

The Design of E-TOEFL Based Learning Management System in Universitas Bung Hatta

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Abstract. This study aims to describe the design of English learning, especially Toefl with online Paper Based Test (E-Toefl) for Bung Hatta University students. The research method used is the development of research is limited to design. The first stage is conducting a needs analysis that needs to develop an E-Toefl system based on the learning management system (LMS). In the initial phase, a needs analysis is carried out through direct observation and interviews. Then, design the E-TOEFL system with LMS-based ions this was done. The results of this study based on online English learning (E-Toefl). The gamification-based E-Toefl system can help students learn anytime and anywhere. It is hoped that later, with the design of this E-Toefl, it can reduce failures in the TOEFL exam and also improve students' English skills.

Keywords: E-Learning, E-Toefl, LMS, Proficient, English.

1 Introduction

In this era of globalization, as now the quality of human resources becomes the power key Inter-country competitiveness [1]. To participate in taking an active role in the arena of inter-State relations both globally and particularly the ASEAN region is required to engage in communication skills, especially in English [2]. 2025 is the door for ASEAN countries to pass through to Indonesia, as a logical consequence, there will be many foreign workers (TKA) that will entertain Indonesia [3]. Addressing this, Indonesia must immediately prepare HR that speaks English.

Aware of the importance of the use of English and its use in various fields, since 2013, Bung Hatta University (UBH) implemented a mandatory pass of the TOEFL Like with a score of 400 as a graduation requirement. However, this is inversely proportional to what it's predicted. From the results of the test in February 2017, data obtained that the participants who took the TOEFL test were as many as 1600 people, but only 1220 participants passed.

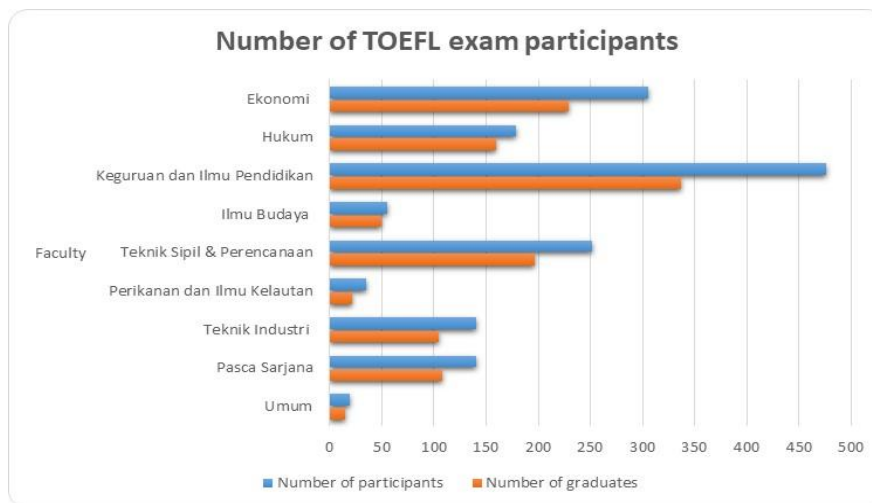


Figure 1. Number of participants who took TOEFL and participants who passed

Participants from Bung Hatta University who scored 400 totaled 1 205 people (76.12 % of the total participants) while those who came from outside Bung Hatta University (General) who received a score of ≥ 400 totaled 15 people (78, 94 % of the total participants). Although participants from Bung Hatta University who scored gets 400 completed 7 6.12 %, where this percentage was quite good, some participants had to repeat the exam many times until reaching a score of ≥ 400 not. PPBA indicates that the participant is still not able to reach the TOEFL like above 400 in a single test.

As a result, students whose scores are less than 400, have failed to graduate because they have not passed the test despite having taken many exams. And this incident always happens every semester. And this problem always occurs every semester, with issues such as this shows that low student ability still. Then based on the results of interviews with several PTS stakeholders in the city of Padang, information obtained that many of their students had graduated TOEFL but with undesired scores. For this reason, a solution is needed to overcome the above problems; one of them is by designing e-learning media. E-learning is a web-based learning ecosystem for the dissemination of information, communication, and knowledge for education and training that integrates several stakeholders with technology [5]. Research [6] proves that the use of e-learning can improve student understanding. Besides, e-learning is expected to make it easier for students to learn through e-learning and access it anytime and anywhere [7]. Reflecting on the above problems, the design of e-learning TOEFL is essential for students at UBH.

2 Literature Review

2.1 E-Learning

The acceleration of the development of Information and Communication Technology (ICT) helps the learning process and has attracted the attention of many educational institutions to adopt internet-based learning, which is widely known as e-learning or commonly LMS [8].

The increasing need for information has become a worldwide concern for utilizing new tools to exchange knowledge by fostering knowledge management and e-learning development or commonly referred to as the Learning Management System [9]. For many countries with large populations, limited resources and remote geographical areas such as Indonesia, E-learning, or learning management systems (LMS) hold the key to better education and provide access to knowledge resources [10].

Some examples of LMS are Moodle, Claroline, eFront, Schoology, ATutor, Sakai, Dokeos, LAMS, WebCT, and many others. Modular Object-Oriented Dynamic Learning Environment (Moodle) is part of an LMS (Learning Management System) that was introduced by Martin Dougiamas, a computer scientist and educator [11]. E-learning has the advantage of exceeding the limits of space and time, increasing comfort and effectiveness for individual and collaborative learning, then providing information that can be reused and updated through the use of interactive multimedia [12]-[16]. Besides, e-learning can increase student motivation in the learning process at the university level [17],.

Aware of the importance of the benefits of e-learning to education, many universities and colleges in the world design and development and even have implemented e-learning media or LMS to be able to increase student interest, motivation, and learning outcomes. Like the research conducted by [18] "Development of E-Learning to Improve Student Activity with Technological Pedagogical and Content Knowledge", this study utilizes Edmodo as its e-learning media, to increase student learning activities. According to researchers "Implementing Moodle as a Tool to develop the Isra University e-learn system," explains that the implementation of e-learning can support student understanding of the learning process, increase student motivation and improve teaching behavior, in this study the researcher implementing moodle as the basis of its software platform [1].

Then a study conducted by [11] with the title "Development of Moodle-Based E-Learning for Course Participants at Swift English School Yogyakarta" revealed that based on the results of product trials, stated that, e-learning that had been designed as suitable for use, almost the same with research conducted by [19], researchers [11] utilized moodle LMS as the medium.

3 Result

The results obtained from the initial design requirements analysis are as follows:

1. Not yet available learning media for students who will take the preparation Toefl test. Currently, students only get English language learning in class, and even then in the early semester, they enter the campus. While the material taught in class with the stuff that was tested by Toefl was different.
2. Students are accustomed to using regional languages and Indonesian as a language of instruction every day, so students are less trained in listening to conversations using English.
3. Almost every semester, there are always students crossed by the Bung Hatta University faculty, who fail in the Toefl test. Media technology. Based on these initial conditions, researchers are trying to design an E-Toefl system for Bung Hatta University students.

The results of the design carried out by researchers as follows:

The first design produced, as shown in Figure 2 above consists of the homepage, opening, and signing in.

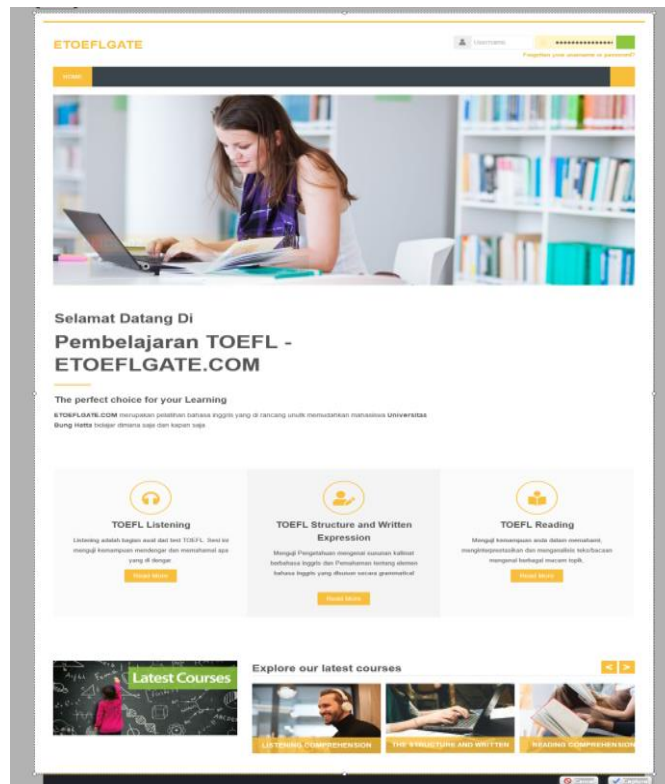


Figure 2. Display homepage and opening

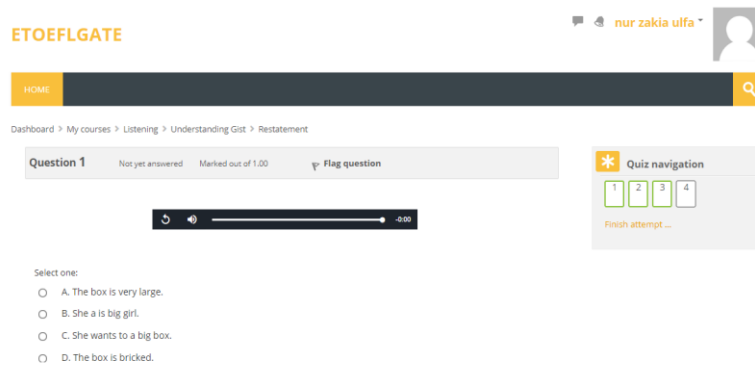


Figure 3. Display of the training menu

In this e-TOEFL system, each student/user who completes his training, students are allowed to continue to the next step. The user sign to follow the next level is the appearance of a badge on the user's system page.

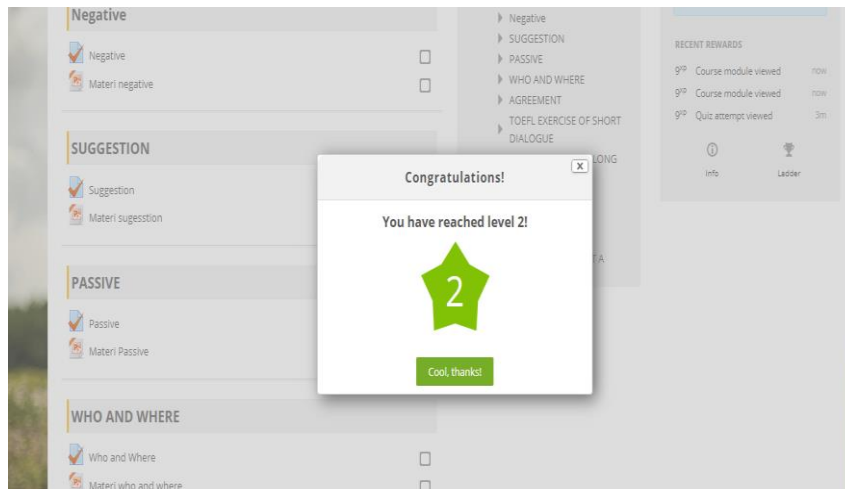


Figure 4. Display accessing material and training to the next level

To be able to access material, forums, and exercises, users more merely enter the account that has been given by the administrator. In this E-Toefl also provided multiple-choice exercises in each discussion of the material. Also, in this E-Toefl, training content is available while playing. Game is a guessing word in the English language, and it is intended to reduce the saturation level students to access e-learning materials.

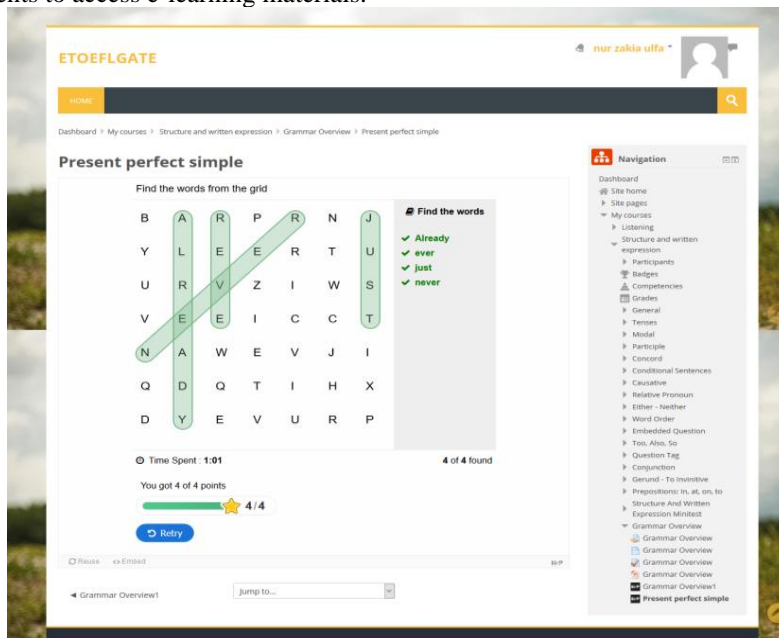


Figure 5. Display of the gamification-based training menu

4 Conclusion

The E-Toefl system design that produced at this time only addresses the TOEFL Paper Type Test-Based material. Where the main topic consists of listening, structure and written expression and reading. The content designed at E-Toefl adjusted to the exam questions held by the Bung Hatta University Foreign Language Training Center (PPBA). The learning process carried out independently, whenever and wherever students are, so it's not fixated on class or campus attendance. The results e-TOEFL design, the expected that will be an increase in the ability of students in the field of English, and a reduction in the number of students who fail the TOEFL exam. This e-TOEFL accessed at www.etoelgate.com.

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