
SIPEBAJE AS GERMAN DIGITAL LEARNING MEDIA AT SMA

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ABSTRACT

Digital learning media is a tool used to carry out learning activities with the help of information technology hardware and software. This media is expected to be able to make learning accessible anytime and anywhere as long as it has an internet network. In addition to facilitating learning activities, it will also make teaching and learning activities in German more interactive even though students and teachers do not have to meet in class. The application "Sipebaje" (Sistem Informasi Pembelajaran Bahasa Jerman/ German Learning Information System) offers a foreign language learning experience for high school (SMA) students, especially for language classes that have specialization in German. The focus of this paper is to tell about the role of Sipebaje in offline and online learning.

INTRODUCTION

One of the goals of national education is to educate the nation's life. In the Law of the Republic of Indonesia No. 20 of 2003 Chapter II Article 3, National Education aims to: develop the potential of students to become human beings who believe and fear God Almighty, have a noble character, are healthy, knowledgeable, capable, and creative, independent and become democratic and responsible citizens. . In realizing these goals, formal and educational activities are needed non-formal. Education carried out on campus/ school is a place to seek knowledge for students, as well as a place for lecturers/ teachers to transfer their knowledge to students. Therefore, in improving the teaching quality of a teacher, learning media is needed. In this modern era, lecturers are required to use learning media in delivering material in the classroom. Because learning media is one component of learning that has an important role in the learning process. Therefore, the government encourages

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lecturers or teachers to use learning media in improving the quality of teaching. Using learning media should be a part that must get the teacher's attention.

The role of learning media in the learning and teaching process is an integral part that cannot be separated from the world of education. Learning media are everything that can be used to channel the sender's message to the recipient so that it can stimulate the thoughts, feelings, concerns, and interests of students to learn (Tafonao, 2018).

In terms of the current development of Science and Technology (IPTEK) is very helpful for educators to be more creative in making learning media. following existing developments (Tafonao, 2018).

The use of media in teaching should be a part that must receive attention from the teacher as a facilitator in every learning activity. Therefore, every educator needs to learn how to choose and determine learning media so that the achievement of learning objectives in the teaching and learning process optimally. Even though this learning media is still often ignored for various reasons, including (Tafonao, 2018).

Interesting learning requires teaching materials that can enable learners to learn independently (Fahmi, Priwanto, Cahdriyana, Hendroanto, Rohmah, and Nisa, 2018). With the development of digital learning today where humans communicate and learn virtually, it is necessary to develop appropriate digital learning materials (Hur and Jo, 2021).

GERMAN LEARNING

In Indonesia German has been chosen as one of the foreign languages taught in high schools (SMA), Vocational High Schools (SMK), and Madrasah Aliyah (MA), and the focus of teaching German is placed on communication.

Mastery of German includes four aspects of language skills, namely listening (*Hörverstehen*), speaking (*Sprechfertigkeit*), reading (*Leseverstehen*), and writing (*Schreibfertigkeit*). The four language skills are a unity that cannot be separated from each other. In addition to these four aspects, there are two abilities, namely vocabulary mastery (*Wortschatz*) and grammar (*Struktur und Grammatik*). This is under the content standards and competency standards contained in the curriculum for German subjects at Senior High Schools (SMA), Vocational High Schools (SMK), and Madrasah Aliyah (MA) (Malik, 2020).

The number of hours for classes X-XI-XII specialization in Language and Culture is 4 JP in a week. German language learning was carried out in two meetings, where each meeting lasted 2JP. Meanwhile, the Cross-Interest class (X MIPA and X IPS) at SMA N 1 Lawang has held 3 JP in a week with one meeting.

As a subject of specialization and cross-interest, German is sometimes considered unimportant to learn and not very useful for the future. This is exacerbated by the learning method implemented by the teacher. Most teachers still use the old method and do not take advantage of digital learning.

Teachers are still seen using conventional methods with lectures in delivering material in class so that students feel bored in listening to the material presented by the teacher. Learning in the classroom still uses the rote method (Malik, 2020). For this reason, a change is needed in terms of teaching German. One of them is the use of digital applications that can be reached anywhere and anytime. One of the digital

applications that can be used as an alternative is the German Language Learning System or abbreviated as Sipebaje.

Currently, Indonesia has faced the era of the industrial revolution 4.0. This era also certainly has an impact on the birth of a technology-literate generation. In response to this, the use of technology in the learning process will be under the development of the generation of students. The use of technology will make learning interesting for students, especially in learning German (Malik, 2020).

So that learning both online and offline can take place well, the teacher needs to know the characteristics of the learner. Student learning styles are different and require teacher attention.

Understanding and knowing learning styles in the process of student development and learning is considered very important. By understanding students' learning styles, learning, especially German language learning, will be more easily absorbed by students. Several studies show an increase in student achievement if learning methods and strategies are applied according to their learning style (Malik, 2020).

SIPEBAJE LEARNING MEDIA

One of the learning media that is currently being developed is audio-visual media. Learning media is a tool in the teaching and learning process to stimulate the thoughts, feelings, attention, and abilities or skills of learners so that they can encourage the learning process (Tafonao, 2018). Interesting media can liven up the classroom atmosphere when literature learning takes place. Teachers can use learning media in the form of films, songs, games, and dramas so that students do not feel bored (Dirga, 2016). That's the content that is trying to be presented in the Sipebaje application.



Figure 1. The initial view of the application Sipebaje

Application Sipebaje is the platform for digital learning for students of the German language high school or the equivalent. This platform allows them to learn in a more attractive, interactive, and fun way. With the help of experienced teachers, students not only practice their four German language skills but here, they will also learn independently, depending on their level. This application was compiled jointly by Malang State University students who call themselves "Team Deutsch One". Having the motto *Lernen mit Spaß, überall und jederzeit!* (Learning with pleasure, wherever and whenever), Sipebaje provides several features in its application consisting of *Klasse* (Class), *Selbstübungen* (Assignments), *Virtuelle Discussion*, and *Ankündigungen* (Information).

There are 3 categories of material presented, for classes X, XI, and XII. Likewise, all features have the same category. The materials and assignments that are available are new for class X because the others are still in the development stage.

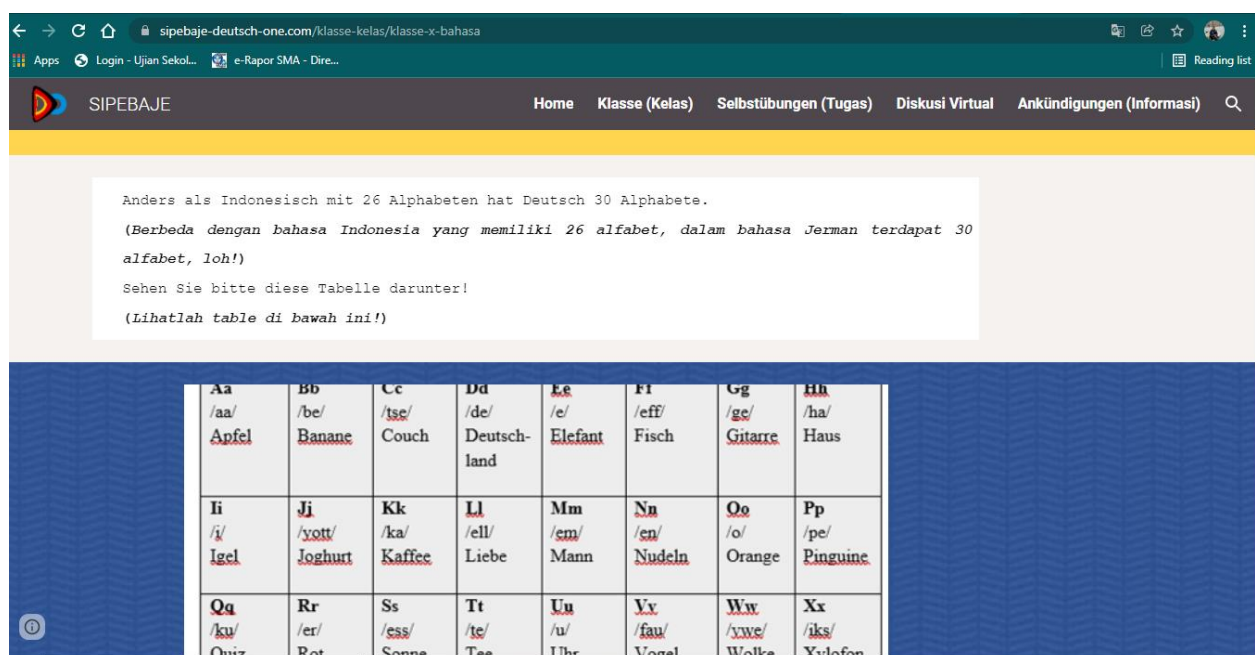


Figure 2. Display of material in the form of images

The material presented not only descriptions but also pictures to make the display more attractive. And the display is adjusted to fit when accessed via a cell phone or tablet.

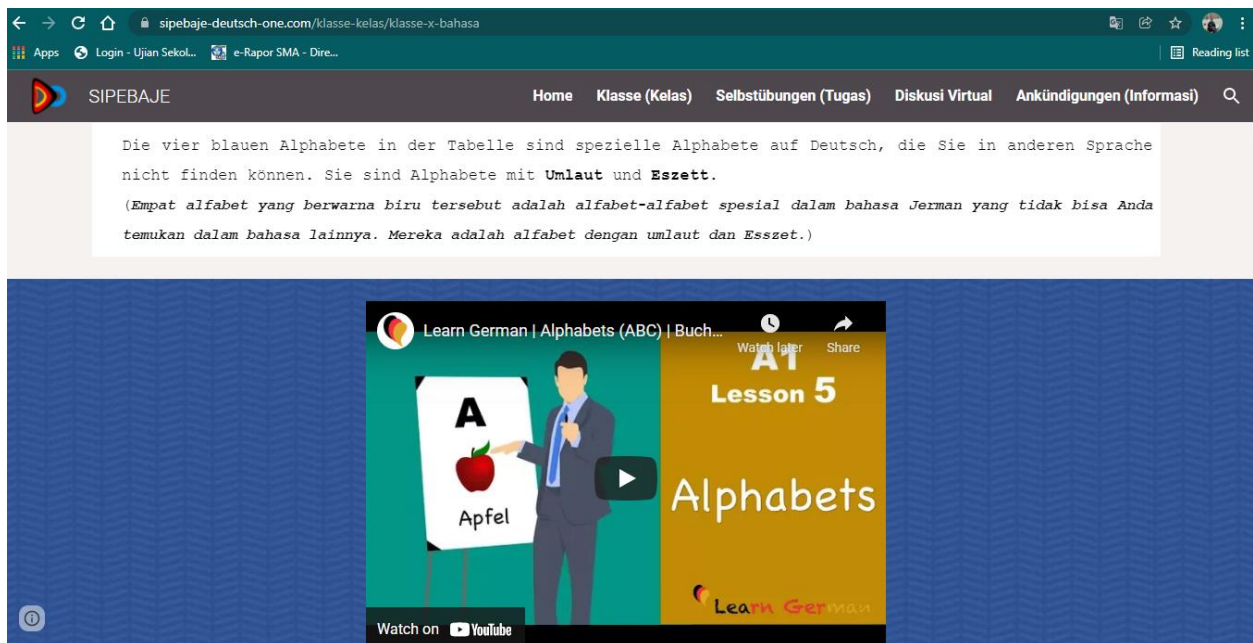


Figure 3. Display of material in the form of a video linked to the Youtube page.

Because German is rarely heard and used by students, it is necessary to provide examples of pronunciation. Not only from teachers but also from native speakers through video displays. In this application, a link from YouTube is also embedded regarding the material, so students don't have to bother looking for themselves on YouTube.

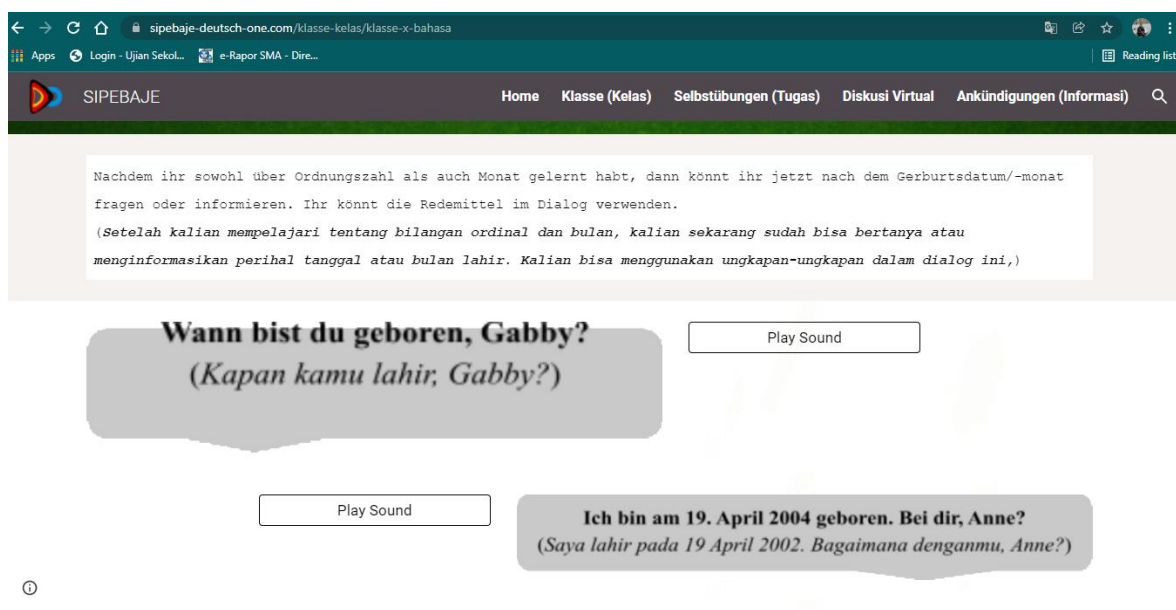


Figure 4. Display of material embedded in native speaker audio files

This application is also equipped with the material in audio form. So that students can immediately find out how clear the pronunciation of the vocabulary is, and can even repeat it immediately if it is not heard.

THE USE OF MEDIA SIPEBAJE IN LEARNING

The use of this application is very easy. Students and teachers can access the application Sipebaje via the address: <https://www.sipebaje-deutsch-one.com/home> using their computers or *mobile phones*. Activities can be carried out online or offline. On the material bar, students can learn in stages, starting from how to pronounce the alphabet, self-introduction materials, to materials about introducing other people.

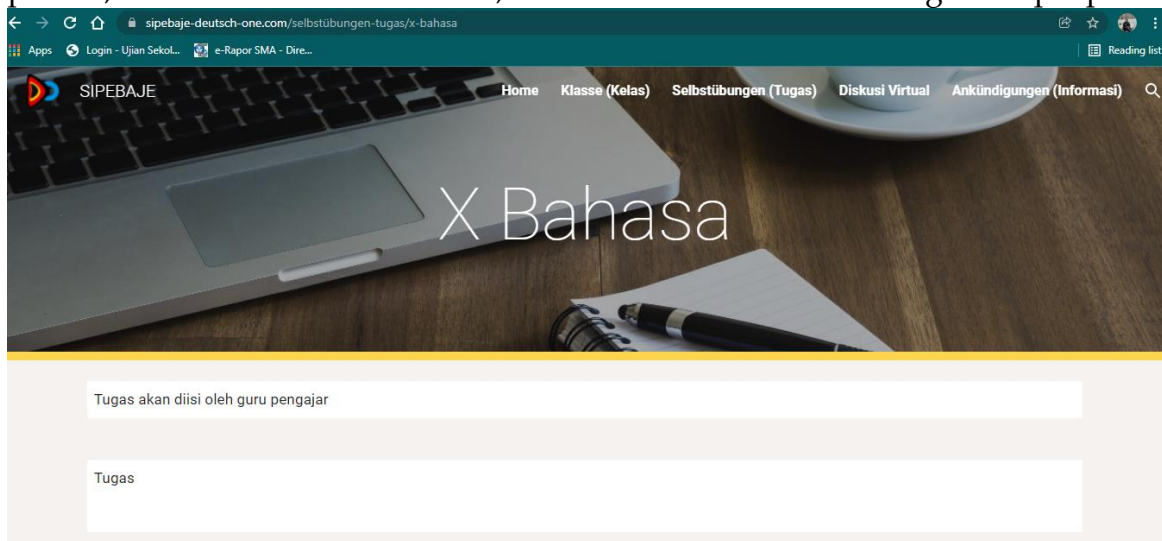


Figure 5. Display of the Connection bar (Tasks)

In the taskbar, various types of tasks or exercises can be entered according to the material in each sub-material.

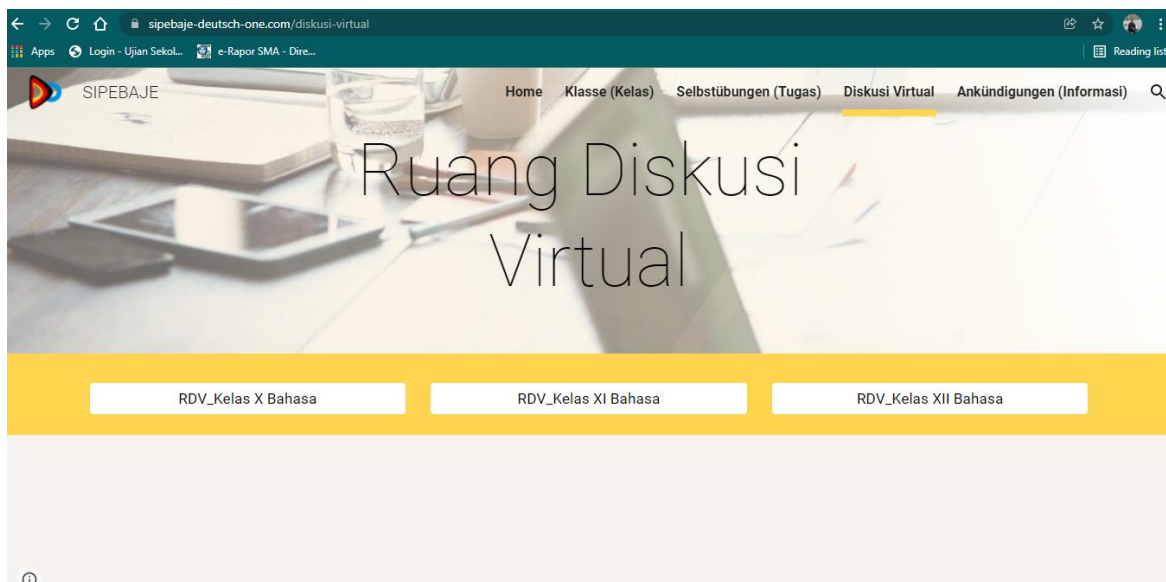


Figure 6. Display of the Virtual Discussion Room bar The discussion

An RDV bar allows students and teachers to communicate about the material or discussion of assignments.

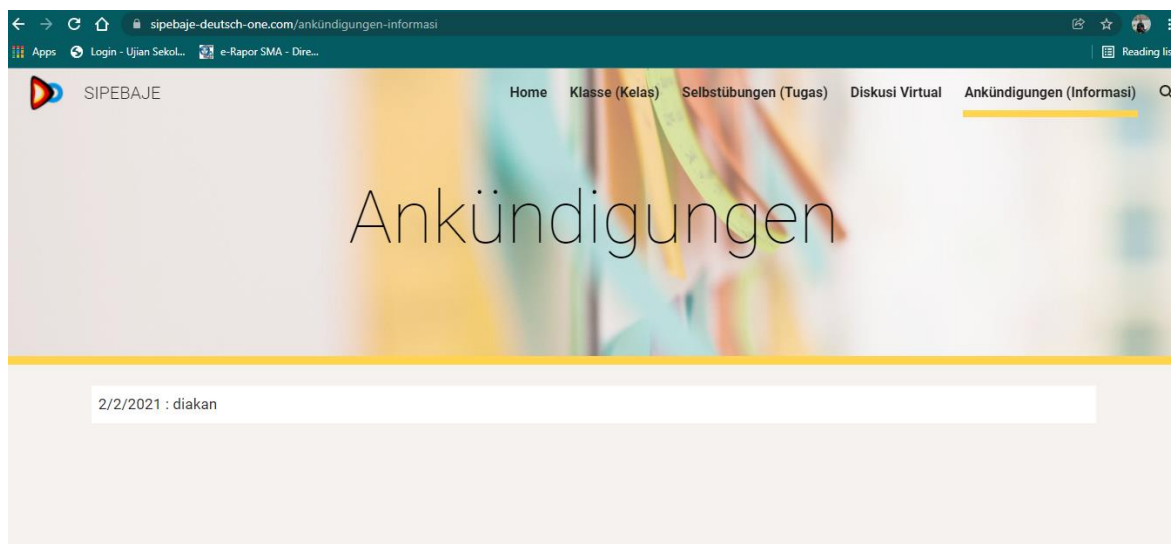


Figure 7. Display of the Ankündigungen (Information)

The information bar can be used to convey information about assignments or daily test schedules. Teachers can also insert information on the results of the grades that students get on assignments or daily tests.

CONCLUSION

Learning in the digital era demands very fast changes. The need for learning that can be accessed anywhere and anytime has increased significantly. Not only learning Natural Sciences and Social Sciences can be accommodated, but also language learning. Although language learning which in this case is foreign language learning requires mastery of 4 language skills (reading, listening, speaking, and writing), digital learning must be able to accommodate it. And the Sipebaje application can be used as an alternative for learning German for high school students or the equivalent.

The Sipebaje application, which is currently still in the pilot phase and still in need of development, can now be used for teaching German in the first semester of class X. Furthermore, it is hoped that the many criticisms and suggestions will be used to develop the material better and its usefulness will be even wider.

In the Sipebaje application, there is not only material in the form of text descriptions, but also material in the form of audio and video. To make it easier for students to learn and access. The order of the material has also been adjusted to the 2013 curriculum and school syllabus.

For now, the right to use is still limited to schools that are invited to cooperate with the Deutsch-One Team, State University of Malang. In the future, if there are still parties who are interested in using it in learning, this application may be spread throughout Indonesia.

For further research, it is recommended to focus on developing digital content from the Sipebaje application, where the current condition is still incomplete. Especially in the next semester's material, job descriptions, information, and exercises. And hopefully, this application will grow and be utilized optimally.

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