# STUDENTS' RESPONSES ON THE USE OF POWTOON IN EFL CLASSROOM

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## ABSTRAK

*Di era berkembangnya teknologi ini, proses pembelajaran memanfaatkan banyak aplikasi. Salah satu aplikasi yang dapat digunakan dalam pembelajaran bahasa Inggris adalah Powtoon. Powtoon digolongkan sebagai presentasi audio visual yang menyajikan animasi, gambar, suara, dan musik. Penelitian ini bertujuan untuk mengetahui respon siswa tentang penggunaan Powtoon di dalam ruang kelas EFL. Peserta dalam penelitian ini berjumlah lima siswa di salah satu universitas di Bogor. Peneliti menggunakan studi kasus kualitatif dan menggunakan data awal, wawancara terstruktur, dan kuesioner. Temuan penelitian menunjukkan bahwa respon siswa tentang penggunaan Powtoon di dalam ruang kelas EFL adalah: 1) Powtoon dapat membantu siswa dalam belajar bahasa Inggris 2) Powtoon sebagai aplikasi yang menarik 3) Powtoon dapat meningkatkan kreatifitas dan motivasi siswa.*

*Kata Kunci: Teknologi, Ruang Kelas EFL, Powtoon*

## ABSTRACT

In this era of developing technology, the learning process utilizes many applications. One of the applications that can be used in learning English is Powtoon. Powtoon is categorized as an audiovisual presentation that serves alternative animation, picture, sound, voice, and music. This research conducted to find out the students' responses on the use of Powtoon in EFL classroom. These participants were five of the students at one of a university in Bogor. The researcher used a qualitative case study and used preliminary data, structured interviews, and close-ended questionnaires. The findings of the research showed students' responses on the use of Powtoon in EFL classroom were: 1) Powtoon can help students in learning English 2) Powtoon as an interesting application 3) Powtoon increases students' creativity and motivation.

**Keyword**: Technology, EFL classroom, Powtoon

## INTRODUCTION

For centuries foreign language teaching approaches, methods and techniques have been changing because of different factors. Learning a foreign language is a challenging process and students always need motivation and encouragement during this period (Binnur, 2009). Technology might be one of the factors which affects students' attitude positively in the teaching/learning process. Moreover, technology not only gives learners the opportunity to control their own learning process, but also provides them with ready access to a vast amount of information over which the teacher has no power or control (Lam & Lawrence 2002 as cited in Mollaei and Riasati, 2013). The technology is a useful tool for the students and help their learning become more interesting and challenging. One of them is animated video. Related to the English subject, animated video can be a good media since students can imitate what they see and hear". Then, it helps the students to understand and remember the language easily (Khalidiyah, 2015). One of animated video that can be used in teaching and learning English is Powtoon. Semaan and Ismail (2018) point out, "Powtoon is a web-based tool that offers a wide array of media options, graphics, cartoons, and animated images to create animated presentations that flow smoothly and logically. It also features classroom accounts for project-based learning". Many students learn something in different ways, either with the teacher who has their own ways. Especially from the utilization of technology, every teacher would expect all students to understand the material easily. However, every student has their own perception and challenges in learning through Powtoon software (Sutisna et al., 2019). Powtoon is actually same with Power Point as media to make presentation. There are the differences between Powtoon and Power Point which is Powtoon has various animated characters that can make the material

delivered more interesting. Powtoon is categorized as audio visual presentation which serves the alternative animation, picture, sound, voice and music. So, it helps teacher in teaching and learning English and becomes enjoyable and interesting.

## THEORETICAL FRAMEWORK
### Technology in EFL Classroom
As pointed out by Lynch and Campos (2014), "As a matter of fact, computer technology is the greatest technological tool to empower students language learning because with computers learners can access different applications like internet, email, software, games, speech processing, digital videos among others which gives them the access to different authentic materials, sources and tools that will motivate them to learn and use English". Moreover, technology and English language education are very closely related. Although the use of technology was very positive in the learning process, it slowly became unattractive and boring (Singhal, 1997).

### The Advantages of Using Technology
Nowadays, the use of technology in the classroom becomes a necessity in learning a foreign language. There are some advantages using technology in EFL classroom. As pointed out by Pourhosein (2015 as cited in Trasierra papers, 2018), "The implementation of technology increases the learners' interests and motivations. Learners find new information that cannot be found in traditional tasks and it also helps to develop their language creativity".

On the other hand, Mollaei and Riasati (2013) emphasizes that the implementation of technology in classrooms has become an important change of teaching. Technology enhances the classroom atmosphere, and learners can manage their own learning process. The classroom becomes more learner centred. The authors agree that technology is a beneficial for learners. It increases motivation and give opportunities to learn.

### The Disadvantages of Using Technology
There are some disadvantages using technology in EFL classroom. According to Mohamed (2014 as cited in Trasierra papers, 2018), "Teachers have insufficient experience with technology, a lack of confidence, a lack of facilities, and a lack of training. Moreover, preparing materials is time consuming and often teachers are not available".

In addition, Pourhosein (2015) states that restricted internet access as a barrier. There are still places where the internet does not have the necessary access points. Then, limited class hours as an obstacle. In some cases, there are few computers in schools and students cannot train enough. As a result, teachers have to teach technical aspects when they are teaching English. As a consequence, they lose English time (Mollaei and Riasati, 2013).

### Definition of Powtoon
According to Chandler (2015), "PowToon was found by Ilya Spitalnik and Daniel Zaturansky in 2012. Described as online business presentation software, Powtoon offers the opportunity to create free animated videos as an alternative to current popular brands. There are three different levels of registration: free, with basic features, and two options to subscribe which offer opportunities for using additional styles, props, characters".

## METHOD
The researcher used Qualitative Descriptive research with Case Study as research method. Case study is the appropriate research method because this research want to know the students' responses on the use of Powtoon in EFL classroom. Case study method enables a researcher to closely examine the data within a specific context. Case studies, in their true essence, explore and investigate contemporary real-life phenomenon through detailed contextual analysis of a limited number of events or conditions, and their relationships (Zainal, 2007). Yin (1984:23) defines the case study research method "as an empirical inquiry that investigates a contemporary phenomenon within its real-life context; when the boundaries between phenomenon and context are not clearly evident; and in which multiple sources of evidence are used". This research conducted at one of university in Bogor. The researcher choose participants by preliminary data that asked about their experience with Powtoon. From 10 students the researcher only takes 5 as participant. The researcher uses preliminary data, questionnaire, and semi-structured interviews to collect the data.

The researcher preparing online questionnaire and interview guideline, the researcher asks participants to fill the questionnaire in google form, the researcher share the link of questionnaire to the

participants, the participants need to answer 8 (yes/no) question, then, interviewing the students and recorded it through sound recorder, analysing the data that gained from questionnaire and interview, interpreting the findings from those instruments, making a conclusion based on the data.

## RESULT AND DISCUSSION

This section explains the data findings and relation to the research questions. There is a result of students' responses on the use of Powtoon in EFL classroom.

### The Result of Preliminary Data

The researcher asked to 10 students about their experience in using Powtoon and all of the students have been used Powtoon in learning English. Most of the students said that they were common with Powtoon and a few of students said that they were fully understand with Powtoon. Thus, it can be concluded that all of the students are familiar with Powtoon.

### Students' Responses on Powtoon Helps Students' in Learning English

From the result, the researcher found some responses on the use of Powtoon in EFL classroom. First, students' responses on Powtoon help the students' in learning English. In the questionnaire result, all of the participants agree that Powtoon help the students' in learning English because Powtoon help them present the presentation and remember the material better. On the other hand, the interview result showed that all of the participants agree that Powtoon help them in learning English because it can enhance students' understanding the material. The data supported by the theory from Purnamasari and Maolida (2018) point out, "In this case, Powtoon is able to bring concepts alive for students, hold their attention and help them retain information. In terms of students' ability development, instructor has many ways to explore their abilities by using the features offered by the tools". The data were also supported by the theory from Sutisna et al. (2019) states, "Since the students' understanding is the key in the learning process and each student needs to improve their abilities by understanding the information from the teachers, it can be different when students learn something with a piece of software that they may never have seen before. Furthermore, learning with a new thing can affect student's understanding

process in teaching and learning process". From this point, it can be conclude that the use of Powtoon help students' understanding in learning English.

### Students' Responses on Powtoon as an Interesting Application

In the questionnaire result, most of the participants agree that Powtoon as an interesting application because there are a lot of animation, sound, and images. Then, the interview result showed there a few of participants was a positive and negative response in this point. The data supported by Puspitarini et al. (2019) mentioned that, "This Powtoon application is actually almost the same as the PowerPoint application that is commonly used to make presentation media. The way it works is by filling in existing slides with presentation material. Then slides containing material are combined with animations and transitions to make it more interesting. The difference is in the existing animated characters. In Powtoon there are various types of animated characters that can support the material presented. Various animated characters will also make the material delivered more interesting".

On the other hand, the data were also supported by the theory from Sutisna et al. (2019) point out, "These online visual presentations are a fast and eye-catching way to deliver information to diverse audiences within a very short time period. In terms of PowToon software that provides a lot of animation tools, text choice, clip art, and sound. Everyone can create the animation video through this software with ease". From this point, it can be conclude that Powtoon as an interesting application because there are various types of animated characters, sound, text, etc.

### Students' Responses on Powtoon Increasing Students' Creativity and Motivation

Third, students' responses on Powtoon increasing students' creative and motivation. The questionnaire result showed that all of the participants agree that Powtoon increase students' creative and motivation. In the interview result, most of the participants agree that Powtoon increase their creative and motivation because the students can make the video with animation and sound. The data supported by Purnamasari and Maolida (2018) states, "The implementation on the use of Powtoon as a tool to optimize students' skills in designing presentation consists of two

stages: introduction to Powtoon features and design the presentation". Then, Buchori and Cintang (2018 as cited in Ramachandiran and Mahmud, 2019) affirms that creative thoughts and ideas will emerge and develop if the process of learning technical subjects in the classroom uses appropriate learning approach such as Powtoon.

The data were also supported by the theory from Bahtraedu (2015) states, "There are several advantages of the use of Powtoon audio visual media such as: it is interactive; it covers all aspects of senses; it is practically used; it is collaborative, it can be used in big group of students; it is more various; it gives feedback; and it can motivate students". From this point, it can be conclude that the use of Powtoon increase students' creative and motivation because the students' can create the presentation well.

## CONCLUSION

The students' responses on the use of Powtoon in EFL classroom had positive result. All of the students enjoy when using Powtoon in the class because Powtoon make them creative, motivated, and help them understand the material in learning English. They said the use of Powtoon are interesting because there are a lot of animation, graphic, and sound. Moreover, all of media had the disadvantages. The disadvantages of Powtoon are the students should learn how to use Powtoon well, need a good internet access, and there are a few of animation should be paid. On the other hand, the use of Powtoon can be used as an appropriate media for teaching and learning English to make the students enjoy in the class.

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