

## **CHAPTER II**

### **LITERATURE REVIEW**

The three-part review of relevant theorists will be explained in this chapter. These include, Android based learning and Learning English Reading, and Previous study.

#### **2.1. Learning English Reading**

##### **1. Definition of Reading**

According to Kozminsky, E., & Asher-Sadon, R. (2013) Reading refers to the ability to understand, interpret, and comprehend written text. It involves the ability to recognize and decode written messages, understand the meaning of text, and make connections between text information and one's knowledge and experience. On the other hand G. Woolley (2011) argues that reading is the process of getting meaning from text and to gain an understanding of what is described in the text.

From the above opinion, the message of a text can be received if the reader can understand the meaning of the text. Therefore, in addition to mastering the language used, a reader also needs to master reading skills. This is in line with G. Woolley (2011) who argues that reading is the process of making meaning from text and to gain an understanding of what is described in the text.

## **2. Types of Reading**

Mastery in reading is one of the most important skills that students need to have. Students who often read books will make their literacy knowledge grow. Therefore, reading books, various kinds of literature will increase students' knowledge in understanding and understanding a text. This is in line with the opinion of Gilakjani and Sabouri (2016) who state that giving books and teaching understanding of the meaning of textbook writing will improve students' reading skills. Therefore, using related books or texts will help students learn and improve their reading skills.

Meanwhile, according to Patel and Jain (2008: 117-123) mastering reading ability is divided into several parts, namely:

### **A. Intensive Reading**

Intensive reading is a reading method that involves a detailed and focused examination of a text or short passage, emphasizing vocabulary, grammar and comprehension analysis. This method is often used by language learners to deepen their understanding of specific language structures and to develop reading comprehension skills Munir et al. (2018).

The purpose of reading with this model is carried out if the reader intends to examine, understand, analyze, and provide criticism or conclusions on the content of the reading. Intensive reading prioritizes not the skills that can be seen or that can attract attention, but the results. Intensive reading usually involves activities such as vocabulary analysis, grammar exercises, and detailed comprehension questions, and is commonly used in language classrooms to help students improve their language skills and understanding of specific texts.

Intensive reading skills enable readers to understand texts at a literal, critical, interpretative or evaluative level. On the cognitive aspect, what can be developed with intensive reading techniques is the ability to read comprehensively.

### **B. Extensive Reading**

On the other hand, extensive reading involves reading longer texts or a large volume of material with the primary goal of developing overall reading fluency and comprehension. This approach emphasizes reading for pleasure and general understanding rather than detailed analysis of language elements Lankshear & Knobel, (2011) . Extensive reading is often used to promote a love for reading, improve reading speed, and enhance overall language proficiency, particularly for language learners, as it exposes them to a wide range of vocabulary and language structures in context.

Both intensive and extensive reading play important roles in language learning and literacy development, with intensive reading focusing on in-depth analysis of specific texts to develop language skills, and extensive reading emphasizing reading for enjoyment and overall language development.

### **3. Purpose of Reading**

Everyone has a purpose in reading texts either to get information about knowledge or to get entertainment. Based on Jeremy, (1991) The purpose of reading in the process of learning to read is divided into:

a. Reading to get information

This activity teaches to recognize and interpret the type of text that contains information. As well as understanding the main focus on the topics contained in each type of text.

b. Reading for meaning

This activity aims to teach to understand the relationship between text form and meaning in the text.

c. Reading for interest

This activity aims to teach how to read texts to gain interest in science or entertainment.

Based on the theories above, the purpose of reading is to gain knowledge and entertainment through reading texts. Reading is not only to gain knowledge but also to get the meaning in the reading text. This is the purpose of the learning process of reading.

## **2.2. Android Based Learning**

To understand the definition, here is the definition of android-based learning:

### **1. Definition of Android-Based Learning**

Learning media is one of the important things as an intermediary for teaching and learning tools. Nowadays, all needs can be obtained easily through web browsers and applications. One of the media that almost everyone has is a smartphone. Android-based smartphones are considered easy to use and have a variety of applications that everyone can access. So in this case the researcher chose

Android as an interesting learning media for students. Android-based learning itself refers to the use of the Android operating system and related technologies for educational purposes. It involves the use of Android devices such as smartphones, tablets and other mobile devices to facilitate learning through educational applications, interactive content and digital resources. Android-based learning can cover a wide range of educational activities, including mobile learning, e-books, educational games, language learning applications, and other educational tools designed for the Android platform. Z. K. (2015) argues that this approach capitalizes on the ubiquity and versatility of Android devices to provide accessible and interactive learning experiences for students of all ages and in a variety of educational environments.

## **2. Types of Android Based Learning**

In its development, Android-based Learning is divided into several types as follows:

- a. Mobile learning: Utilizing Android devices for educational purposes, such as accessing educational apps, digital resources, and online courses.

For example, mobile learning applications such as ruang guru, zenius, etc. are applications designed for students' learning needs as home tutoring with an additional teacher. the purpose of this kind of application is to mediate students' understanding of learning materials if the student has difficulty learning independently.

- b. E-books: Reading and learning through digital books and interactive e-books designed for the Android platform. This kind of E-Book application is designed as an additional reading application for students who are still hindered by understanding the material in formal books at school.
- c. Educational games: Using Android devices to engage in educational games and interactive learning activities that promote learning and skill development. In addition to E-books and online tutoring, applications such as educational games can be used as an option in understanding material according to their level of education. This kind of application is designed so that students do not feel bored when learning through guidance or learning through E books.

With various types of android-based learning, it is hoped that students can overcome problems in learning and gain broader knowledge.

### **3. Benefits of Android Based Learning**

In its implementation on reading learning, Android-based learning has several benefits. According to Mubarok & Asri, (2021) the benefits of learning using android-based media include:

- a. Increasing motivation and confidence

By using this app, it can increase students' motivation and confidence. This is influenced by students' learning motivation when using Android, students will basically learn what they like and what they are comfortable with. Moreover, students will be more motivated because it is equipped with various displays that make them enthusiastic and excited. Besides, it can

also increase students' interest in learning because it gives rewards based on the progress of students' achievements.

b. Easy to use and Simple

Learning English through this application is also easy to use and simple, not requiring complicated stages and sequences in learning. This is because the students are also used to and enjoy the Android operating system as it has become a habit in their daily lives. This learning only connects with the students and the app itself without the complex standard requirements (such as syllabus and lesson plan) in traditional learning. The measurements and standards to be achieved by learners are determined based on their own needs and learning levels (e.g. comprehension level, achievement level, etc.).

c. Practical and Entertaining

Besides being simple and easy, this application is also practical and entertaining. Using an android-based learning application will give a lot of experience in learning through technology and the android application system. In addition, this application is also entertaining because it provides a fun display and material for students to learn languages.

d. Sustainability

The benefits of app-based learning not only impact people, but also impact the earth. with the existence of android-based learning will reduce the cutting of trees in the forest for making paper. This will have a positive impact because with reduced tree cutting, the environment will be greener and fresher because of the increased oxygen produced by plants.

### **2.3. Android Based in Learning Reading**

Android is a set of mobile software that includes an operating system, main mobile applications and middleware. Android provides an open platform (open source) for programmers so that developers can develop applications on various devices using the Android system and can be downloaded by the public. With various types of applications in android that support the learning process.

Android application is one of the interactive multimedia type of learning media. Interactive learning has special menus that can be accessed by the user to bring up information in the form of audio, visual or other features desired by the user. One of the utilization of technology into learning is to create appropriate teaching materials according to needs. In relation to product development, the role of learning technology is to facilitate and improve performance so that learning objectives can be achieved, namely by creating, using and controlling teaching materials that are developed to suit their functions and can provide convenience in learning.

Learning Media, especially in Android-based Reading Skills, is thought to be able to help the learning process, where in the Android-based reading skills media there is already material in the form of theory, images and shapes can be shown, learning videos, and most importantly there is a competency test in the form of questions as an evaluation to be able to see how far students' abilities are in the learning process. From the above description, it can be concluded that Android-based learning media can be used in the world of education as a means or tool to facilitate children in maximizing their abilities. In addition, with the development



of education and technology, it can facilitate students and teachers in teaching and learning activities because it is easily accessible anywhere and anytime.

#### **2.4. Lexicon Application in MALL**

MALL or mobile assisted language learning refers to the use of mobile devices in the learning process which is intended as an intermediary medium for presenting learning materials to students, so that students can easily participate in learning activities anywhere and anytime Miangah, (2012). Therefore, applying MALL to the learning system will certainly help students in learning. One application that applies MALL to its learning system is LeXicon Application, which this application was developed by researchers with the aim of being a student learning media through mobile devices or smartphones.

The use of the LeXicon application can be used easily, because in the display design there is only a main menu menu that is easy to understand and use. LeXicon application only focuses on the material that students learn, on the menu display students will be offered a choice of various material choices and then students are directed to choose material according to their level. The materials in LeXicon Application only consist of reading texts of exercise questions as well as audio and video for material explanation.

In its application, LeXicon is very relevant to be used in MALL-based learning system. Because, at this time the average school has implemented an electronic media-based learning system such as smartphones, tablets, smart TVs, etc.. So, researchers highly recommend the use of LeXicon application as a learning media for students at school.

## 2.5. Previous Study

According to research presented by Ajisoko, (2020) entitled "The Use of Duolingo Apps to Improve English Vocabulary Learning" this study examines the use of duolingo applications as a medium for students to learn English vocabulary. the results of this study indicate that the reading interest of students who use android media is much better than using traditional media such as books. This is shown by the increase in student learning outcomes by using the Duolingo android application as their vocabulary learning media. This is evidenced by the students' post-test and pretest data which shows a positive value, namely the average value of the post-test is greater than the pre-test ( $57.45 > 79.15$ ), which means that students' vocabulary has increased. in this study also shows that the use of the duolingo application is very suitable to improve students' vocabulary understanding. This is based on questionnaires to learners who get positive results, learners agree that Duolingo can motivate and help them understand vocabulary lessons.

Still in the same study, related research on android-based learning conducted by Sari et al. (2019) entitled "The development of Android-based smartphone learning application on teaching reading comprehension". The aims of this study is to design Learning application with android based to increase student interesting on reading comprehension. The background of this application development is to make it easier for students to get lesson information and understand reading skills through smartphones. The results of this study indicate that the products produced are suitable for use. This was obtained through consideration of the assessment of experts, both material experts and media experts. the assessment of the expert team gave an assessment with a very good category.

Thus, it can be concluded that android-based media can be developed to be produced and tested at a later stage.

Another study conducted by Supriadi et al. (2020) with title of the research “Development of Android Based Learning Media on Multimedia Learning Courses”. According to respondents from material experts and media experts, android-based learning applications can be used as an intermediary medium for student understanding in the teaching and learning process. This is because android media is a media that is easy to use, easy to understand and attracts students to read through smartphones. The study also shows that the majority of respondents think that using android-based learning apps is a useful innovation that can stimulate their curiosity and encourage them to actively participate in education.

The researcher of this study found during his exploration of previous research that using learning apps is not common in English language teaching. Many English-related textbooks, module books, and even ebooks are produced. These are still considered very traditional and boring. Therefore, to introduce new innovations in the reading skills English learning process, the researcher created an android-based learning application to support reading comprehension.