INTRODUCTION

In modern times, human life can not be separated from technological advances. Technology has influenced almost the lifestyle and human environment along with the development of the times. The existence of technology has influenced the lifestyle of people as well as their learning experiences. According to the Great Dictionary of Indonesian Language (KBBI), the word technology means scientific methods to achieve practical goals, applied science, or overall means to provide the necessary goods for the continuity and comfort of human life. Quoted from Encyclopaedia Britannica (2015), technology is the application of scientific knowledge for practical purposes in human life or to the changes and manipulations of the human environment.

Along with the global technological advances have been affected in all aspects of life in the fields of economics, politics, culture, art, and even in the world of education. Technological advances are something that we cannot avoid in this life because technological advances will go according to the advancement of science. Every innovation is created to provide positive benefits for human life. Provide many conveniences, as well as a new way of doing human activities. Along with the times, learning technology also continues to develop. In the implementation of daily learning, we often encounter the benefit of the development of technology in the world of education, as is often done by teachers or lecturers that combine technological tools in the learning process.

According to Pribadi (2017:162) stated the combination of impressions of a text, audio, images, video, and animation in conveying messages and information can make multimedia programs able to provide a learning experience that is close to reality. Based on the above

statement, today's technology-based learners benefit greatly because for an interesting learning activity the methods and media used must also keep up with the times.

Fun & Easy English Learning or "FEEL" is an application-based English learning medium with a simple optimization system so that children can easily use it. With this application-based learning medium, English learning becomes easier and more interesting. This learning medium presents light and easy game-based learning materials such as guessing the name of objects and matching images so that the child does not get confused or have difficulty in using them. The reason for choosing this application-based learning media is because of the difficulty of children learning English as we know in this country English is still a foreign language. Therefore, there are needs to be a medium or method in helping and attracting children's attention in learning English. Another reason to use this media is that an application can be developed so that it can attract children to continue using it. The material or problem in this application is taken from the material of junior high school level, namely mentioning the name of objects, animals, etc.

FEEL provides 3 types of games, namely:

a. Quiz

In this game will be given a question about the characteristics of an object and the player is told to choose 1 of the 4 available answers, if the answer is correct then it will get 100 points but if the wrong answer will be reduced by 50 points. to add to the challenge the player will be given 5 lives that will be reduced for each wrong answer and 1 minute for each question. If the life or time runs out then the player loses, but if he can answer until the tenth question then it will get a star according to the number of points earned. This game helps the child in concentration and gives knowledge about objects through his characteristics.

b. Memorized Card

In this game, the player will match the same picture or card. There will be 8 cards for each round. the first card will be unlocked for approximately 3 seconds to keep in mind its position and name by the player. After that, the cards will be closed and the player can start the game by opening 2 cards that are considered suitable until all the

cards get their pair. If the player opens the correct card the meal will get 100 points but if the answer is wrong the meal will be deducted by 50 points. There is a time limit of about 2 minutes and if the time runs out then the game will be completed immediately. To get high points the player must be able to last for 5 rounds and then the game will end and the points will be calculated according to how many players answered correctly. This game trains concentration, memory, and also knowledge about animal names.

c. Arrange Letters

In this last game, the player will spell the name of the animal by arranging the letters that have been randomized to become the name of the animal in question. The way to play it is players can drag the letters that are already random to the available answer boxes. If the letter is arranged according to its place then it will be filled otherwise the letter will return to its original place. The player will have 1 minute for each question if the time runs out then loses, and to proceed to the next question the player must complete composing the letters before the time runs out. This game helps the child to learn to spell and pronounce the name of the animal.

This learning media was created to help children learn vocabulary and pronunciation in English more easily and interestingly, besides "FEEL" is expected to train concentration and memory through games and quizzes.

USER GUIDE

Tentang Pengebang

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Nim	: 17331952
Fak/Jurusan	: FKIP / Pend. Bahasa Inggris
Semester	: 8

At the beginning of use will be displayed loading menu shortly, after the loading menu is finished will go directly to the main menu with some buttons such as:

1. button to turn on music background
2. button keys for silent and un-silent music
3. button for the library list.
4. The developer button
5. Exit Button
6. button to go to the game menu

Then if you click the game button, it will go directly to the game menu window. here there will be 4 options buttons,1 button to return to the main menu and 5 buttons for game options namely Quiz, Memorized Cards, and Arrange Letter. You're free to play which one first. let's discuss all the games and how to play them

Button Quiz Game	Button Memorized Card Game	Button Arrange Latter Game

A. Preview Screen Game Quiz

Tutorial Button

Play game Button
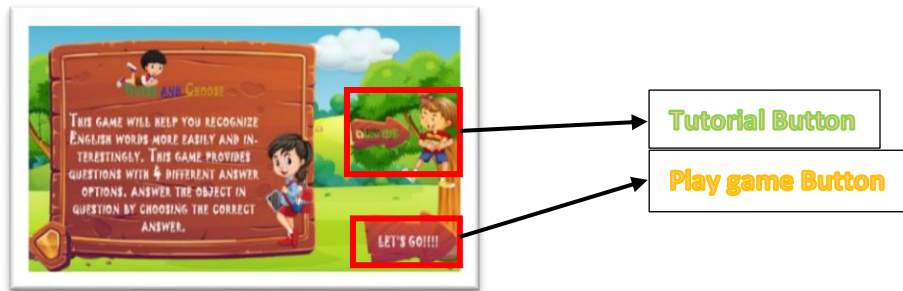
B. Preview Screen Game Memorized Card

Tutorial Button

Play Game Button
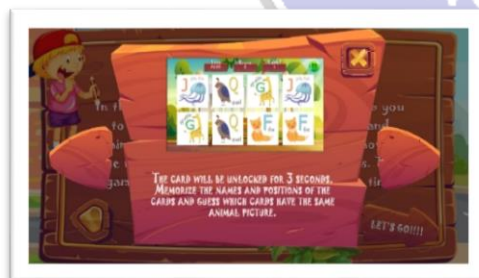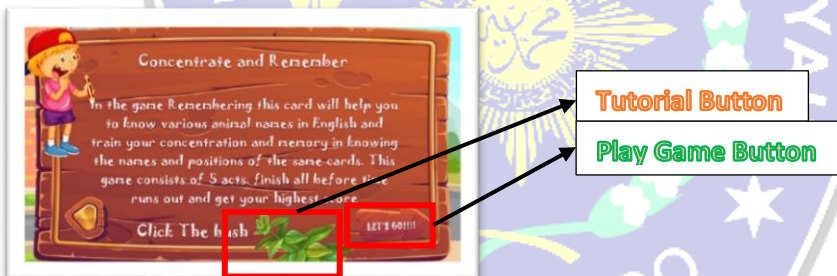
C.   Preview Screen Game Arrange Letter
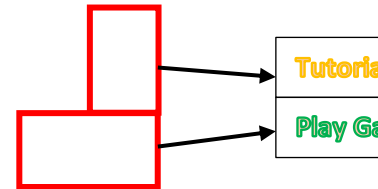
For each game when you have selected and click the game selection button in the game menu there will be a preview window about the purpose and description of the game before entering the game. after reading and understanding you can press the icon with the sign "CLICK ME" for Quiz and Arrange Letter games and for memorized card games press on the bush under the window then there will appear a pop-up window about instructions and brief instructions on how to play the game. After you finish reading the tutorial, you can close the pop-up and then press the "Let's Go" button to go directly to the game.

QUIZ

Time Point Health

Answer Option

+   You can answer questions by pressing the 4 available answer options. read the question and guess what the object is if your answer is correct eat your points will increase by 100 if wrong will be reduced by 50. so be careful when choosing. Be careful you only have 1-minute and 5 lives for each question, if time runs out or the life bar runs out you will lose.

+   Get **3 stars** by answering all questions without getting wrong and get the highest score

Card

Time | Point | Level | Pause Button

Memorized Card

🞢 This is a card pairing game that has the same name and image. in each round, there will be 8 cards displayed and each card will have the same pair. before the game starts the card will be unlocked for approximately 3 seconds memorize the card and its position
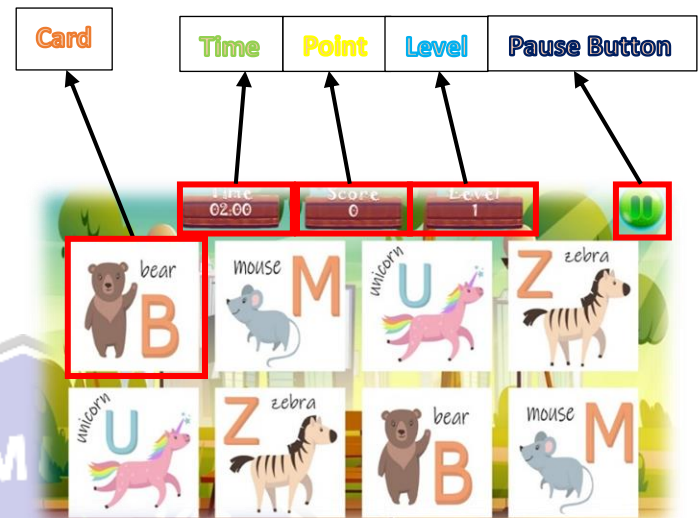
🞢 When all the cards are closed, you can start the game by matching two cards that you think are the same. if you are right you will get 100 points, but if you are wrong you will be deducted 50 points. keep going until all the cards get paired and then move on to the next level

🞢 Complete 5 levels and get the highest score. Be careful here you have a time limit of 2 minutes for all round if the time runs out you will lose

Arrange Letters

Question Picture	Place Answer letters	Level	Time	Letterbox

Arrange the random letters in the bottom letterbox by dragging the letters to where the answers are provided. if the letters you arrange are correct then the answer box will be filled, but if you are wrong the letters you drag will return to the original box

🞦 Finish correctly to proceed to the next

question

🞦 B

e careful you only have 1 minute for each question, if the time runs out you will fail

RESULT REPORTING

Along with the global technological advances have been affected in all aspects of life both in the fields of economics, politics, culture, art, and even in the world of education. The existence of technology has influenced almost the lifestyle and human environment along with the development of the times. Wherewith technology can help in various things, such as in learning activities. Therefore, "FEEL" was created with the hope of keeping pace with technological advances, especially in the field of education. Here the author tries to assess "FEEL" by giving questioners and trials directly to the child.

This questioner was given to 7 respondents to know how much interest, benefits, and disadvantages of the application "FEEL".

Place &Time Activities

Day   : Saturday

Date   : 31st July 2021

Place   : Maguwan Village, Sambit District

A. TEST RESULTS
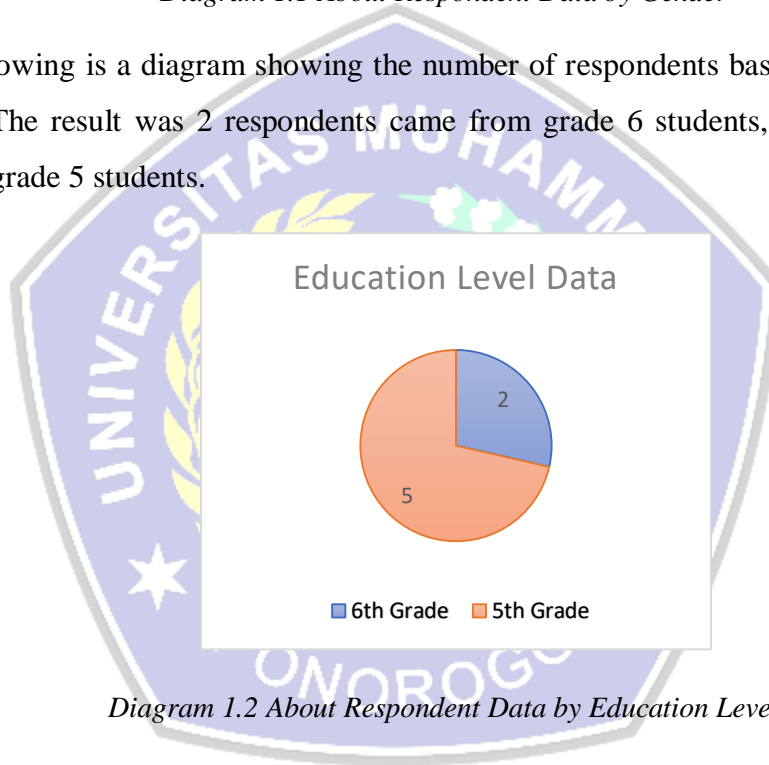
   A.1. Respondent Data

The first discussion is about the profile of 7 respondents from maguwan elementary school which concerns the personal data of respondents who have filled out the "FEEL" Application Assessment questioner. Here's a report of the results:

The diagram below shows the number of respondents who filled out this questioner by gender, all respondents were female.
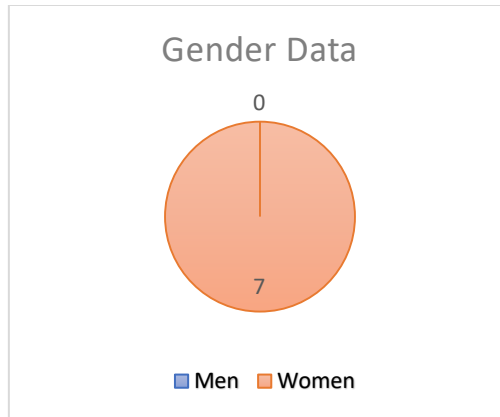
Diagram 1.1 About Respondent Data by Gender

The following is a diagram showing the number of respondents based on their level of education. The result was 2 respondents came from grade 6 students, and 5 respondents came from grade 5 students.
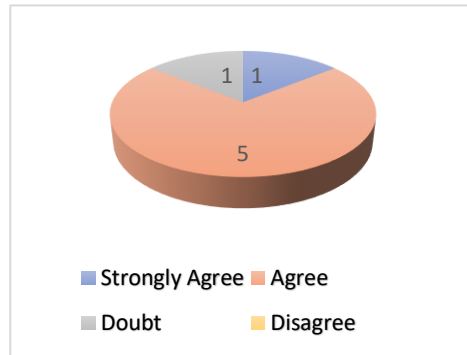

Diagram 1.2 About Respondent Data by Education Level

A.2. Data Analysis

In the questioner, there are 5 questions filled by 7 respondents. The questioner is given in the form of a statement with 4 answer options, where the child chooses one of the options of each statement. whether Strongly Agree, Agree, Doubt, and Disagree. statement as follows:

a. Is the app interesting?

Diagram of a child's interest in the "FEEL" App

From the statement there are 5 agree, 1 Strongly agree and 1 Doubt that "FEEL" is an interesting learning medium. So respondents' interest in the Application "FEEL" Is Quite High. Although 1 respondent is still hesitant, this proves that there is still a need for development and improvement in the Future.
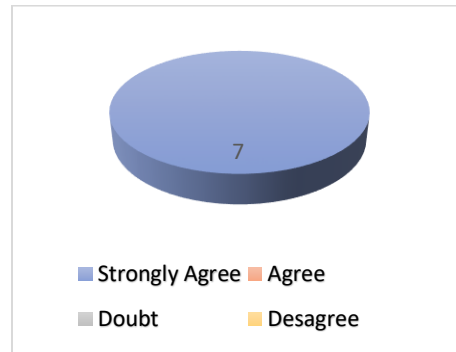
b. Can the App help learn to understand English vocabulary?
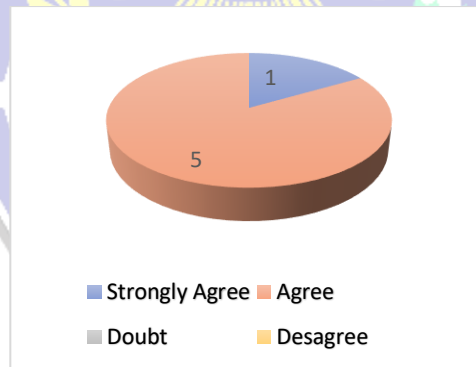
Diagram about the "FEEL" app can help understand vocabulary

From the statement, there are 5 agree and 2 Strongly agree that "FEEL" can help understand English vocabulary. So most respondents felt "FEEL" could help them understand English vocabulary.
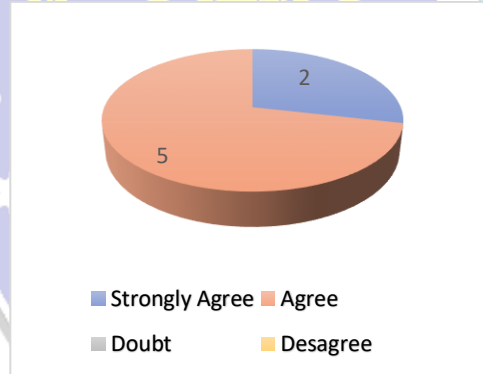
c. Can "FEEL" train concentration & memory?

Diagrams about "FEEL" Applications can train concentrates & memory

From the statement there are 7 Strongly Agree that "FEEL" can train concentration & memory. So it can be ensured that "FEEL" can train concentration &memory

d. Can the Application be an alternative to learning?

Diagrams about the "FEEL" App can be an alternative to learning

From the statement, there are 2 Strongly Agreed and 5 agree that "FEEL" can be an alternative to learning. So it can be seen that respondents are interested in using "FEEL" as an alternative to learning.

e. Will you continue to use this app if there are the latest updates?
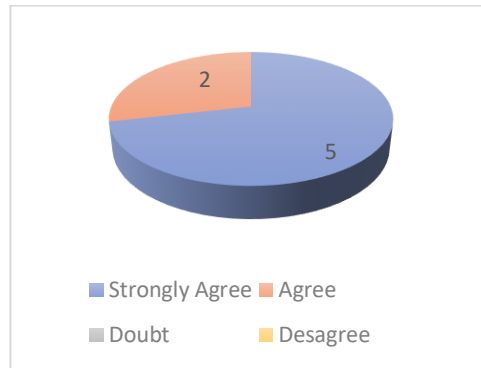
Diagram of respondents' interest in the development of the "FEEL" application

From the statement, there are 5 Strongly agreed and 2 agree that respondents will continue to use this application if there is a recent update. So it can be ascertained if "FEEL" continues to be developed respondents will continue to use it.

B. CONCLUSION

From the analysis of questioner data above, it can be concluded that children are quite fond, this is evidenced by the number of children who answer agree that "FEEL" is an interesting learning medium. Not only that "FEEL" can train their concentration, memory and even be an alternative to their learning. For the material, most of them declare appropriate and will use "FEEL" if there is a subsequent update.

Based on the above conclusions Developers realize there are still many shortcomings in terms of knowledge and capabilities in the process of making applications so that there are still many things that need to be improved both in terms of appearance, variety, and content. Therefore developers will continue to strive to develop "FEEL" for the better to use. That's what I can conclude and I would like to thank all students of elementary school 2 maguwan who have helped and participated in this trial.

C. DOCUMENTATION

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