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The Development of The German Learning Media for Vocabulary Mastery at Level B1

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Abstract

Vocabulary mastery is the most important element in learning of foreign language because vocabulary mastery is closely related to the four language components namely speaking, writing, listening, and reading. This study aims to create a German learning medium for mastering vocabulary at level B1. This research was carried out in the German Department at the Faculty of Language and Arts of the State University of Medan. This study is a creation study using a descriptive qualitative method. Richey and Klein's theory is used in the process of preparing this study, including; 1) the planning phase, 2) the production phase, and 3) evaluation. The data and data sources used in this study are verbs, nouns, and exercises recorded in the Studio Express B1 book. The results of this study are interactive multimedia learning games for mastering vocabulary at level B1. Sixteen games as a learning medium for mastering vocabulary at level B1 were created. After the German learning medium has been created, the materials and media are checked by the experts. Based on the results of the validation by material and media experts, it was determined that this learning medium is suitable for use in learning German to expand B1 vocabulary.

Keywords: Development; German learning media; vocabulary mastery; level B1

Abstrak

Penguasaan kosakata merupakan unsur terpenting dalam pembelajaran bahasa asing karena penguasaan kosakata berkaitan erat dengan empat komponen bahasa yaitu berbicara, menulis, mendengar, dan membaca. Penelitian ini bertujuan untuk mengembangkan media pembelajaran bahasa Jerman untuk penguasaan kosakata pada level B1. Penelitian ini dilaksanakan di Program Studi Pendidikan Bahasa Jerman, Fakultas Bahasa dan Seni Universitas Negeri Medan. Penelitian ini merupakan penelitian pengembangan dengan menggunakan metode deskriptif kualitatif. Teori Richey dan Klein digunakan dalam proses pengembangan dengan tiga tahap pengembangan, antara lain; 1) tahap perencanaan, 2) tahap produksi, dan 3) evaluasi. Data dan sumber data yang digunakan dalam penelitian ini adalah kata kerja, kata benda, dan latihan yang terdapat dalam buku Studio Express B1. Hasil penelitian ini berupa enam belas permainan pembelajaran multimedia interaktif untuk penguasaan kosakata pada level B1. Media pembelajaran yang telah dikembangkan selanjutnya divalidasi oleh ahli materi dan ahli media. Berdasarkan hasil validasi ahli materi dan media, dinyatakan bahwa media pembelajaran ini layak digunakan dalam pembelajaran bahasa Jerman untuk memperluas penguasaan kosakata B1.

Kata Kunci: Pengembangan; media pembelajaran bahasa Jerman; penguasaan kosakata; level B1

1. Introduction

To Mastering a language learners must master the four elements of language, namely, speaking, writing, reading, and listening. However, the four elements of language mean nothing if the learner does not have vocabulary mastery because without vocabulary mastery a person will not be able to speak anything and will not be able to understand what is read or written, and will also not be able to understand what is heard (Gaguk Rudianto and Yessie Aldriani, 2018: 53) [1]. Vocabulary mastery is a person's ability to use vocabulary knowledge to understand sentences. Mastery of vocabulary is the most important thing in learning a foreign language. The more vocabulary mastered by the learner, the easier it is to master a language. The use of appropriate and correct vocabulary is an important element in delivering messages for all language skills (Wan Abdul Hayyi Wan Omar, et al in Nurmasturah Jamil, et al, 2020: 100) [2]. Alharti (in Nurmasturah Jamil, et al, 2020: 100) also states that if the speaker lacks mastery of vocabulary aspects, it will cause the recipient of the message not to understand the meaning of the message. Thus, it can be concluded that vocabulary mastery affects the success of communication, meaning that communication in a foreign language will fail if speakers do not have enough vocabulary mastery to express their ideas and ideas.

Learning a foreign language cannot be separated from learning vocabulary as one of the important elements, as well as in learning German. Based on the learning results, it can be seen that students' vocabulary mastery is very limited from levels A1, and A2 and less at level B1. At level B1, there is even vocabulary that students have never heard of or known. Many factors cause a lack of vocabulary mastery, among others, lack of interest in reading, lack of listening to German vocabulary, and unwillingness to learn vocabulary through textbooks. The low vocabulary mastery of students causes their low mastery of German, be it the ability to read, listen, write, or speak.

The success of vocabulary learning is influenced by vocabulary learning techniques and strategies. Many vocabulary learning techniques can be applied in learning vocabulary but still must be supported by good media as well. The use of learning media is needed so that learning objectives can be achieved. Learning media is one component that must be developed in the teaching and learning process because it plays an important role as a tool to create an effective learning process. Various learning media can be used for vocabulary learning, such as visual media, card media, game media, etc. Along with the development of technology today, learning media can also be developed through applications and can be downloaded via smartphones or laptops. For millennial learners, media like this is more interesting because they can use it anytime and anywhere through their smartphones. This of course can help the learning process, because learners can learn anywhere and anytime. Based on the explanation above, this study will develop learning media for mastery of German vocabulary level B1 using the LearningApps.org application. Through this application, vocabulary learning is presented in the form of interesting and fun games, so it is expected to help students learn vocabulary easily.

2. Method

This research is a development research, namely developing German learning media for mastery of B1 vocabulary using LearningApps.org. This research is a descriptive qualitative research using Richey and Klein theory which consists of three phases, namely: 1) planning, 2) production, and 3) evaluation. The working steps of each phase are as follows:

- a. Planning. In this phase, a literature review is carried out, and a draft of the learning media concept. In addition, in this phase, material selection is also carried out in the form of theory and practice questions that become learning media material.
- b. Production. In this phase, the learning media that have been designed in the planning phase are realized with the help of the LearningApps.org application.
- c. Evaluation. Learning media that have been developed are then validated by media experts, but learning materials have been first validated by material experts before being applied to learning media. This evaluation aims to find out whether the media developed is suitable for use in learning or if there are still improvements.

This research data is verbs and nouns according to the themes in the Studio Express B1 book. This research data is sourced from the book Studio Express B1 (Funk & Christina, 2018) [3] and also German-language websites at www.duden.de and www.verbformen.de. The Studio Express B1 book is a compulsory handbook for students in Unimed's German Language Education study program.

3. Result

After going through four phases of development, 16 online games were produced in learning media for B1 vocabulary, but of the 16 games some of them are the same game model. All materials and practice questions in this game in the form of vocabulary are taken from the Studio Express B1 book which consists of 10 themes: 1) Zeitpunkte, 2) Alltag, 3) Männer – Frauen – Paare, 4) Arbeit im Wandel, 5) Schule und Lernen, 6) Klima und Umwelt, 7) Das ist mir aber peinlich!, 8) Generationen, 9) Migration, dan 10) Europa. Below is the explanation for the 16 vocabulary games:

- a. Paare-Spiel (Pairs-game)

The theme for the game is Die Zeitpunkte. In the game, there are nine nouns and five verbs where players are asked to pair nouns with corresponding verbs that form new meanings beyond the meaning of actual nouns and verbs. The game can be played on the www.bit.ly/WsB1Zeitpunkte.

- b. Wörratzen (guess the words)

The theme for the game is Die Zeitpunkte. In this game, there are eight nouns and eight verbs. Players are asked to form a new verb composite from the words. The game can be played at the www.bit.ly/WsB1Zeiten.

c. Wortgitter

The theme of the game is Deutsche Geschichte. In this game, there are eight nouns that players must search for in a box of letters. The game can be downloaded at www.bit.ly/WsB1deutscheGeschichte.

d. Freie Textantwort

The theme of the game is Die Zeitreise. In this game not only eight nouns are presented, but also pictures of these nouns. The letters of each noun have been converted into audio, hence the player needs to hear the audio first and see the image to complete the task. The game can be downloaded at www.bit.ly/WsB1Zeitreise.

e. Paare zuordnen

The theme for the game is der Alltag. In this game are presented, ten nouns and ten verbs. Players are asked to match nouns with corresponding verbs. The game can be downloaded at www.bit.ly/WsB1Alltag.

f. Lückentext I

This game presented dialogue with the theme Alltagsproblem: bei der Bank. The dialogue used is taken from the Studio Express B1 book. Some verbs and nouns are omitted as tasks. The game can be downloaded at www.bit.ly/WsB1beiderBank.

g. Lückentext II

This game presented a dialogue with the theme Alltagsproblem: bei der Polizeiwache. Some verbs and nouns are omitted as tasks. The game can be downloaded at www.bit.ly/WsB1beiderPolizei.

h. Wörterraten

This game presented six verbs and six nouns with the theme Männer – Frauen – Paare. The game is a word guessing game, where the player has to guess German words. The game can be downloaded at www.bit.ly/WsB1MaennerFrauenPaare.

i. Tabelle ausfüllen

The theme of the game is Männer–Frauen–Paare. This game presented nine types of jobs that can be done by men and women, where players have to guess the name of the job. The game can be downloaded at www.bit.ly/WsB1Berufe.

j. Paare zuordnen

The theme of the game is Arbeit im Wandel. In this game are presented 15 nouns that must be paired with the corresponding meaning. The game is available on the link www.bit.ly/WsB1ArbeitimWandel.

k. Kreuzworträtsel

This game is a crossword puzzle game. Players must fill in 15 nouns according to the theme of Schule und Lernen. The game is available on the www.bit.ly/WsB1Schuleundlernen.

l. Millionenspiel

This game presented 10 pairs of nouns and verbs in German, where the player must find the meaning of the pairs of nouns and verbs available in multiple-choice format. The theme of the game is Klima und Umwelt which can be downloaded at www.bit.ly/WsB1KlimaundUmwelt.

m. Wortgitter

This game presented four nouns and four verbs with the theme Das ist mir aber peinlich! which must be searched by the player in a box of letters. The game is available on www.bit.ly/WsB1Benehmen.

n. Multiple – Choice – Quiz

The theme of the game is Generationen. Players must choose 10 corresponding pairs of nouns and verbs. The game is available on www.bit.ly/WsB1Generationen.

o. Freie Textantwort

The theme of the game is Migration. This game is a word writing game, where the player has to hear the audio in each word box, and then write down what is heard in the word box. 15 nouns are presented in this game. The game is available on www.bit.ly/WsB1Migration.

p. Wörraten

In this game, the player has to guess the letters that make up the nouns and difficult verbs of the German language with the theme Europa. The game is available on www.bit.ly/WsB1Europa.

4. Discussion

The process of developing German learning media for mastery of B1 level vocabulary with applications LearningApps.org. using Richey and Klein's theory which consists of three phases, namely planning, production, and evaluation. In the planning phase, material in the form of verbs and nouns and practice questions was collected from the Studio Express B1 book. The words that have been collected are then checked with the help of [duden.de](http://www.duden.de) and www.verbformen.de to find out if the words are words for level B1. This check needs to be done because although the vocabulary is taken from book B1, there is vocabulary that is at the level of A2 and even C1. In this check, accuracy and a deep understanding of the meaning and use of vocabulary are needed. The material and practice questions are then validated by material experts, in this case, German lecturers who already have a C1 certificate. Validation is carried out to assess the feasibility of the material for use in learning. Next is to design learning media by determining the types of games that are available on the application platform LearningApps.org. From all types of games contained in the platform, 10 types of games were selected following the material that has been collected. The 10 types of games are: 1) Paare-spiel, 2) Wörraten, 3) Wortgitter, 4) freie Textantwort, 5) Paare zuordnen, 6) Lückentext, 7) Tabelle ausfüllen, 8) Kreuzworträtsel, 9) Millionenspiel and 10) Multiple – Choice – Quiz.

Furthermore, in the production phase, learning media are made according to the design that has been determined in the planning phase. Vocabulary learning media was created using the application LearningApps.org. One by one the types of games are made very carefully to produce interesting media. In making media, of course, there are difficulties faced, for example, there are types of games that cannot use audio or images, such as games Paare-spiel, In this game can not be added audio, game instructions, and images. In other types of games, game instructions can only be in short sentences, but that does not make this game uninteresting.

In the evaluation phase, the completed learning media is validated by media experts with the following assessment criteria: 1) speed of media navigation function, 2) product design, 3) sound quality, and 4) interactivity. Based on the validation results, several improvements were made to perfect the learning media so that it becomes a learning media suitable for use in learning.

Based on the results of the study, it can be concluded that the LearningApps.org online platform is a suitable German learning medium for mastering B1 vocabulary. In addition to vocabulary learning, the learning media that have been developed in this study can also be used for reading, listening, and writing learning.

5. Conclusion

The development of German learning media for vocabulary mastery is carried out by the development phase of Richey and Klein's theory: planning, production, and evaluation. These three stages are carried out very carefully and carefully to obtain good results. Learning materials including practice questions in the form of vocabulary used in learning media are collected from the Studio Express B1 book. This book is a compulsory textbook used in the German Language Education Study Program of Unimed. All vocabulary that has been collected is then checked using www.duden.de and www.verbformen.de.

In this vocabulary learning media, there are 16 games consisting of 10 different types of games. The entire game focuses on vocabulary consisting of verbs and nouns. However, three games only use nouns because they are game templates that can only use nouns. The results of learning media validation show that German learning media to train B1 vocabulary skills is suitable for use in classroom learning. Thus, it is recommended that students who are already at the B1 level use these learning media to improve their mastery of B1 vocabulary.

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