiences. Making it easier and effective using by a smartphone through dongle in English language teaching learning.*

**Keyword:** Mobile learning, dongle, presentation skill

## 1. INTRODUCTION

Why should you shift online? Conventional learning has shifted online learning. Many reasons, environmental conditions, are caused by Corona virus 2 (SARS – CoV-2) from an environment where people are not allowed to have close distances to communicate with each other, thus children and adults who are in schools and offices are required to maintain a distance in communicating. In fact, the WHO from the confirmed COVID-19 cases in SEAR based on the date of the report in 2021 states that Indonesia is in 2<sup>nd</sup> position as many as 951, 651 who have died after India.

Communication is the factor to deliver messages for someone. It is a deliverer to get messages for information. According to Richard (5: 2008) that communication is a social process where individuals use symbols to interpret meaning in the environment. A person can convey ideas, ideas, meanings, which arrive through symbol, images, sounds and it can be arrived as important information. The education, teacher interaction with students to explain knowledge in learning is the teacher's presentation as a deliverer to main communication. It can be explained that communication is the main of factor in learning activities that participate in determining the achievement of educational goals, or in other words it can be explained that communication is a medium or media in order to achieve educational goals.

PERMENDIKBUD (Minister of Education and Culture Regulation) No. 49, 2014 concerning National Standards of Higher Education, has required that learning systems in tertiary institutions based on learning outcomes, and the learning process has characteristics that reflect the nature of interactive, holistic, integrative, scientific, contextual, thematic, effective, collaborative, problem-based learning and centred to students. Education should be able to realize student-centred learning so that learning becomes meaningful for students.

According to Sutrisno (2016: 92) that the material mentioned in KKNi (Indonesian National Qualification Framework) on the qualification of Degree (Strata I) was able to master the application of software, learning technology, so that they could act as academics and professionals in solving problems.

According to Deni (2016:29) the practice of learning technology in developing of teaching materials form through mobile learning required several supporting capabilities, including mobile learning devices that can be used by game models and software devices that can be used for mobile learning such as Web Exe, Adobe Air, Adobe Flash, app inventor, Mit App inventor, RPG Maker, and Appsgyser. As the previous research study that utilization of mobile learning using the dongle application tool has not been as maximal as using software application, while this research can be used presentation skills in English learning class room.

Nowadays, the development of science and technology shifts to the conventional learning paradigm towards mobility learning models. The presence of learning media according to Nizwardi (2016: 2) can function to direct students in obtaining a variety of learning experiences that are determined by student interaction with the media. Thus, making it easier for students to use learning media using smartphones via the HDMI dongle of mobile learning at the campus.

## 2. LITERATURE REVIEW

Information on the Gestalt concept is learning that is carried out and can be used virtually and cognitive processes that will be developed from meaning, text, and other sources of information, and how learners organize knowledge. (Margaret E: 2011, 226)

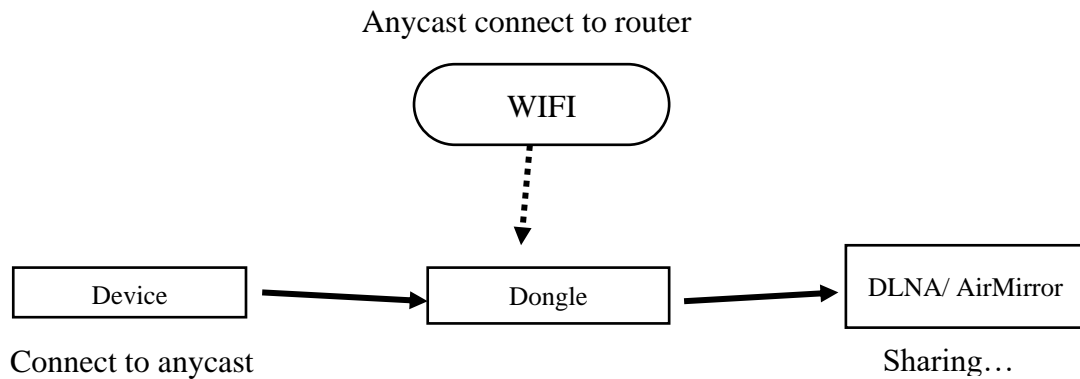
### 2.1 Mobile Learning

Mobile learning is a learning model that utilizes information and communication technology (Henry, 2017) and very fast mobile technology, using networks and devices (Bambang 2010), such as smartphones, PDAs, digital audio players laptops/compact laptops, table PCs, games consoles, ultra-compact computer, hybrid devices, media players (podcasting+/-video) that can access learning wherever they are without knowing space and time (Riki, 2019).

Talking about devices, should we know about media. Multimedia means from multi and media. Media means from Arabic is *wasaila* means medium or delivery (Rudi: 9, 2017) from Latin is a *medius* that is between delivering (Nizwardi: 2, 2016) messages from sender to recipient. Being according to Cepy (9; 2012) describes a process that will occur if there is communication between the recipient of the message with the source / channel of the message through the media. That it is explained that the media means instruments that can bring information or learning material brought by teachers from a learning source to learners. While, multi which is more than two or many, multimedia is the transmission of data and manipulation of all forms of information in the form of words, images, videos, music, numbers or handwriting that is processed into forms digital data on device such as smartphone, laptop, tablet. Gufron (2017) also explains that mobile learning is a media that is produced not only monotonously with text, but also contains many elements of audio / visual multimedia and even animation that can facilitate students in understanding learning material.

Why do you have to use a dongle device? On the blog page Riandiarsono (2015) explains the reason for the use of Dongle is a consideration of software piracy and increasingly high criminality committed by hackers, therefore software developers or software developers use Dongle.

HDMI dongle device is a Wi-Fi receiver device in the form of an HDMI dongle, where the function can connect Android tab gadgets, iPad / iPhone / smartphone and laptop via a Wi-Fi connection to be able to share pictures, videos and music or the type of mirror screen on your gadget to the big screen.



**Figure 1.** Connected to Dongle.

Technology makes the personalized learning agenda achievable, manageable. The theory can describe in mobile learning that, the learner identified the benefits of mobile learning as empowering for the learner because they can:

- 1) To access when they want, means student who facilitate and monitor peer activities to allow students to assess and aid each other informally, they can share their learning in home by mobile learning.
- 2) Have fun with their learning, means collaborative learning environments that students create to document and assess their own learning, they can share message or video call for fun learn in outside school.

The purpose of learning and teaching is expected of the changes in student behaviour. Teaching and learning process by using the right strategy, it is expected the results obtained in teaching and learning to satisfy both educators and students. Strategy by selecting the media are as teaching tools will make it easier for students to absorb knowledge and assist teachers in teaching in the classroom.

Mobile learning provides interesting contexts and new affordances for the design and implementation of games. The location, mobility and the inter-player communication capacity of the devices all contribute to innovative possibilities for game and play designs. There has been an increased interest in the educational use of computer games. Thus, by structuring learning in play, we are allowing engagement in fantasy and actions that would otherwise be impossible. By using mobile technology and game-attributes there is a major reconnection with the games and play that have featured as human learning over the eons to the concepts and methods of computer game play of today.

Assessment tools selected media is something that required a tool for an educator or teacher who is transferred to the delivery of material can be applied as appropriate, and the purpose of teaching or education of the teaching-learning process that is expected to be achieved well. Use of media tools will assist teachers in implementing curriculum content that will be taught to students. Thus, students are fun to learn lessons that will be provided by educators.

Choose content to learn, means the use of online mobile learning for assessments that extend beyond quizzes to simulation exercises, virtual labs, and other automated assessments of active student learning, they can video call or receiving message their study from a teacher as long distance in school.

## 2.2 Presentation Skill

A presentation is a means of communication that is the activity of submitting a topic, opinion or information to others and can be adapted to various speaking situations, such as talking to a group, at formal events and political events, presentations are more often given at business events. It can also be used as a broad term that encompasses other 'speaking engagements' such as making a speech at a stage performance, or getting a point across in a video conference. Making a presentation is a way of communicating your thoughts and ideas to an audience and many of our articles on communication are also relevant.

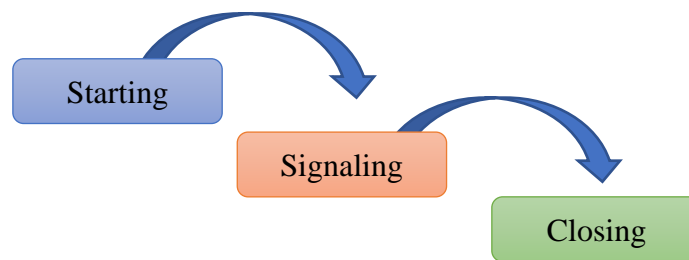
The purpose of the presentation such as; to persuade (usually carried out by the salesperson), to provide information (usually by an expert), or to convince (usually brought by someone who wants to argue a certain opinion). A presentation effectively in English, you will need to learn some skills and the appropriate expressions. The skills in English presentation cover your ability to open and close the presentation, signal the different parts of the talk, use presentation aids, and handle questions effectively.

As productive skills such as; speaking, we produce a language. Providing students with basic skills such as grammar, vocabulary and a model of presentation (Imam, 2016) When people say something, they produce language which will play an active role in this process. The purpose of speaking activities can be grouped into two types, interactive and non-interactive. Discussion activity is interactive, while presenting an explanation without a question and answer session is an example of non-interactive speaking.

Students can improve their presentation skills in English class by;

- i. Learning can occur in the process of experiencing
- ii. Learning is an active transaction
- iii. Active learning requires essential activities, can strive to achieve goals and complement with personal needs.
- iv. Learning occurs through a process of barriers, can solve problem solving.
- v. Through problems it will encourage active learning, will create early learning motivation
- vi. Through learning activities will lead to learning experiences

A simple and classic structure of a presentation can be seen in the chart below:



**Figure 2.** Presentation skill.

- a. Getting started, to start an activity begins with 'addressing' and "greetings" to find out the listener's state and they are more focused on the speaker. This activity also informs the profile of the speaker to get to know him/her better. The expression of addressing, are; Ladies and gentlemen, Everyone, Everybody, Dear Colleagues, Dear Professors, Brothers and sisters, My dear classmate. Expression of Introducing self, are; Let me introduce myself, my name's... Allow me to introduce myself, my name's .... for starting expressions include; with a question/problem, a story/joke, starting with facts /opinion. And to explain the important points that are discussed in speaking.
- b. Using signalling, to deliver material in front of listeners does not have to be long and time consuming. They are usually interested in the duration of the presentation which is short and precise, to convey a material that must be clear and factual. There are the signalling functions; Sequencing ideas, opening a new section of expression are Let me now turn to.... Let's move on to... I'd like now to move on to... I'd like now turn to.... The next point is..., exploring a list of things, Highlighting and emphasizing of expression are I'd like to focus on... I'd like to emphasize/stress.... This is very, very difficult problem. We need to do something. It does seem like.... It is important.
- c. Closing a presentation, summarizing the main message of the presentation is a great way to close the presentation. Unfortunately, the presentation that was delivered had a lot of discussion and had a relatively long time. Thus, the listener will remember the important points of the presentation content that the speaker delivered. The expression of closing is; Ok, that brings me to the end of my talk/presentation, This is the end of my talk/presentation, So, that's all i have to say..., I come to the end of my talk/presentation....

### **3. RESEARCH METHODOLOGY**

This research conducted using qualitative research methods. The objective of study analysed mobile learning application using by a smartphone via the HDMI dongle to improve presentation skill in English language teaching learning. According to Sugiyono (2012: 117) the population is a generalization area consisting of objects / subjects that have certain qualities and characteristics determined by researchers to be studied and then conclusions drawn. This study used all fourth semester students of English Language Education, Faculty of Teacher Training and Education in the even semester of the 2019/2020 school year as a population, with a total population of 136 students.

The sample used was 32 students in class IV B in the Curriculum Design Material course in the 2019/2020 school year because researchers found it easy to get data from the teaching research class, this was called purposive sampling (Indra: 2019).

Data collection technique is an activity used to obtain data or materials needed in research. Data collection techniques used in this study are the method of documentation and observation. The documentation method used in this study is the documentation of photographs during the learning process. This observation method is used to obtain data about how the role of media with observation sheets made by researchers.

#### 4. ANALYSIS AND DISCUSSION

During teaching in the class, students were given a group assignment of writing scientific papers. Some of them have really understood, and some of them still ask questions about the draft of writing scientific papers. The lecturer reminded that the students' assignments were not to be published, but they understood and were able to write scientific papers well, so that later they would be able to write independently. After a few days in the third weeks, dated on January 28, 2020, students collected assignments that have been completed in writing scientific papers. The lecturer examined group assignments, and started correcting, revising and correcting correctly. Presentation activities started by the first group. The lecturer asked to download "smart view" or "screen mirroring" on the Android smartphone for each group, so that it supports the use of HDMI Dongle used at the time of presentation. They started downloading to click the application of "Screen Mirroring 2020".

After selecting the application on android smartphone of "Screen Mirroring 2020", then selected "install" on the smartphone to click download up to 100%. HDMI Dongle can be used. Or Samsung Smartphone users can use "smart view" and can connect to the HDMI Dongle directly. Then, choosing the cable is connected to the screen of infocus-projector or television. Smartphone' screen requests an option to connect the HDMI Dongle and Smartphone. And the use of dongles can be used as a learning media for student presentations. Like the picture of a student doing a group presentation in front of the class.



**Figure 3.** Students are doing their presentation.

Students are active in class to do a presentation in front of the class, because they do learn activities to study group assignments together. According to Sinar (2018) that active learning is an active student in conducting class activities, students are able to understand and develop the knowledge they are learning, also able to express it in real life. Students who make presentations using tools as learning media via the HDMI Dongle can play a direct role in explaining, discussing, and explaining their writing in front of the class. Without an awkward attitude, not laughing at other friends, and mutually support a group of friends.

## 5. CONCLUSION

The limitations of the problem in this study were examined to analyse mobile learning application of dongle to improve presentation skill in English language teaching learning. Students were able to present their assignments in front of the class using HDMI Dongle via smartphone given by the lecturer with active activities.

This study explained that utility of mobile learning using by smartphone is an active-based learning, students can carry out their own activities, speak English flexibly. Further research of mobile learning can be carried out using the other electronic tools which are useful for student activity; help provide and support literacy, numeracy and language learning, facilitating learning experiences both individually and collaboratively and to help increase self-confidence and self-assessment in education.

Mobile learning is to facilitate the teaching and learning process that is carried out in the classroom or outside the classroom, can attract students' attention and can also foster enthusiasm in presentations and can motivate students, and the material being delivered can be conveyed well and can be understood by students, besides that the benefit of using mobile learning is that it can support students towards independent learning.

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