

Developing 'GoInggris': A Language Learning App to Support Indonesian Secondary Students in Learning English

Abstract

English is a compulsory subject for secondary students in Indonesia, but many students struggle to acquire the necessary language skills. Furthermore, many teachers are still adapting to the new Indonesian curriculum, known as the Merdeka Curriculum. The curriculum is designed to foster independence in student learning and enable teachers to enhance technology-based instruction. This study seeks to address this challenge by developing an English-language learning application named 'GoInggris,' which is tailored specifically to assist Indonesian secondary students in their English language acquisition and support the implementation of the Merdeka Curriculum with a user-friendly and interactive digital platform for learning English. The methodology employed is Design-Based Implementation Research (DBIR), which encompasses four phases: exploratory, design and development, efficacy, effectiveness, and scale-up. The result of this study is expected to show a significant improvement in the language learning outcomes of Indonesian secondary students. Furthermore, 'GoInggris' is expected to boost students' motivation and interest in learning English. It provides an interactive and engaging learning experience, allowing students to practice listening, speaking, reading, and writing skills in a fun and immersive manner. Teachers also benefit from this research as it provides them with a valuable tool to enhance their English language instructional practices. Additionally, the Indonesian government can benefit from the research findings by gaining insights into the effectiveness of technology in language learning, and by informing future policies and initiatives related to educational technology integration in Indonesian secondary schools.