

# Digital English Learning Module for Home Stay Businesses

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## ABSTRACT

Tourism is one of the leading sectors in North Sulawesi. The establishment of Likupang as a Super Priority Destination through Government Regulation (PP) no 84 of 2019 demands the development of superior Human Resources. English is a supporting skill in an effort to optimize the performance of a tourism destination. The rapid developments in the world of technology have caused all people, both national and international, to be required to adapt quickly. The application of technology in the tourism sector is very helpful in realizing progressive growth and valuable opportunities for the development of a destination. This study aims to map the English language needs of homestay business actors in Pulisan village, Likupang and create an English learning application that can be easily used by users, in this case homestay business actors. In addition to displaying an interactive and easy way, this application will provide a lot of information about expressions of Tourism English (English for Specific Purposes) which will be carried out based on mapping the needs of the English language in Pulisan village. The methods that will be carried out are observation, interviews, design methods (prototyping), where the stages start from data collection, design, manufacture, testing and application implementation.

## General Terms

Website, reactJs, android

## Keywords

Information systems, English, tourism

## 1. INTRODUCTION

English for Specific Purposes (ESP) or English for specific purposes is an approach to learning English where things and teaching methods are based on the reasons why the learner wants to learn English (Hutchinson and Waters (1994). ESP is goal-oriented learning (goal oriented) The substance of ESP is designed and developed based on the concept of needs analysis (need analysis). The concept of needs analysis aims to specialize and relate and bring closer to what learners need both in the academic and professional fields. In other words, English for special purposes is an approach learning with special studies based on the needs of certain fields such as medical English, engineering English, legal English, and also including tourism English.

With the establishment of Likupang as a Tourism SEZ and becoming a super priority scale destination through Government Regulation No. 88 of 2019 which made Marinsow, Pulisan, and Kinunang, the people inevitably have to be prepared to face the impact of this policy. Tourism English learning with verbal and communicative mastery output is urgently needed in this area.

At present the development of technology as a learning

medium, both its model and function, is very rapid. A mobile application is an application that can be installed on a practical mobile phone or cellphone without being bound by time, and is also easy to access because now many people have smartphones. Currently there are many English learning applications that both prioritize grammar and structure as well as those that emphasize translation.

## 2. TYPESET TEXT

### 2.1. Method of Collecting Data

The use of Android English learning mobile applications in English learning (Observation of Android-based learning resources through mobile smartphone media) (Lutfiansyah, 2016). The use of Android-based mobile smartphones will develop learner skills. This Android operating system is open source so that many programmers are competing to make applications or modify this system. In this study, it shows that learning English based on an android smartphone application is a visually interesting learning and the impact arising from the learning outcomes of android-based applications triggers an accelerated understanding.

Designing an Android-based English learning application (Siti Aisa, Asmah Akhriana, 2019). Android is an operating system software that uses a computer code base that can be distributed openly or open source so that users can create new applications on it. This research resulted in a mobile learning application that makes it easier for community at the Pulisan Village to access learning materials along with test simulations via smartphone. The content is centered on the use of tenses.

### 2.2 System Development Method

The method used in this study is the ADDIE Model method, namely Analysis, Design, Develop, Implement, and Evaluate.

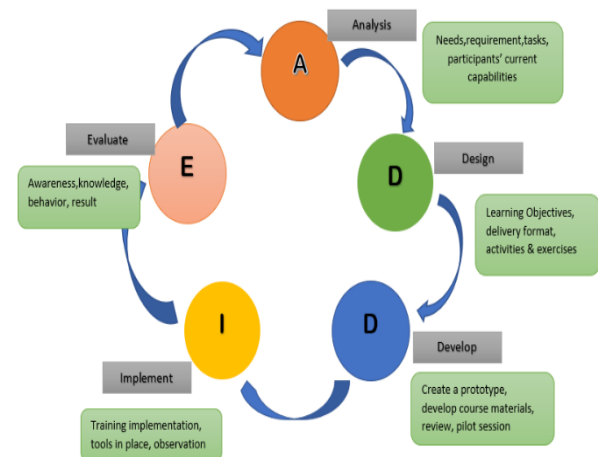


Fig 1: Development Stage

## 2.3 Planning System

### 2.3.1 Flow Chart Diagrams

Flow Chart diagrams describe the behavior of the system behavior to be created. Use case diagrams describe an interaction between one or more actors and the system to be created. In simple terms, use case diagrams are used to understand what functions are in a system and who can use these functions.

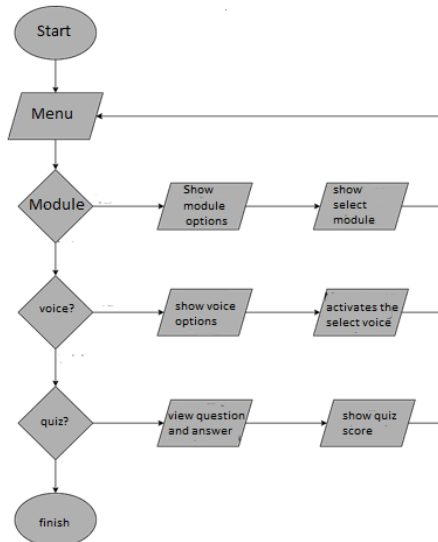


Fig 2: Chard Flow Diagram

### 2.3.1 Context Diagrams

Context Diagram is a diagram that consists of a process and describes the scope of a system. Context diagram is the highest level of DFD which describes all inputs to the system or outputs from the system.

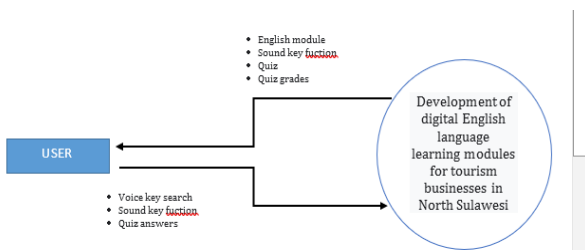


Fig 3:Context Diagram

## 3. RESULT AND DISCUSSION

The results of the implementation of the Development of Digital English Language Learning Modules for Tourism Business Actors in North Sulawesi, include the main page, tourist attractions page, module page, sound page, and quiz page.

- The Main Page contains four main menus, namely the Tourist Attractions menu, the Modules menu, the Voice menu, and the Quiz menu.
- The Tourist Attractions page contains a list of tourist attractions around the Likupang area.
- The Modules page contains several English language learning modules which can be accessed for reading.
- The Sounds page contains buttons that can be pressed to

emit a sound.

- The Quiz page contains questions and answers that must be answered by the user.

### 3.1 Main Page

The main page is a page where the user can select a menu between the Tourist Locations menu, the Module menu, the Voice menu, and the Quiz menu to access existing content.

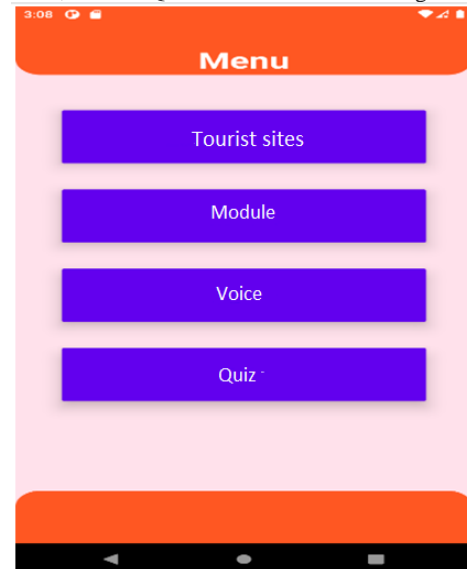


Fig 4: Main Menu

### 3.2 Tourism Locations Page

The tourist sites page is a page that displays a list of tourist sites around Likupang. Users can touch the name of the tourist spot on the list to see a brief description of the selected tourist spot.



Fig 5: Tour Location Page

### 3.3 Module Page

The module page is a page that displays a selection of modules that can be accessed by users for written study.



Fig 6: Learning Module

### 3.4 Sound Page

The sound page is a page that displays a list of buttons which when the user presses a voice in English based on Manadonese which is to the right of the button. On this page there is also a search function to make it easier for users to find sentences



Fig 7: Sound file display

### 3.5 Quiz Page

The quiz page is a page where users can access multiple choice questions where when they have answered five questions, users can access quiz results.

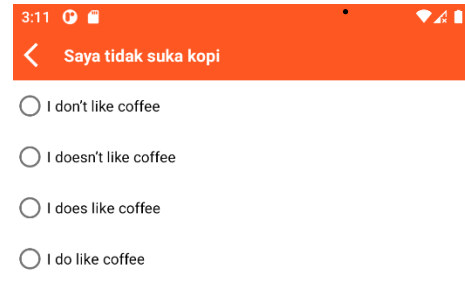


Fig 8: Quiz menu display

### 3.6 System Function Testing

This test was conducted to find out whether the application for the Development of Digital English Language Learning Modules for Tourism Business Actors in North Sulawesi functions properly and can be used or not. The testing is carried out using questionnaires and software functional testing.

Table 1. System Function Testing

No	Description	Applied page	Final result
1	Main page	The application is running successfully	succeed
2	Module page	Can see a list of modules	succeed
3	Access modules	Can see the contents of modules	succeed
4	Voice page	Can see a list of sound buttons	succeed
5	Voice search	Can search voice typed search function	succeed
6	Sound button	Can output sound via voice button	succeed
7	Quiz page	Can view questions and answer	succeed
8	Answer Quiz	Can answer the quiz through the multiple choice button	succeed
9	Access scores	can see the score of the quiz answers	succeed

No Description of Results applied Final Results

1. Main Page Application run successfully Successfully
2. Module Page Can see the list of successful modules
3. Accessing the Module Can see the contents of the module Success
4. Voice Page Can see a list of sound buttons Success
5. Voice Search Can search voice typed search function Success
6. Sound Button Can output sound via sound button Succeed
7. Quiz Pages Can view questions and answers Success
8. Answering Quizzes Can answer quizzes via the multiple choice button Succeed
9. Access Score Can see the score of the quiz answer Success

### 3.7 System Response Testing

Questionnaires or questionnaires are instruments in the form of a list of questions or written statements that must be answered

or filled out (selected) by respondents according to the instructions for filling them out. Questionnaires can be used to collect data from a large number of respondents or data sources. Therefore this method is suitable for Quantitative Research. Testing the system with the Test Respondent Test Method Using a Linear Scale aims to assist the author in knowing what the weaknesses and strengths of the system are made. Testing was carried out by targeting as many as 30 responses from application users and having 5 levels of questions in the questionnaire. The following is a description of the respondent's test questions:

**Table 1. System Function Testing**

No	Statment	Alternatif Jawaban					amount	Inf.
		S	S	N	T	S		
		S	S	N	S	S		
1	I like to using the englearn application to study	13	16	1	0	0	133	B
2	Use the englearn application according to my learning style	13	14	3	0	0	130	B
3	The englearn application allows me to study anytime and anywhere	19	10	1	0	0	138	B
4	The englearn application facilitates the learning needs that I need	14	15	1	0	0	133	B
5	The englearn app is easy to use	16	13	1	0	0	135	B
6	I use the englearn app because it's fun	17	10	3	0	0	134	B
7	I belive that using the englearn application will improve my learning process to be effective	17	11	1	1	0	134	B
8	I am open to use new technology like englearn app	16	12	2	0	0	134	B
9	I am able to complete the task using the englearn application	15	10	3	2	0	128	B
10	The englearn application provides information/material/questions that are easy to understand	16	12	1	1	0	133	B
amount							1332	
average							133.2	B

## 4. CONCLUSIONS

From the results of the design and application testing of the Development of Digital Learning Modules for Tourism Business Actors in North Sulawesi, it can be concluded that:

a. Based on the results of the validity test with the results of the rcount that passes the table which is worth 0.361, and the reliability test where the calculated alpha value is 0.95 and passes the conbach alpha value of 0.6, the results show that this system is feasible to be implemented as the Development of Digital Learning Modules for Tourism Business Actors in Ignite.

## 5. ACKNOWLEDGMENTS

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