

Functionality, Technology, Software Vendor, Implementation Vendor/VAR, Maintenance and Support³. Next the researcher makes three kinds of activity in chapter I, there are five questions in every activity, after that they are tested at students eight grade of junior high school. Vocabulary exercises are created based on criteria of good vocabulary exercise that has been discussed in chapter II.

3. Testing Product

In this step, the researcher does testing the products in the class, there are two aims of testing the products. First the researcher gets students' and teachers' suggestion, opinion and advising to the product, in the end the researcher uses the data to revise the products. Second the researcher knows students' responses to the products.

There are three kinds of activity, those are Matching game, Tetris game, and Comprehension task maker. There are five questions in every activity that are done by 36 students. This product is tested in VIII-C class students of SMPN 2, Tanggulangin. There are 36 computers in laboratory computer, so one student gets one computer. To know the product can be operated in every windows, the researcher installs those computers in to four kinds of windows, 9 computers are installed by using windows 2000, 9 computers are installed by using windows XP, 9 computers are installed by using windows vista and 9 computers are installed by using windows 7. The researcher distributes those exercises by the user that has been

³Fisher. R. Chad” software evaluation criteria”(http://EzineArticles.com, accessed on may 20,2012)

connected with 36 clients in the laboratory computer. First the exercises are put at the server then the researcher shares them to 36 clients.

4. Reflection

Based on teachers' and students' suggestion, opinion and advising after testing the products. There are some shortages that need to be revised. The researcher evaluates those shortages as reference to revise the product.

5. Product Revision

Based on testing the researcher does evaluating the shortages of products, and then he completes with some additional and adaptation to his products based on students' and teachers' suggestion, opinion and advising. The researcher does it to get the good product that can be applied for students.

C. Trying Out of Product

1. Try Out Design

The result product development is tested in. The development activities, the researcher only test the product once, this depends on urgency and the required data through the test. The researcher makes three kinds of activity, Matching game maker, Tetris game maker, and comprehension task maker. Those exercises are created by combining text, word, voice and picture with the meaning or synonym. Every exercise has five questions.

- Time

- **Place**

- Population and sample

3. Data Collection Technique.

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exercises using questionnaires. Second questionnaire is done by the researcher to know students' response, the questions are given to the students after doing vocabulary exercise. Those questions are also given to the teachers in this school.

After getting the data from testing, the researcher revises the product based on students' and teachers' opinion, suggestion and advising. To get the qualified good product, the data that is gotten from questionnaire, it is used to answer students' respon to the products.

4. Data Collection Instrument.

Research instruments of the data collection are questionnaires and field note.

a. Questionnaire

The next instrument is questionnaires. The researcher develops the questions based on criteria good software exercise, it is used to get information from the students and teachers. This instrument is the way to collect the data about students' and teachers' suggestion, opinion and advising, they are used to revise the product. Questionnaire is also to collect the data about students' and teachers' responses to the product.

b. Field note

Note taking is done to take the additional data, while testing the product. It is used to anticipate the phenomena that may happen in the testing product.

