

**DIGITALIZING LISTENING MATERIALS THROUGH THE USE OF
ANDROID-BASED APPLICATION FOR STUDENTS OF ENGLISH
LANGUAGE EDUCATION STUDY PROGRAM**

A THESIS



by

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM
FACULTY OF TEACHER EDUCATION
WIDYA MANDALA SURABAYA CATHOLIC UNIVERSITY**

JUNE 2023

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A THESIS

Presented to the Faculty of Teacher Education
Widya Mandala Surabaya Catholic University
in partial fulfillment of the requirement for the Degree of
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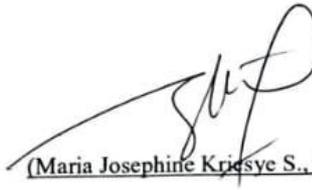
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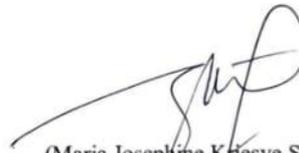
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Finally, the developer can only ask Jesus Christ to reward all those who have contributed to the completion of this thesis.

Surabaya, June 2023

Developer,

A handwritten signature in black ink, appearing to read 'Bernardino Krishna', with a stylized flourish underneath.

Bernardino Krishna

ABSTRACT

Krishna, Bernardino. (2023). *Digitalizing Listening Materials through the Use of Android-based Application for Students of English Language Education Study Program*. Thesis. English Language Education Study Program, Faculty of Teacher Education, Widya Mandala Surabaya Catholic University, 2023.

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One of the causes of the lack of use of technology in learning resources, especially in Intermediate and Advanced Listening course in the English Language Education Study Program of Widya Mandala Surabaya Catholic University is the absence of learning software; the learning resources used are still limited to textbooks and audio materials. This creates some limitations in learning listening, both in class and independently, as textbooks and audio materials are not handy and easy to be accessed. Moreover, the resources are not interesting and convenient to learn from. In connection with this, it is necessary to make efforts to solve these student learning problems. Since the learning problem originates from limited learning resources, the solution is to develop alternative learning resources that can facilitate student learning. Learning resources that are considered capable of overcoming these problems are Android-based learning applications.

In accordance with the background of the problem as described above, the purpose of this development is to produce an Android-based application called "DLL" application for Intermediate and Advanced Listening course. The development procedures carried out include: (1) determining students' and lab head's needs in Intermediate and Advanced Listening course (through needs assessment), (2) developing "DLL" applications, (3) conducting DLL application product try-outs, and (4) revising the "DLL" application product.

To get the maximum product development, the developed product was validated by a media expert and a material expert. The results were used as the basis for making the first revision. In addition, a series of try-out was carried out on the development results, which included individual try-out as the basis for conducting the second revision and field try-outs. The results were used as the basis for conducting the final revision, in addition to assessing the quality of the developed product. The subjects chosen in the try-out were second semester students of the English Language Education Study Program in Widya Mandala Surabaya Catholic University. After being revised for two stages, it can be concluded that the "DLL" Android-based application has adequate quality, can facilitate students' learning and can increase students' enthusiasm in learning. Thus, the application is appropriate to be used as an alternative resource for Intermediate and Advanced Listening course in English Language Education Study Program of Widya Mandala Surabaya Catholic University.

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