

JERU (JERMAN SERU): Development of Interactive Educational Website to Improve German Language Mastery Through Fun and Effective Approach

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Abstract

The development of language learning websites in the current era is increasing rapidly. The purpose of this research is to produce learning media based on German language learning (JERU) websites for students and beginners. Our website development is based on the difficulties experienced by students at school in learning early German learning materials. This learning media emphasizes on effective, efficient, and fun methods applied through the website by providing various interactive games according to the level of material that has been learned and can be accessed easily. Adjustments to the use of multimedia, interactivity, and content can be adjusted to individual needs. The utilization of technology in the development of German language learning websites has great potential to increase learner motivation, engagement, and learning outcomes. However, the development of media such as combining technology into an appropriate curriculum still needs further consideration. The role of technology, especially websites, in German language learning should be further explored. Through the website, it can provide a broad overview and a very effective solution when developing innovative, responsive, and fun language learning methods to current developments.

Keywords: *educational game, German language, learn, website*

Introduction

Language is a complex communication system used by humans to convey ideas, thoughts, feelings, and information to others. It involves the use of structured symbols, whether in spoken, written, or signed form, that have specific meanings and rules agreed upon by language users within a community or culture. A foreign language is a language that is not spoken as a primary or mother-tongue within a particular country or community. That is, a foreign language is a language that is not commonly used by individuals in their daily lives or in the social environment in which they live.

The importance of mastering a foreign language other than English in the current era can be explained by several such as in the current era of globalization, the ability to communicate in a foreign language has become very important. It allows individuals to

interact with people from different cultures and backgrounds, opening doors for employment opportunities, business collaboration, and cultural exchange. Knowing a foreign language opens one's mind to different cultures and perspectives of the world, one of which is German.

German is one of the most important languages globally whether for academic, professional or tourism purposes. As such, there is a growing need to provide accessibility in German language learning, especially for beginners. Learning a foreign language, including German, is often a challenge for beginners. From understanding grammatical structures to mastering an extensive vocabulary, many may find it difficult to begin their learning journey.

Faced with such challenges, we need to innovate in providing learning tools that are fun, stimulate student learning efforts, and ensure every student understands the material being taught. Therefore, researchers are interested in creating a website-based learning media for German subjects. The use of website in learning is expected to increase students' interest in the learning process. The vast advancement in technology has opened up new opportunities in education, including language learning. Websites and online platforms provide easy accessibility for learners to access learning materials whenever and wherever they are.

The name "JERU" (German Seru) suggests that the learning approach offered will be interesting and exciting. It emphasizes the importance of making learning German a fun and entertaining experience, not just a boring task. The term "building educational bridges" indicates that the initiative aims to facilitate the learning process, helping beginners to cross the gap between knowing nothing about German to becoming proficient. The website "JERU" functions as a bridge that connects them to relevant and useful learning resources. Most other websites similar to our product do not offer games on it. They are only available on a separate site. This is why we provide learning media that includes interactive materials and games. Our website needs to be developed further in the hope that novice learners can access their learning needs quickly and not get bored easily.

Method

This research uses the Research and Development (R&D) method with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). Research and Development is a research activity that aims to develop and validate products that have been made (Samsu, 2021). ADDIE is an instructional model in conducting research and development (Cahyadi, 2019). In this study, researchers only focused and completed the ADDIE stages until the implementation stage, because the evaluation process on this website was not fully completed.

In the first stage, namely analysis, researchers analyzed teaching materials and materials from the *Netzwerk neu A1 Kursbuch* book. This book is a physical book published by Ernst Klett Sprachen GmbH, Stuttgart, Germany as a reference that can be developed in the process of learning German for Beginners. In this analysis stage, the researcher determines the learning objectives according to the material to be presented, then proceeds to the design stage or the design of learning scenarios. At this stage, the researcher also began to collect learning materials such as introduction and pronunciation of the alphabet, vocabulary and simple conversations, the researcher also included links in the form of interactive games related to the material. In the third stage, namely development, researchers began to visualize the material or design that had been made at the previous stage using the help of website builder software. After going through the development stage, this website can be widely accessed.

The implementation or limited field trial stage is carried out to determine whether or not the product is practical and effective. After the website is successfully made, it continues to the final stage, namely evaluation at this stage the website is tested for validity and practicality in its use by media and material experts.

Results

In this research, we used an interactive online game as a learning tool. We also provide the materials needed before using the game as practice and a benchmark for the results that will be obtained. The use of games as a new language learning tool can be more inspiring for learners. In the process of enhancing motivation and creativity, these games also make learners more active. The learner's propensity to successfully learn a language increases with the level of learning. In addition, there are other factors that learners must have in order to improve their results, such as attitude, strong interest, study habits, self-concept, consistency in learning, family support and social environment. Research on the use of learning websites has been conducted (Karyati & Rahmawati, 2021), in this study the focus was on student independence in learning Japanese kanji using a learning website. Another similar research has also been conducted (Alo Karyati, 2023), in which the research focuses on the use of the web in increasing student learning motivation. The difference between this research and that research is not on its utilization, but on improving students' mastery of German by utilizing a learning website.



Figure 1. Homepage on the website



Figure 2. Display Material on the website



Figure 3. Games according to material on the website

Discussion

This research discussion highlights the importance of developing German learning websites to support effective and enjoyable learning. The JERU website is designed to address students' difficulties in learning initial German language materials at school through interactive and accessible methods, which can increase student motivation and engagement.

The use of technology in learning, such as mixed media and interactive games, is proven to improve learning outcomes by adjusting to the individual needs of students. However, the integration of technology into the curriculum requires further consideration to be academically relevant and useful.

The role of websites in German language learning needs to be explored to find innovative ways to support the development of education in the digital era. Further research is needed to maximize the potential of technology in improving the quality of learning.

Conclusion

In summary, we agree that the use of games in the classroom has educational value, and that while it is still important to explicitly teach the rules of German grammar, it is also beneficial to use games as a teaching format. Participants also stated that the use of games in grammar lessons was particularly effective for beginners, with an effective way to find by easier machine searchers, as we called it JeRu website.

Finally, the results of this conclusion continue to show that although the majority of participants supported the effectiveness of using games in teaching grammar, they did not use games as often as expected. Most participants stated that this was due to crowded classrooms and heavy curriculum loads. To ensure the usefulness of games in German teaching, this problem must be solved through careful planning and dissemination of information to teachers.

Finally, emphasizing the use of games and presenting alternative games can enrich foreign language lessons, allowing primary school students to have fun learning German in a fun and neat way.

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