

The Use of Media and Technology to Enhance Teaching English Grammar Skills in Pandemic Era

Zakiyah Qibamawarnie¹

¹English Department Program

Zakiyahqibamawar@gmail.com

Abstract.

Grammar is one of the language skills needed to understand a learner's knowledge base useful for reading, writing and speaking English more effectively. Teaching grammar should also be more relaxed and easy for students to understand in order to get better achievements. This must be achieved by understanding that today's learning is focused on digital systems. As a result, technology plays a very important role in teaching English. Just as technology is used in English classrooms to make students more excited and inspired. This relates to existing educational phenomena or conditions that provide the basis for the application of new methods and techniques to carry out the active learning process. Educational gamification is one of the active learning methods. Certain games can illustrate the motivation of students' game involvement and increase enthusiasm for grammar learning games. according to previous research, one of the active gamification methods in grammar is using the Duolingo application. The purpose of this article is to introduce e-learning-based learning methods using the Duolingo application, especially during this pandemic, and provide the best alternative for teachers and students to develop students' English grammar to support technology-based teaching and learning processes.

Keyword: Grammar, gamification, duolingo.

Intoduction

Grammar is the most important thing to pay attention to in teaching English because understanding the structure of the language is very important in improving students' speaking, listening, writing, and reading skills, so grammar is very important to keep practicing. However, grammar is difficult to teach and learn. Therefore, teaching grammar should be fun to support learners with better abilities. Teachers must respect the process and be willing to adapt to more efficient methods in an effort to produce the best results in grammar learning activities. One of them is technology in language classes is the most appropriate solution so that students are more enthusiastic and motivated as well. In addition, teachers also face new challenges and need to think critically about adapting the learning process to the needs, interests, and passions of students. Gamification in education is one method that can grow and motivate students to achieve their English learning goals because it can demonstrate innovative and interesting learning activities. technology also supports other learning applications that support grammar learning, namely Duolingo. Duolingo is an easy-to-use, helpful and fun app

for practicing languages. They seem to like it more than reading a regular book because this app is interesting. They like that it can be accessed anywhere especially through smartphones. The importance of facilitating students with innovative and interesting English grammar learning activities, research on the exploration of Duolingo gamification in EFL classrooms is carried out to support English learning in the 21st century. One of the research results in this article offers a technology-based English learning model using Duolingo in grammar classes for students and teachers. In particular, it is hoped that the technology-based learning model using Duolingo can be used as a good alternative to improve students' English grammar.

Method

Grammar is the study of words and terms working together, an invisible force that guides people as they construct words into sentences (Debata 2013). Everyone communicates with a certain grammar. Therefore, grammar is very important to learn in speaking and grammar itself so that it becomes a good and correct composition of words or sentences. everyone has two language knowledge, namely language that unconsciously uses simple grammar. However, people who want to communicate in a unique and structured way will have more understanding and proficiency in learning grammar. Today, we live in a society that is literate and willing to adapt to more effective teaching methods in an effort to achieve better learning goals. Therefore, the focus in this era is no longer on grammar, memorization, and learning from rote, but rather ways to use language and cultural knowledge as a means to communicate and connect with other people around the world (Eaton, 2010) in Parvin and Salam. . (2015). Traditional ideas about education in the past very much created new, more innovative ideas on how to teach and learn more effectively, one of them is by using technology.

Findings and Discussion

Su and Cheng (2015) in Marti- Parreno et al. (2016) defines gamification as the use of game design and game mechanics by involving people and solving problems. Gamification in education can also increase student interest which is recommended as a means to foster participation and improve student learning outcomes (Clark et al., 2011). Along with the nature of the game itself, the elements that make the game fun are also motivated and give students freedom in the teaching and learning process.

One of the gamification media studied by the author in this study is Duolingo. Using action research with respondents of 4 eighth semester students from FKIP Majalengka University, the results are quite good to be applied as a learning gamification method. After 4 days of using Duolingo online, there are some important things about Duolingo. Of course, all students enjoy learning English with Duolingo because it is quite interesting, user friendly, modern, and fun as long as they have internet access and quota. They just need to have an email or Facebook account to install the app. This application also has the availability of basic teaching materials, so it is suitable for use from all levels. As a result, students were very satisfied with Duolingo because apart from being interesting, the students also admitted that Duolingo can improve students' English because it provides many various exercises related to common things around our lives such as food, animals, and so on. they can also improve their experience in writing,

reading, listening, translating, and speaking through pronunciation exercises. This application also helps them determine good and correct grammar, because basically Duolingo is a grammar application. If they make a mistake in answering the given question, the app gives them the correct answer and repeats the question until they can answer it correctly. This kind of repetition helps students understand the given material better and improve their English grammar. Duolingo is an online program, so there are some obstacles such as network connection. If the connection is not secure, the loading process will take a very long time, you also have to use a gadget and the gadget's battery must be full. If the phone is used for a long time, it will heat up quickly and waste battery. Another weakness is in features related to the learning process, in this case Duolingo does not provide explanations for grammar exercises. If the student's answer is wrong, the application only displays the correct answer without providing an explanation. The scoring system also looks less precise because it only displays the percentage score and does not display how many correct and incorrect answers are there.

From the discussion in groups, the students and the writer found three basic important aspects in using Duolingo: reasons, goals, and topics. With that aspect they know what they have to do to use the application appropriately and effectively in improving their grammar knowledge, also the difficulty level of Duolingo becomes learning for them. This can be a consideration for students in anticipating possible boredom or unwanted situations during the learning process with Duolingo. The target time provided is also more optional, about (5, to 20 minutes) can be used as a basis for evaluating students, increasing daily exercises gradually as independent learning exercises. The topics they choose must also be relevant to the teaching material so that they can better utilize Duolingo as a means to improve students' understanding of the material. They are asked to practice Duolingo online from home for 4 days with material determined by the teacher, namely: Present Verbs (2 days) and Past Verbs (2 days).

Teachers can form their own effective learning activities using Duolingo or the technological facilities provided based on the needs of their students related to the curriculum or syllabus they use. The main purpose of using Duolingo is to motivate students and build their self-directed learning so that they remain excited to learn grammar online rather than offline (face to face). Even though learning activities use an online platform, teachers should prepare lesson plans before conducting learning activities with Duolingo to get better results.

Conclusion

Certain games can illustrate the motivation of students' game involvement and increase enthusiasm for grammar learning games. The purpose of this article is to introduce e-learning-based learning methods using the Duolingo application, especially during this pandemic, and provide the best alternative for teachers and students to develop students' English grammar to support technology-based teaching and learning processes. Grammar is the most important thing to pay attention to in teaching English because understanding the structure of the language is very important in improving students' speaking, listening, writing, and reading skills, so grammar is very important to keep practicing. Gamification in education is one method that can grow and motivate students to achieve their English learning goals because it can demonstrate innovative and interesting learning activities. Technology also supports other learning applications that support grammar learning, namely Duolingo. The importance of

facilitating students with innovative and interesting English grammar learning activities, research on the exploration of Duolingo gamification in EFL classrooms is carried out to support English learning in the 21st century. One of the research results in this article offers a technology-based English learning model using Duolingo in grammar classes for students and teachers. In particular, it is hoped that the technology-based learning model using Duolingo can be used as a good alternative to improve students' English grammar. Therefore, grammar is very important to learn in speaking and grammar itself so that it becomes a good and correct composition of words or sentences. Of course, all students enjoy learning English with Duolingo because it is quite interesting, user friendly, modern, and fun as long as they have internet access and quota. As a result, students were very satisfied with Duolingo because apart from being interesting, the students also admitted that Duolingo can improve students' English because it provides many various exercises related to common things around our lives such as food, animals, and so on. This application also helps them determine good and correct grammar, because basically duolingo is a grammar application. The main purpose of using Duolingo is to motivate students and build their self-directed learning so that they remain excited to learn grammar online rather than offline (face to face). Even though learning activities use an online platform, teachers should prepare lesson plans before conducting learning activities with Duolingo to get better results.

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