CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

In this Chapter, finding and discussion of the study are presented to answer the research question 1) what are the students Difficulties in Designing Digital Media on CALL class For Teaching English at UIN Sunan Ampel Surabaya.

A. Findings

Students Difficulties in Designing Digital Media on CALL class For Teaching English at UIN Sunan Ampel Surabaya.

The questionnaire was intended to answer what student's difficulties in designing digital media. Digital media here means that's tool that used for teaching and learning as a pre-service English teacher should be mastered the developing of technology as Digital media. There were 55 questionnaires that had been distributed to the students at eight semesters that have been taken CALL class. Every person showed different reason about difficulties. Almost all the students who have taken call courses they feel difficulties. Here the result from the small survey below:

All thestudents have answer all the questions, from the result of question that *Students apply the Digital media on CALL class for teaching English.* from 55 questionnaire that distributed to the students that:

Twenty three students agree that they are applying digital media in teaching process by the reason apply digital media in outside the class because, they will have much practice to learn digital media from CALL class, because also to apply the call class is the regulation that should be done. Beside that they also explain that the students want to make the teaching process interest and make the learning process enjoy.

Then, sixteen students feel doubt if they apply digital media in teaching process they reason that the class does not support teaching or the place when the school does not support. Use digital media very good for teaching practice but the school do not support for digital media. The other reason that the students do not apply digital media for teaching practice because, have no free time to designing digital media. After that the balance of the student there are twenty students that disagree if they apply digital media in teaching practice because they have no teaching yet.

Next questions are *Groups' works make the students feel easy to designing digital media.* From 55 students there are forty student agree with these statement, almost the students reason by grouping work they can share the ideas and knowledge with each other, by grouping they can anticipate the difficulties in CALL class since never get feedback from the lecturer and rarely meeting in the CALL *class it is very helped.*

Then continuing with eleven students doubt if group work make them easy in to make digital media because by work in group some of students do not interest the students preferred use tutorial in You-Tube than discuss in groups. The balance of the students there are four students that disagree with the statement above by the reason they cannot works together because they do not have the same time to works together.

From the result students makes digital media particularly for teaching english it can be conclude that thirty one students agree with the statement, because by use digital media for teaching English will anticipate the students boredom. Therefore by apply to use digital media the respondent will try to explore their knowledge to make digital media for teaching English.

then continuing sixteen students doubt if they are make digital media particularly for teaching English the reason they are never use digital media because they have no much time to prepared the digital media, complicated to practice the digital media for teaching English the last eight students have other reason that are never try the digital media outside the class, and make digital media only for the obligation for finishing the assignments.

1. **Find the difficulties in designing digital media.**

Table 4.1

Total students feel difficulties In CALL Class

Absolutely agree	Agree	Doubt	Disagree	Absolutely disagree
23	30	2	0	0

Two students who have been taking CALL have their own reason why they feel doubt about the difficulties. They said that never try to use digital media because many group work than individual works and never operating software the student feel low understanding in digital media. The balances of student who agreed that Call have difficulties they reason are:

Table 4.2

Students factor feel the difficulties

Reason	Factor	Categories	Code
I have no experience when learn digital media		Intelligent	
Blind in digital media			
I have no basic to learn digital media.	Physiological		Internal Factor
No really interested in IT		Interest	

Lack of application knowledge and lazy to try complicated application		Motivation	
Students to lazy			
Feel like cant to be mastered			
Not Creative Person		Talent	
Internet access so limit			
Almost the application use internet connection sometimes I got trouble from that	School Factor	Building and Facilitation	External Factor
Lack of faculty support			
Bad internet connection			
Limited connection when do the tutorial			
Lack of internet connection, Getting free Wi-Fi			
the class is no proper with so much students	S C H O O L		E X T E R N A L
Lack of supporting tool			
It can be from software hardware or the laptop does not support.			
Use online Class Difficult to understand			
Too much Group Works		Instruments	

The explanation and practice it's not equal	F A C T O R	Instruments	F A C T O R
Because the material it's difficult.			
The digital media have many variant to mastering all the digital media really so trouble			
Trouble instruction		Teacher	
Confusing when following the instruction			
Less of lecture supporting			
We have rarely class with the lecture			
Because lecturer do not give detail explanation (deeper)			
There is no real tutorial			
In call class only have 2 times face to face with the lecture, because only guide from sap really that's so difficult.			
Use online class there is no face to face thus makes me feel difficult	School Factor		External Factor
Lecturer lack of giving feed back			

There is no feedback			
Lack feedback, thus I don't know where is the mistake on my project			
Lack of teaching experience			
Takes much time when learn Digital Media from the basic	School factor	Time	External Factor
Lack of time to learn Digital media			
New experience for me			
Lack of experience use Technology			

a. Internal Factor

Internal Factor is facto comes from inside their self. Internal Factor in designing digital media based on dalyono: that motivation, talent, intelligent and interest. Based on the result of this study in Students Eight semester at Uin Sunan Ampel Surabaya there are 25% students who feel difficulties from inside their self (Internal).

1) Intelligent

Intelligent is becomes the mind effect in learning process. In this study the researcher found from student's reason said that, the students have no experience when learn digital media. The

students feel blind in designing digital media. Some of students said that they have no basic in designing digital.

2) Interest

Students in eight semester who taken Call class, they have difficulties because they have no interest in designing digital media. It is prove from the reason in survey (questionnaire)

3) Motivation

Motivation in every learning process is needed. In this study the researcher found that students less motivation. They were lack of application knowledge and lazy to use complicated application. The students feel like cant to be mastered. All of the result above show from student reason.

4) Talent

In CALL class people that have talent in technology is needed. Because the students should design, produce the digital media. From the research finding the respondent said that feel uncreative person. Thus, they can not design good digital media.

b. External Factor

External is factor that comes from outside their self, in this study the researcher found around seventy five percent students caused from external factor. In this Study the researcher found the

difficulties is in school factor that have three major there are building and facilitation, instruments, teacher and time.

1) Building and facilitation

Building and facilitation very important to support the students in learning process, by good building and comfort facilitation the students will easy to accept the lesson. In this study the researcher found factor that influence students difficulties because less of facilitation. That's show from the students reason that they feel limited Internet access. Almost the application use internet connection sometimes they got trouble from that. Most of students said that lack of faculty support, lack of internet connection they can watch tutorial and YouTube. The students also give a reason that they feel the class is no proper with so much students and lack of supporting tool (Computer to old). Once, the reasons also consolidate that depend on the interview that lack of technics all of the digital media use internet connection but in the faculty does not support[1].

2) Instrument

In teaching and learning good instrument is needed, moreover in CALL class, because instrument factor here means that media use to deliver the material to the students. Depend on the student's

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[1] Based on interview with the lecturer on June, 28th 2016 at 09.26 AM.

reason there are: use online class that difficult to understand, in CALL class too much group works in every assignments. The digital media have many variant to mastering all the digital media really so trouble. Once, in digital also have many codes and scribe this one factor that make students feel difficulties[2]. The last reason is the explanation and practice it's not equal (difficult the assignment than the explanation). Beside that the reason consolidate by the lecturer that use thematic curriculum means that the students should have the same them in designing digital media and present the result in front of the class.

3) Teacher

In every learning process, teacher becomes the most important in learning process. The respondent who have taken call class said that they have difficult because, less interaction or collaboration with teacher. The teacher give trouble instruction, therefore, the students confusing when follow the instruction. Another reason are less supporting from the teacher, rarely class with the teacher only two times face to face with the students, teacher do not give detail explanation (deeper). Continuing reason that the teacher does not give real tutorial only guide from sap really that's so difficult. Beside that use online class there is no face to face and

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[2] Ibid

teacher lack of giving feedback makes the students don't know the mistake on their project. The factor above makes the students feel difficulties based on the students reason.

4.) Time

Learning something new takes many times if the students have no basic about designing digital media in CALL class it will feel difficult. moreover only two semesters impossible the students master all variant digital media. The researcher found that takes much time when learn digital media from the basic. In Call class the students feel lack of time to learn Digital media. Some of the students said that lack of experience use technology. The reasons above consolidate by the lecturer in the interviewer[3].

From 55 students they give reason about question when they find difficulties in designing Digital media, the definition below:

Table 4.3
Total students difficulties in designing digital media

When Input the content	When make suitable with students need	When designing digital media	When use Digital media	Others
10 Students	16 Students	11 students	6 students	11 Students

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[3] Based on Interview to the lecturer on July, 4th 2016 at 12.45 PM.

Table 4.4

Students result finds the difficulties in designing digital media

Reason	Categories
Make a good preposition make me difficult	
When input the content very difficult because the material should make by yourself	
Very difficult because the content should be meaning full and make the suitable theme	
Confuse, about the content what should I into in digital media	Input the Content
Yes because should same with the SAP thus makes me feel difficulties	
Have no idea to choose the topic	
I don't know what students need	
Choose the material that suitable with students need	
It should be proper with the students' needs	Inappropriate with students needs
To know students need most difficulties than others	
I never know what students need naturally	
Designing digital media that's suitable with the students need	

Too much instruction thus all like very difficult	
Lack of application knowledge	
Need more skill	
I think all have difficulties	
Not good enough , not creative person	Less knowledge to operate digital media
I don't know the process to use digital media	
I don't know to operate the tool and sometimes I got troubled in my laptop	
When designing to input the background to make design creative really so complicated to much rule and make me confuse	
I do not master the step	

Based on the analysis above the student feel difficulties in designing digital media on CALL class there are: first Inappropriate with students need, second input the content, Third Designing digital media, and the last less knowledge to operate

1) Input the content

Many students feel difficult in designing digital media, its show from student's reason that they feel difficulties in designing digital media when input the content to make digital media for teaching English. The reasons of the students are first is make a

good preposition make me feel difficult, second is when input the content very difficult because the material should make by us. Third Very difficult because the content should be meaning full and make the suitable with the theme, forth the students confuse, about the content what should into in digital media, Fifth the assignments should same with the SAP thus makes me feel difficulties, sixth the students have no idea to choose the topic

2) Inappropriate with students need

As candidate of the teacher in English education department makes digital media used for teaching and learning practice, thus should suitable with the students need when make the digital media First is the students don't know what students need. Second is the students confuses choose the material that suitable with students need. Third is the digital media should be proper with the students' needs. Forth the students cannot know what students need naturally. Fifth to know students need most difficulties than others. The last is designing digital media that's suitable with the students need very difficult.

3) Less knowledge to operate Digital media

To understand all the digital media need much time thus many students feel that they are less knowledge in designing digital media because the students think all have difficulties. That's

show from the students reason that too much instruction makes the students feel difficult. The students lack of application knowledge. Students feel that they need more skill. The students don't know the process to use or operate tool in digital media. The students never mastered the step to make digital media. That the more difficulties in designing digital media.

2. **Students deal the difficulties.**

Table 4.5

Total students deal the difficulties

Search another point of view	Collaborate with others	Communicate with teacher	Tolls as a media in learning Process	Practice or apply the digital media
20	21	6	4	4

To know the students deal the difficulties it is help for in this study, depend on the student's reason how they deal the difficulties here the reason below:

Table 4.6

Students result deal the difficulties

Reason discuss friend	Categories	CODE
Ask friend	Discuss with friend	Collaborate with others
Group work (discuss)		
Ask friend to finish the project		
Look For Friend Assignments.	Look for Friend Assignment	
Modification The Project On Internet	Modification	
Detail explanation	Discuss with the lecturer	Communicate with the teacher
Ask the lecture		
Makes the Digital media very simple		
Change The Easiest Content		
Browsing in the internet	Browsing on Internet	Search another point of view
Always look for another way the easiest explanation		
Look for tutorial		
Watching tutorial on YouTube		
As a tool can help me to anticipate the difficulties		
Look for another media that easiest	Looking another visible tool	Tools as a media in learning

Look for another digital media that easy to understand		Process
Software (facility)will make easier	Another Software	
Look for free Wi-Fi		
Practice makes Perfect	Practice	Practice the
More Practice		Digital media.

a. Collaborate with others

Collaborate with others here means that the students deal the difficulties by collaborate with their friend or others. In this Code will break down becomes there part there are First is discuss with friend, second look for friend assignment and the last is modification that's is show from the student reason that ask friend, the students likes when group work because they can discuss with each other. The students sometimes ask friend to finish the project look for friend assignments. The last is the student's modification the assignment with the Internet.

b. Communicate with the teacher

Communicate to the teacher when found difficulties is the best way to anticipate the difficulties, in this study the research, the students give the reason that by ask to the lecturer because it can

help them to solve the problem. Beside that the students also said that ask to the teacher will get the detail information give more feedback.[4] Then, by communicate with the teacher the students can make simple digital media and can change the easiest content to solve the problem. Depend on the interview the lecturer also said that average the student deal the difficult by communicate with the lecturer, ask detail explanation and sometimes they are ask change the theme easy to understand[5].

c. Search another point of view

Search another point of view here means that the students looking for the information about digital media it can be from internet or text book. Almost the students said that they are browsing on Internet and open a YouTube for tutorial make digital media. Therefore, they said that it is the easiest way to solve the problem. .

d. Tools as a media in learning Process

In this study the researcher found that the students anticipate the difficulties by look for another tool. In this categories the researcher break down becomes two kinds there are looking another visible tool and software. From the students reason found

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[4] Based on interview with the lecturer on June, 28th 2016 at 09.26 AM.
[5] Ibid

that they are prefer to look for the easiest tool (digital media) because by look for another tool the students will easy to understand. Beside that the students give the reason in the class of call limit internet connection, thus they search another place that has good internet connection (WI-FI). Some of students said that have old version laptop.

 e. Practice the digital media.

  By practicing, the students will more understand clearly about the material, which showed from the student's reason to solve the problem it can help the students anticipate the difficulties.

B. Discussion

1. The students factor difficulties in designing digital media

Based on the research finding, the student's factor difficulties in designing digital media were internal factor and external factor, here the explanation below:

 a. Internal Factors

  Students in eight semesters have difficulties in designing digital media. Based on the research finding the researcher found internal factor were Intelligent, Interest, Talent and Motivation.

 1.) Intelligent

  In this study the students feel difficult because they are less understanding of the lesson. They are blind and have no experience

in digital media. They feel difficulties in designing digital media because they less in intelligent factor. That's related to theory dalyono, he said intelligent one of factor that influence difficulties in designing digital media. Because this factor becomes the mind effect in learning process thus if students have this problem but the parents does not support, they fail in learning process[6].

2.) Interest

The researcher found that students feel difficult because they are not really interested in designing digital media. That's related to the theory of dalyono said that "If the students have no interest in teaching and learning it will make the students feel difficult because by having interest in lesson it can be factor to accepting the material"[7].

3.) Talent

In this study the researcher found that the students have no basic to learn digital media. Thus, make the students feel difficulties. Besides that, the students feel uncreative person it is becomes one of reason they feel difficulties. That's related to the theory of dalyono said that students factor in difficulties because every people have different talent. Thus, if the students give lesson that

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[6] Dalyono, M. Psikology pendidikan.Jakarta:RinekaCipta.1997.P.239
[7] Dalyono, Psicology…….. P.239

different from their talent the students will feel bored and lazy to accept the lesson[8].

4.) Motivation

Motivation in learning process is needed. In this study the researcher found that they are lack of motivation thus makes the student lazy to learn new application and digital media. It is related to the theory of dalyono said that motivation one of factor that influence students feel difficult[9].

b.   External factors

Here the researcher found that an external factor comes from are building and facilitation, instrument, teacher and time here the explanation below:

1)   Building and facilitation

Building and facilitation very important to support the students in learning process, by good building and comfort facilitation the students will easy to accept the lesson. The fact, in this study the researcher found less internet connection, less faculty support and the class is no proper with many students. It is related to theory of dalyono that 'lack of facilitation, lack of Wi-Fi"[10]. Once,

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[8] Dalyono, Psicology…….. P.239
[9] Dalyono,Pscology…………P.239
[10] Ibid

consolidates by the theory of Rosen and weil said that "lack of facility to use computers"[11].

2) Instrument

Instrument in learning process is needed. By a good instrument will get good result from the students. In this study found that influence student's difficulties is instrument. Because, many variant of digital media too much code, scribes, and should to present the result in front of the class. Thus, impossible if the students master all the digital media. That's related to the theory of Galusha that "infrastructure and technology related problems, and the present challenge"[12]. Once, consolidates the theory from dalyono that lack of instrument since teaching and learning practice[13].

3) Teacher

Teacher is the main responsible in learning process. From the study the researcher found that teacher lack of gave feedback, less interaction and collaboration. The class is designed online class, thus the students impossible the students often meet with the lecturer. That's related to the theory of dalyono said that teacher

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[11] Mumtas,Shazia. Factor Affecting Teacher Use Of Information and Communication Technology : A review of Literature. United Kingdom,University Of Warwich .2000

[12] DABAJ. Fahmi. Analysis of Communication Barriers to Distance Education A Review Study. Online journal of Communication and Media Technologies.1.No 1 (Januari 2011).P.4

[13] Dalyono, Psicology……. P.239

factor the teacher is not qualified, lack of teacher interaction with the students, lack of teacher method[14]. Once consolidates by the theory of Rosen and Weil said that "lack of on-site support for teachers using technology, lack of help supervising children when using computers"[15]. Beside that the theory comes from galusha that "there is no student motivations since there is no face-to-face contact and lack of feedback every learning process".[16]

4) Time

In this study the researcher found that the students lack of time in learn digital media. Because variant digital media only teach in two semesters that's also ones a week. It is related to the theory of Rosen and weil said that lack of time and lack of experience that's factor difficult in designing digital media[17]

In this study the researcher also found kind of student's difficulties in designing digital media there are input the content, Inappropriate with students need and less Knowledge to operate Digital media.

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[14]Ibid

[15] Mumtas,Shazia,(2000) Factor Affecting Teacher Use Of Information and Communication Technology : A review of Literature. United Kingdom,University Of Warwich.

[16] DABAJ,Fahmi. Analysis of…… P.4

[17] Mumtas,Shazia,(2000) Factor Affecting Teacher Use Of Information and Communication Technology : A review of Literature. United Kingdom,University Of Warwich.

a.) Input the content

In designing digital media step input the content very difficult. In this study the researcher found that the students have difficult to input the content because the contents should make by their selves. The students also give a reason that the content should be meaning full and suitable with the theme. That's related to the theory of Ausubel (Humanistik), supported by Kolb, Honey said that the effectiveness of learning is affected more by the content of the material rather than the technology used[18]. Gestalt Psychologists, included Pieget, state that the material should be meaningful agrees with the theme, and match with students' need and improvement[19].

b.) Inappropriate with the students need

Makes digital media should appropriate with the students need. In this study the researcher found that the students difficult to look for the students need. But good digital media should meaningful and match with the students need. That's

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[18] Hubbard, Philip., *GENERAL INTRODUCTION: Foundations of CALL*
[19] ibid

related to theory of Gestalt said that "match with students need and improvement"[20].

c.) Less Knowledge to operate the digital media

In this study the researcher found that, students less knowledge to operate the digital media. That's depended on the students' reason that they cannot use digital media and the students' lack of application knowledge. Students feel that they need more skill. This reason found different from the theory that factor affecting difficult.

2. **The students deal the difficulties in designing digital media.**

The researcher finding that the students deal the difficulties that's reason showed from their answer in questioner that they deal the difficult by these categories below: search another point of view, Collaborate with others, Communicate with teacher, practice the digital media and tools as media in learning process.

a.) Search another point of view

In this study the researcher found that students anticipate the difficult in designing digital media they were search in the internet, look for the easiest explanation from You-Tube tutorial. Means that the students look for another point of view, it is related to the theory of min Liu said that "search

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[20] Ibid

the Information in the internet has become abundant and easily accessible"[21].

b.) Collaborate with others

Collaborate and discuss with other is the way to anticipate the problem. In this study the researcher found that, many students explain that they are share idea, communicate the difficulties with other. That's related to the theory of Min liu said that They need to learn how to collaborate with others as they solve these problems and communicate their solutions to their teachers and to the world beyond their classroom[22].

c.) Communicate with the teacher

By communicate with the teacher the students will get the easy way and anticipate the difficulties. Moreover Instant feedback from the teacher is the way to anticipate the difficulties. It is related to Stock well the instant feedback may guide teachers to make important instructional decisions and to immediately address misconceptions and

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[21] Min-Liu. Designing Technology-Enriched Cognitive Tools To Support Young Learners' Problem Solving. Austin. University of Texas.
[22] Ibid

misunderstanding and give new instruction innovation in order the students fell easy to understand. [23]

d.) Tools as a media in learning Process

In this study the researcher found that tools will help the students to anticipate the difficulties. According to the students reason by look for another visible tool it will help the students to finish the assignment. That's related to the theory of Janssen to solve the problem gives tools, because it can give big effect to make the students more understanding and conceptual understanding. Beside that Jansen also said that Tools support students in making visible the evolution of their problem representations is a potential area of innovation[24].

e.) Practice

By practice and apply the digital media it can help to anticipate the difficulties. According to students reason said that they always practice digital media to anticipate the difficulty. Because by practice digital media, the students will get better understand.

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[23] Stockwell,glenn..Computter Assisted Language Learning: Diversity in research and Practice. Cambridge University:2012.P76

[24] Song.jeoe bae..Computer assisted language learning: learners, teachers and tools. Third Vol.3 of Asia Pacivic Assotiation :2014