

CHAPTER IV

RESULTS AND DISCUSSION

4.1 Results of Application Learning

Through the design and requirements gathering stages, as well as passing the evaluation stage of direct program testing, an android-based Lampung language learning media application was produced. as an online learning media to make it easier and better understand the material presented and not get bored easily. The results of this program display are described in the form of a program display that has been run. The views of this application are as follows:

4.1.1 Splash Screen Display

The splash screen display is the display when the application is first run. The following is a splash screen display can be seen as shown below:



Figure 4.1. Splash Screen Display

4.1.2 Main Menu Display

This main menu page contains 5 main buttons that can be accessed, namely:

- a. Instructions menu, to show how to use the application briefly and clearly
- b. Material menu, to display a brief history of the subjects raised in the research
- c. Quiz menu, to display a quiz about the basic Lampung language
- d. Reference menu, to display some of the references used in making the application
- e. Developer info menu, to display the application developer's personal data

The following is an image of the main menu display which can be seen in Figure 4.2 below:



Figure 4.2 Main Menu Display

4.1.3 Hint Menu Display

In this manual display contains instructions for using the application. The display of instructions from this Lampung language learning media application can be seen in the image below:



Figure 4.3 Display Menu Instructions

4.1.4 Material Menu Display

The display of material from this Lampung language learning media application appears after the material button is clicked. This material display contains material about the history of the Lampung language, and the Lampung script used by the Lampung community in general. The display of material from this Lampung language learning media application can be seen as shown in the image below:



Figure 4.4 Display Material Menu

4.1.4.1. History Menu Display

The history menu display appears when clicking the Material menu and selecting the history menu as shown below:



Figure 4.5 Display History Menu

4.1.4.2. Script Menu Display

The display of the character menu is in the material menu when the material menu is clicked, a character menu will appear as shown below:



Figure 4.6 Display Menu Characters

4.1.1. Quiz Menu Display

The quiz display from this Lampung language learning media application appears after the quiz button is clicked. In this quiz display contains multiple choice questions. The quiz display from the Lampung Language learning media application can be seen as shown in the image below :

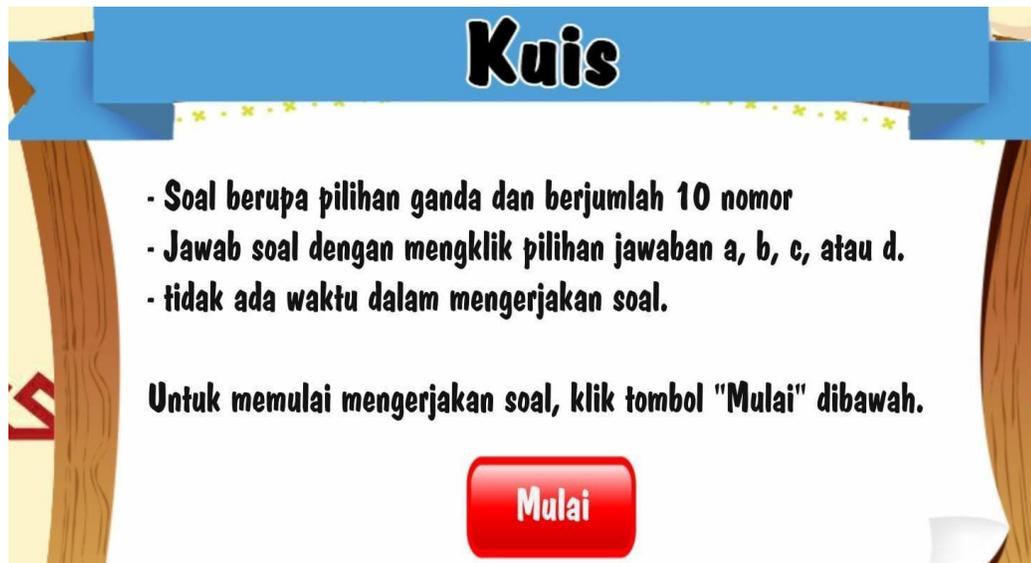


Figure 4.7 Quiz Menu Display

4.1.5.1. Quiz Menu Display

The quiz menu display appears when clicking the quiz menu and then clicking start, multiple choice questions will appear that can be done directly as shown below:





Figure 4.8 Quiz Menu Display

4.1.2. Reference Menu Display

The reference display of this Lampung language learning media application appears after the reference button is clicked. In this reference display, it contains material references for the Lampung language. The reference display of the Lampung language learning media application can be seen as shown in the image below:



Figure 4.9 Reference Menu Display

4.1.3. Developer Info Menu Display

The developer info display of this Lampung language learning media application appears after the developer info button is clicked. In the developer info view it contains developer info. The display of developer info from this Lampung language learning media application can be seen as shown in the image below:



Figure 4.10 Developer Info Menu Display

4.2 Discussion

4.2.1 System Test

The system testing process is carried out using the black box testing method. When testing using a smartphone with octa core processor specifications, 3 GB RAM, 32 GB internal storage, Android 9.0 Pie OS, in testing the process went well, all application menus were accessible. This application can be used on any smartphone that is already based on Android with a minimum version 9.0 (Pie) or the latest.

4.2.2 Program Testing

In testing the program, this application was tried to run on smartphone devices for teachers and students of the State Elementary School 1 Bangun Rejo, Ketapang District. Here are 3 sample devices used in testing this application:

No.	User	Test Items	Type Items
1.	RinduHati, S.Pd. (gurubahasalampung)	<i>Brand</i>	<i>Vivo Y30i</i>
		<i>Processor</i>	<i>Octa-Core</i>
		<i>RAM</i>	<i>4 GB</i>
		<i>OS</i>	<i>Android 10</i>
		<i>Screen</i>	<i>6,3 Inch</i>
2.	Karina Larasati (siswa)	<i>Brand</i>	<i>Realme 5</i>
		<i>Processor</i>	<i>Qualcom snapdragon 665</i>
		<i>RAM</i>	<i>4 GB</i>
		<i>OS</i>	<i>Android 10</i>
		<i>Screen</i>	<i>6,3</i>
3.	Nailaurinazahira (siswa)	<i>Brand</i>	<i>Oppo A12</i>
		<i>Processor</i>	<i>Octa-Core</i>
		<i>RAM</i>	<i>4 GB</i>
		<i>OS</i>	<i>Android V.6.1.2</i>
		<i>Screen</i>	<i>6,3 inch</i>

Table 4.1. Program Testing Device Sample

4.2.3 Installation test

Installation testing is done whether the application that has been built can run on the Android operating system. The results of the installation test can be seen in the table below:

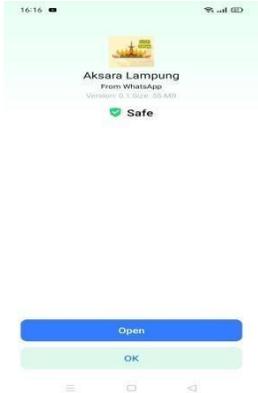
No	Spesification	Test Result	Description
1	Ram: 4 GB		Successful
	Android V.6.1.2		
	Octa-Core		
	6,3 inch		
2.	Ram: 4 GB		Successful
	Android Version 10		
	Qualcomm Snapdragon 665		
	6,3 inch		
3.	RAM : 4 GB		Successful
	Android version 10		
	Octa Core		
	6,3 inch		

Table 4.2. Installation Test

4.5.2. Usage Test

The usage testing phase will be tested on several smartphones which will be explained as follows.

a) Testing on Splash Screen

The results of the application test on the splash screen against several brands of Android-based smartphones will be explained in the table below:

No.	Test Item	Type Item	Picture	Description
1.	Brand	Vivo y30i	 IBI DARMAJAYA	The application can be opened smoothly and can function properly
	Processor	Octa-Core		
	RAM	4 GB		
	OS	Android 10		
	Screen	6,3 Inch		
2.	Brand	Realme 5	 IBI DARMAJAYA	The application can be opened smoothly and can function properly
	Processor	Qualcom snapdragon 665		
	RAM	4 GB		
	OS	Android 10		
	Screen	6,3		
3.	Brand	Oppo A12	 IBI DARMAJAYA	The application can be opened smoothly and can function properly
	Processor	Octa-Core		
	RAM	4 GB		
	OS	Android V.6.1.2		
	Screen	6,3 inch		

Table 4.3. Splash Screen Test

b) Testing on Main Menu

The results of the application test on the main menu for several brands of Android-based smartphones will be explained in the following table :

No.	Test Item	Type Item	Picture	Description
1.	Brand	Vivo y30i		The application can be opened smoothly and can function properly
	Processor	Octa-Core		
	RAM	4 GB		
	OS	Android 10		
	Screen	6,3 Inch		
2.	Brand	Realme 5		The application can be opened smoothly and can function properly
	Processor	Qualcom snapdragon 665		
	RAM	4 GB		
	OS	Android 10		
	Screen	6,3 inch		
3.	Brand	Oppo A12		The application can be opened smoothly and can function properly
	Processor	Octa-Core		
	RAM	4 GB		
	OS	Android V.6.1.2		
	Screen	6,3 inch		

Table 4.4. Main Menu Test

4.3 User Testing Analysis

After completing the development entitled Android-Based Lampung language learning, data collection has been carried out. The data collection method is by conducting User Testing by using a questionnaire to 10 respondents from related schools. The questionnaire was prepared by IIB DARMAJAYA students by considering all the elements that are important in analyzing the results of this project. The questionnaire can be accessed by students by using the shared access link to conduct an assessment of the application used. This test contains respondents' opinions to test the scale of the Lampung language learning application from strongly agree to strongly disagree

From the results of the assessment obtained in answering questions regarding the use of the application, because besides being easy to use this application can also be used without using an internet quota so that it can indirectly reduce the costs incurred by parents in the online learning period as it is today. This assessment is based on the results of the use of the application by several respondents, both in the form of the use of the application display and the use of learning applications when used, this can be accessed properly and maximally when used by respondents so that the assessment comes from what is the respondent's direct assessment of the application that has been made. installed and used by each respondent so as to get the results as will be attached.

a) Representation Features

Data collection from the questionnaire is summarized in Figure 4.11. 1 respondent strongly agrees that the first impression after seeing the Lampung language learning application motivates them to use the application while the other seven respondents agree with the statement. The smooth change of each activity makes the learning process more interesting, highly agreed by one respondent and the other goals agree in terms of the font, color and background of each activity making this application more interesting.

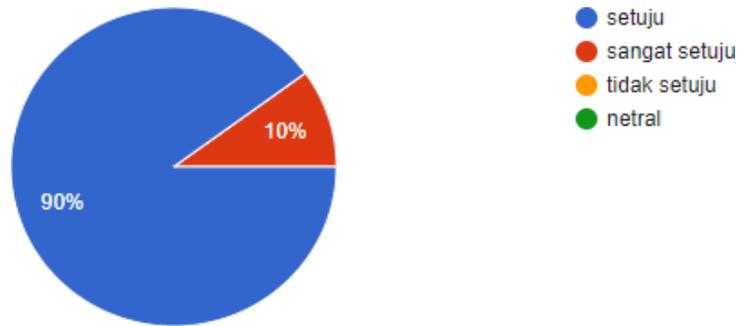


Figure 4.11. Representation Features

b) Usefulness

Data collection from the questionnaire is summarized in Figure 4.12. six respondents agreed that using this application made the work easier, especially in facilitating the learning process, while four respondents stated strongly agree. These four respondents strongly agree that they will use this Lampung language learning application compared to the learning system that was carried out previously and the presentation of the assessment obtained.

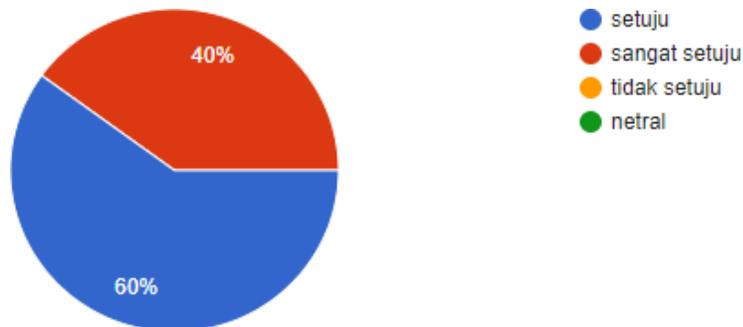


Figure 4.12. Usefulness

c) Ease Of Use

Figure 4.13 shows a summary of the Ease of use questionnaire. There are four things needed to measure ease of use. First, respondents think that the Lampung language learning application is easy to access anywhere at any time. Second, respondents think that this application menu is easy to understand and easy to use. Third, the respondent's response is whether the Lampung language learning application is user friendly. Fourth, the respondent thinks that this application requires as few steps as possible to achieve what the respondent wants to do. For all points, 8 respondents agree and 1 respondent strongly agrees and 1 respondent chooses neutral. The following are the results of the assessment obtained.

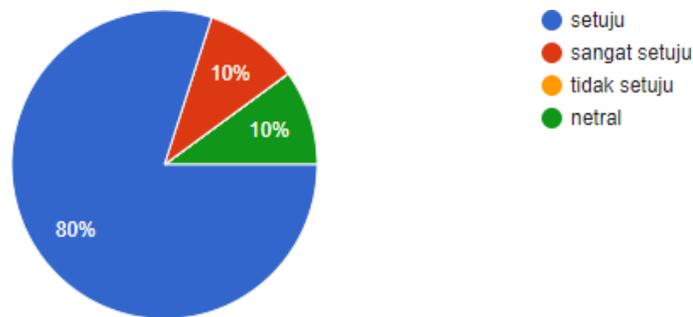


Figure 4.13. Ease Of Use

d) Satisfaction

Figure 4.14 illustrates a summary of user satisfaction. All 10 respondents are strongly agree that they are satisfied with the experience of this Android Based application. This assessment got balanced results, namely 5 respondents strongly agreed and 5 other respondents agreed that they were satisfied with the various functions provided in the Lampung language learning application. An Android-based learning system will benefit their learning experience.

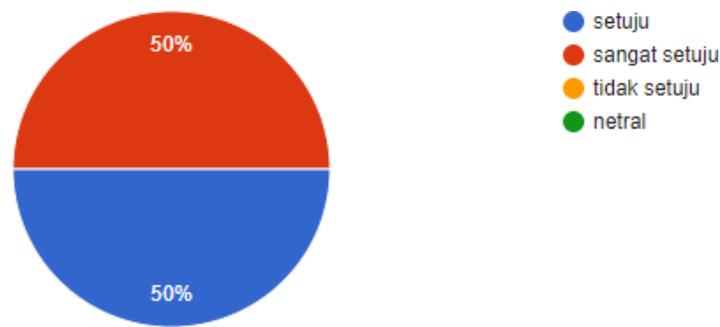


Figure 4.14. Satisfaction

4.4 Conclusion

Based on the results of the analysis and assessment that has been carried out by the author and several people involved in it, conclude that with this application it can facilitate and help student learning online as it is today, so with the advantages and disadvantages that are still contained in it so that this application can only used by students who are still teaching the Lampung language course. With this application, it is hoped that it can help teachers and students like today.

4.5 Application Advantages and Disadvantages

4.5.1 Advantages

The advantages of this learning media application are as follows:

- 1) This application can help students in Lampung language learning activities
- 2) This application is mobile so it can be run on any brand smartphone that is based on Android8.0 (Oreo) or the latest.
- 3) The display is more attractive because it is designed with multimedia elements to make students not bored in studying computer introduction material.
- 4) This application is offline so it can still be accessed without the need to connect to the internet network.

4.5.2 Lack

The disadvantages of this learning media application are as follows:

- 1) This application cannot be installed on IOS (Iphone Operating System) and Windows Phone
- 2) This application does not use database
- 3) This app has no chat feature

