

Application of English Language Learning to Children Based on Digital Media

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Abstract

Digital-based learning is carried out to help the process of English communication interaction between teachers and students. To achieve learning goals and increase learning outcomes. Teachers must be able to develop ideas in creating learning media. In this case, the use of digital-based learning media such as using animated video images and audio as intermediaries to convey learning material.

This research describes how to apply digital media-based English language learning to children. The research method is qualitative research by conducting interviews, observation and documentation. The research results show that digital learning media can increase children's participation in learning English. Attractive digital-based learning media can empower children and develop children's imagination when learning English. In this case, it can be concluded that learning English by applying digital media as a learning medium can increase children's participation, however there are several challenges related to access and digital skills of teachers that need to be improved to optimize the English teaching process.

Keywords: Children; Digital Media; English Language Learning.

Introduction,

Digital media as a means of conveying information is present through the development of Communication and Information Technology which currently plays an important role in people's lives. Learning media using technology is developing rapidly and is currently used as a learning medium. Digital-based learning is learning through tools or technology that can attract interest, especially children, to hone their skills according to the times and is designed to provide opportunities for children to develop their reasoning power, imagination and ability or creativity to learn all things.

As time goes by, the world is in an era of globalization that demands being able to communicate on the international stage. Language also has a very important function in the living system because it is the most important key for society to communicate. This is because good communication is not only communication between groups in society but also global communication in the international world, the language used by society as a connecting language in communication is English. This is what makes English studied by almost all countries in the world.

Based on the results of Mulyadi's (2023) research conducted at the same location regarding the interest in learning English among the children of Literacy Village 26 Ilir in Palembang City. The results show that children have high interest in learning English and that learning English is something that is interesting and much needed at this time. Furthermore, research conducted by Satriana (2022) related to digital-based learning media. Based on the results of this research, it can be concluded that the application of digital-based learning media is effective in stimulating early childhood literacy skills in PAUD institutions by preparing the tools needed by teachers in application of the learning media. These literacy skills also include important indicators ranging from word reading, letter knowledge, knowledge of letter sounds, phonemic awareness, and understanding of writing concepts.

The current development of digital technology, as a teacher, should be able to take advantage of technological advances for students' learning, especially English language learning, not only following developments but also having to make good use of them so that technological developments are not in vain, such as the use of computers, multimedia, the internet and other facilities. other audio visuals for learning. Therefore, through this research we can illustrate how to apply digital media-based English language learning to children. For this reason, through this research, researchers focus more on the use of digital learning media as learning facilities and infrastructure in the 26 Ilir Literacy Village in Palembang City which has implemented digital-based learning media and maximized the learning process through digital-based learning media. It is hoped that through the research the author has conducted, he can contribute and describe the use of existing facilities and infrastructure, especially through digital-based learning media.

Research Methodology,

The research method used by researchers in this research is qualitative research. Qualitative research is a strategy chosen by researchers to observe or describe a phenomenon, collect information and present the results of this research. Qualitative research is research that uses a naturalistic approach to seek and find meaning or understanding of a phenomenon. Data collection uses a qualitative approach, namely research that aims to understand the phenomena experienced by a research subject, by descriptive means in the form of words and language, in a special natural context, and by utilizing various scientific methods (Moleong, 2017: 6)

Data collection techniques are an essential step in research, with the main aim behind research being to obtain information (Sugiyono, 2008:62). The data collection technique in this research was carried out using the following method: First, Interview. The interview method is a data collection tool that is powered by other instruments. But as a method, interviews are the main instrument that needs to be informant-centered. (Purhantara, 2010:81). Furthermore, the informants in this research are individuals in the research setting who are empowered to provide data about the conditions and situations of the research setting. Informants are empowered to talk, discuss, or compare events encountered from various topics or other subjects (Moleong, 2017: 248). This research utilizes a purposive sampling technique, namely the selection of informants is carried out specifically based on predetermined standards, and based on the research objectives that have been created. This aims to ensure that the information obtained is valid information, from sources that truly understand the problem. Second, Observation. This method is the researcher's perception of the research object. We can collect information when a phenomenon occurs and can observe more closely to document all the phenomena that occur. The instruments used are observation sheets, observation guides and voice recording devices. The observation method can create much more detailed information about behavior (subjects), objects and events (objects) than the interview method (Purhantara, 2010: 87). Lastly, Documentation. According to Purhantara (2010:62), documentation studies are a source of secondary data needed in research.

Data analysis is the process of systematically solving and collecting data obtained from interviews, notes in the field, and different materials so that it is straightforward, and the findings can be disseminated to other people. Data analysis

is completed by sorting information, describing it into units, combining it, organizing it into forms, choosing what is important and what will be studied, and creating conclusions that can be conveyed to others (Sugiyono, 2008: 88).

Furthermore, Sugiyono (2008:92-99), explains that the elements in data analysis are: 1. Data Reduction, Because there is quite a lot of information collected from the research location, it is necessary to record it carefully and in more detail. Reducing data means summarizing, selecting basic things, focusing on important things, looking for themes and patterns. In this data reduction process the author really looks for substantial data. 2. Data Presentation, The presentation of data is limited to a collection of structured information that provides the possibility of drawing conclusions and taking action. Data presentation is carried out in the form of short descriptions, graphs, relationships between classifications, flowcharts, and so on. As a result of showing the data, it is easier for the writer to interpret what happened and plan further work according to what has been understood. 3. Drawing Conclusions / Verification, The conclusion is another finding that has never been seen before. Findings can be in the form of a description or picture of an object that was previously vague or dim so that after research it can become clearer.

Findings and Discussion,

Findings

The application of English language learning to children in the 26 Ilir Literacy Village, Palembang City, South Sumatra based on digital media can be useful as a support in the learning process or outcomes. In this study, the research subjects were volunteers or teachers in the literacy village consisting of 1 (one) person as the key informant, namely the teacher and owner of the foundation and 3 (three) people as supporting informants who were volunteer teachers for children in the village. Literacy 26 Ilir.

The first finding relates to the impact of implementing digital media-based English language learning for children. Based on the results of interviews with informants, it was found that there are many impacts in implementing learning using digital-based learning media, one of which is when using digital-based learning media, there is an increase in children's interest in learning English, this is shown by the comparison before and after using the media. Digital media in the English learning process can be said to be a tool that can be used as an intermediary in a

learning process to convey material provided by teachers or volunteers in the Literacy Village to their students. Using digital-based learning media can make the learning atmosphere more interesting than before and digital-based learning really influences children's learning outcomes and the process of using learning media can improve learning outcomes which can motivate children to learn English.

"Yes ma'am, the biggest impact we feel when using digital media in learning English, especially for young volunteers, is that the learning becomes more interesting for children to take part in the learning. By using digital media, children are attracted to the images or visuals displayed. Not to mention the singing or music that supports learning, it attracts children." (key informant)

"Digital media has an influence on children's enthusiasm for learning English. Children are easily influenced by the sound or appearance of the learning media that we provide. So it can motivate children to come and study here." (supporting informant)

The second finding is related to the role of digital media in the English language learning process in Literacy Village. From the results of interviews in this research, it shows that all informants agree that digital learning media is learning media that uses technology such as laptops, cellphones and other electronic items which play an important role in achieving learning goals and outcomes. This can be seen based on the results of observations which reveal that the digital teaching media applied is a learning model that uses technology such as laptops, cellphones, a type of electronic item that can be connected to the internet network and can be used for teaching materials as needed. Furthermore, based on the results of interviews with supporting informants, digital media in the application of English language learning is one of the learning components that plays an important role in achieving learning goals and outcomes.

"To achieve learning objectives, of course the use of digital media is very helpful. The use itself can be of various kinds, the ones commonly used here are laptops and cellphones. However, we are usually assisted by a projector." (key informant)

"Learning English here is usually through several media that use technology such as laptops, cellphones or other electronic items. Digital media itself has an important role in achieving learning goals and outcomes." (supporting informant)

The third finding, based on the results of interviews, shows that there are many reasons why volunteers or teachers at Literacy Village 26 Ilir implement digital-based English learning. According to the interview results, one of the reasons for this is because digital learning media can stimulate children's literacy skills. This is in line with the results of interviews with key informants which revealed that digital media is very effective in the learning process. This is because through digital media teachers or volunteers can use live animations with various cute themes to make children focus. Apart from that, digital media can also provide various innovations in the world of education, where conventional learning that is still rigid and monotonous will sooner or later be replaced by learning that uses digital media and is considered more practical, flexible, and not limited by time and space. The same thing was expressed by supporting informants who also explained that digital learning media is very effective in stimulating children's learning abilities in the Literacy Village because various models or creations can be added to learning, such as introducing letters through learning videos with animated music and so on.

"Here, the use of digital media is very effective in the learning process. because through digital media teachers or volunteers can use live animations with various cute themes to make children focus. "Digital media can also provide a variety of innovations where learning that previously was still rigid and monotonous will sooner or later be replaced by learning that uses digital media which is more practical, flexible, and not limited by space and time." (key informant)

"Here you can see directly how to learn English using digital media. Increased learning due to the application of digital media is usually because children are always interested in new things and technology is something new for children, therefore volunteers or teachers here must be able to utilize technology to attract children's interest in learning. "Digital learning media is very effective in stimulating children's learning abilities here because the learning media can be creative, such as introducing letters through learning videos with animated music and so on." (supporting informant)

The fourth finding is related to things that need to be prepared in implementing digital media-based English learning. According to the interview results, the application of digital media-based English language learning, apart from preparing technological tools such as laptops and cellphones, in the process of

using digital media, is preparing the necessary devices such as laptops and applications that support digital learning media. Apart from that, we also prepare learning materials, both in the form of learning videos which are packaged as attractively as possible using supporting applications.

"What needs to be prepared in implementing digital media-based English learning is technological tools such as laptops and cellphones, then preparing the necessary devices such as supporting applications." (key informant)

Based on observations made on children in the 26 Ilir Literacy Village in Palembang City for 1 (one) month with 8 (eight) lessons consisting of 6 (six) meetings with learning using digital media and 6 (six) meetings with learning without using digital media. The details consist of:

Table 1. Child Data

Gender	Total
Female	10
Male	10
Total	20

Source: Research Data, 2024

From the table, there are 20 children from Literacy Village 26 Ilir, consisting of 10 (ten) girls and 10 (ten) boys. Meanwhile, after conducting observations, the results showed that the level of enthusiasm of the Literacy Village children with an observation period of 1 (one) month with 8 (eight) learning sessions consisting of 6 (six) meetings with learning using digital media and 6 (six) meeting with learning without using digital media, there were 17 (seventeen) children from Literacy Village 26 Ilir who were enthusiastic in the learning process using digital media and there were 12 (twelve) children from Literacy Village 26 Ilir who remained enthusiastic in the learning process without using digital media. Furthermore, it is known that 3 (three) children from Literacy Village 26 Ilir are less enthusiastic in the learning process using or not using digital media and there are 2 (two) children from Literacy Village 26 Ilir who are only enthusiastic about the learning process using digital media and 3 (three) who are not enthusiastic about the learning process without using digital media. The details can be seen in table 2 below:

Table 2. Children's Enthusiasm Level

Learning	Enthusiastic	Less Enthusiastic	Not Enthusiastic
Digital Media	17		
Without Digital Media	12	2	3
Digital Media		3	
And			

Without Digital MediaSource: Research Data, 2024

From the table above, it can be seen the level of enthusiasm of the children of Literacy Village 26 Ilir in using digital media as a learning medium. After obtaining this data, when examined further, the reasons for several children being sampled can be found using random sampling techniques. So it is known that children are more interested in digital media, the display of images and videos is one of the attractions for children in participating in learning. It is also known that three (three) children are less interested or less enthusiastic in the learning process using or not using digital media because the children's personalities are closed and not confident and are not easy to get along with and adapt to. This is known from the results of interviews with volunteers.

Furthermore, for the 3 (three) who are not enthusiastic about the learning process without using digital media. It is known that these children only came for 1 (one) to 2 (two) days in the learning process because the learning method given on the first day used digital media and then on the second day did not use digital media, making the children not interested in returning to learning because of the assumption if the next lesson does not use digital learning.

Discussion

This research can illustrate how to apply digital media-based English language learning to children. For this reason, through this research, researchers focus more on the use of digital learning media as learning facilities and infrastructure in the 26 Ilir Literacy Village in Palembang City which has implemented digital-based learning media and maximized the learning process through digital-based learning media.

The application of English language learning to children in the 26 Ilir Literacy Village, Palembang City, South Sumatra based on digital media can be useful as a support in the learning process or outcomes. The impact of implementing digital media-based English language learning for children. Based on the results of interviews with informants, it was found that there are many impacts in implementing learning using digital-based learning media, one of which is when using digital-based learning media, there is an increase in children's interest in learning English, this is shown by the comparison before and after using the media. the digital. Similar

things were expressed in research conducted by Kurniasih (2019) with the research title "Digital media in early childhood", from the discussion in his research it was explained that the role of teachers in using digital media is very important, this is because it can attract interest and motivation for young children. early. Furthermore, digital media can also be an innovative and creative alternative learning method so that it can provide refreshment to the learning process. Lastly, the use of digital media can provide a large space for young children to learn material because they can not only hear explanations from the teacher, but can also carry out other activities such as observing, practicing and presenting.

Digital learning is a system that can facilitate students to be able to learn more widely, more and more variedly. The learning material studied is more varied, not only in verbal form, but also in text, visual, audio and movement. Apart from the explanation regarding digital learning, according to Sucipto (2011: 79), digital learning is a form of information technology that is applied in the field of education and can also be in the form of learning in cyberspace or it can also be called E-learning. The term digital learning is more precisely intended as an effort to create a transformation of the learning process in schools or universities into a digital form bridged by Internet technology.

Digital media in the English language learning process in Literacy Village can be said to be a tool that can be used as an intermediary in a learning process to convey material provided by teachers or volunteers in Literacy Village to their students. Using digital-based learning media can make the learning atmosphere more interesting than before and digital-based learning really influences children's learning outcomes and the process of using learning media can improve learning outcomes which can motivate children to learn English.

According to research by Hilmi (2023), the application of digital learning media can be used to support the learning process and outcomes. There are several digital learning media that can be used, such as Quizizz, Padlet, Audacity, text to voice and others. Students feel interested, enthusiastic and happy when taking part in learning using digital media. Apart from that, teaching using digital media can improve their abilities in language learning and provide better concepts in language learning.

The role of digital media in the English language learning process in Literacy Village. From the results of interviews in this research, it shows that all informants

agree that digital learning media is learning media that uses technology such as laptops, cellphones and other electronic items which play an important role in achieving learning goals and outcomes. The digital teaching media that is applied is a learning model that uses technology such as laptops, cellphones, such as electronic items that can be connected to the internet network and can be used for teaching materials as needed. Digital media in the application of English language learning is one of the learning components that plays an important role in achieving learning goals and outcomes.

Digital media is a combination of data or media to convey information so that the information is presented more attractively (Munir, 2013:2). Furthermore, Munir (2013: 4) explains that the use of digital media in education has several features that other media do not have. Among these privileges are:

- a. Digital media in education.
- b. Digital media integrates various media (text, images, sound, video and animation) in one digital program.
- c. Digital media provides an interactive process and provides easy feedback.
- d. Digital media provides ease of systematic control in learning.

One of the reasons is that using digital media as a digital learning medium can stimulate children's literacy skills. Digital media is very effective in the learning process. This is because through digital media teachers or volunteers can use live animations with various cute themes to make children focus. Apart from that, digital media can also provide various innovations in the world of education, where conventional learning that is still rigid and monotonous will sooner or later be replaced by learning that uses digital media and is considered more practical, flexible, and not limited by time and space. Digital learning media is very effective in stimulating children's learning abilities in Literacy Village because various models or creations can be added to learning, such as introducing letters through learning videos with animated music and so on. The application of digital media-based English learning, apart from preparing technological tools such as laptops and cellphones, in the process of using digital media, is preparing the necessary devices such as laptops and applications that support digital learning media. Apart from that, we also prepare learning materials, both in the form of learning videos which are packaged as attractively as possible using supporting applications.

The effectiveness of learning can be increased when a variety of media are used that attract students into learning activities (Safitri, 2024). Digital learning media is used according to learning needs, Canva is combined with animated videos and YouTube as a medium to explain the material, Quizziz as a medium to test students' understanding which contains questions that are appropriate to the material, and Microsoft Word to organize student activities (Cibro, 2023). Creating digital-based media can attract students' attention so that it can increase students' interest in learning. When explaining the material, the teacher can display a video or image to make it easier to convey the material. By using learning methods like this, students will grasp the lesson material more quickly. Because the material and explanations given by the teacher are explained using a media display that students see directly through digital media and students will easily remember it (Sari, 2024).

Digital media can be an innovative and creative alternative learning method so that it can provide refreshment to the learning process (Kurniasih, 2019). Increasing student learning activity to the maximum by using interactive media in online learning can be done by increasing student motivation and attracting student interest at the beginning of the lesson, providing direct experience to students, repeating lessons using quiz games (Basir, 2021). Digital media-based learning has a positive impact on early childhood development, but there are also negative impacts. The negative impacts that arise can be anticipated with strategies for implementing appropriate and appropriate use of digital media in early childhood (Nurjanah, 2021).

The impact of implementing digital media-based English language learning for children. Based on the research results, it was found that there are many impacts in implementing learning using digital-based learning media, one of which is when using digital-based learning media, there is an increase in children's interest in learning English, this is shown by the comparison before and after using digital media. . Digital media in the English learning process can be said to be a tool that can be used as an intermediary in a learning process to convey material provided by teachers or volunteers in the Literacy Village to their students. Using digital-based learning media can make the learning atmosphere more interesting than before and digital-based learning really influences children's learning outcomes and the process of using learning media can improve learning outcomes which can motivate children to learn English.

The role of digital media in the English language learning process in Literacy Village. Based on the research results, it shows that all informants agree that digital learning media is learning media that uses technology such as laptops, cellphones and other electronic items which play an important role in achieving learning goals and outcomes. This can be seen based on the results of observations which reveal that the digital teaching media applied is a learning model that uses technology such as laptops, cellphones, a type of electronic item that can be connected to the internet network and can be used for teaching materials as needed. Furthermore, based on the results of interviews with supporting informants, digital media in the application of English language learning is one of the learning components that plays an important role in achieving learning goals and outcomes.

Digitalization of learning media makes the transfer of information easy and fast (Pradana, 2022). The influence of digital media on learning effectiveness shows increased proficiency in teaching techniques thereby fostering enthusiasm among students (Nurqozim, 2023). In its role, the role of digital media in the field of education, digital media plays an important role in learning. This can be seen as a varied learning media, unlimited access to material, learning material that is more interesting, and can create teaching methods that are not monotonous and forced in activities. . Digital media also has the effect of increasing interest in learning, can improve the quality of education (Nurrohman, 2023). Although digital game-based learning facilitates increased digital etiquette literacy, motivation and learning engagement of students, there are certain limitations that require further investigation (Zheng, 2024).

Based on research results, there are many reasons why volunteers or teachers at Literacy Village 26 Ilir implement digital-based English learning. According to the interview results, one of the reasons for this is because digital learning media can stimulate children's literacy skills. This is in line with the results of interviews with key informants which revealed that digital media is very effective in the learning process. This is because through digital media teachers or volunteers can use live animations with various cute themes to make children focus. Apart from that, digital media can also provide various innovations in the world of education, where conventional learning that is still rigid and monotonous will sooner or later be replaced by learning that uses digital media and is considered more practical, flexible, and not limited by time and space. The same thing was expressed by supporting informants who also

explained that digital learning media is very effective in stimulating children's learning abilities in the Literacy Village because various models or creations can be added to learning, such as introducing letters through learning videos with animated music and so on.

Where digital media is used in educational settings, adult-child co-use is also encouraged wherever possible either through one-to-one support or in group settings, although further research is needed to explore co-use in educational settings (Taylor, 2024). Based on the results of research related to things that need to be prepared in implementing digital media-based English language learning. The application of digital media-based English learning, apart from preparing technological tools such as laptops and cellphones, in the process of using digital media, is preparing the necessary devices such as laptops and applications that support digital learning media. Apart from that, we also prepare learning materials, both in the form of learning videos which are packaged as attractively as possible using supporting applications.

Conclusion and Suggestion

Digitizing learning media is an important thing to do, as when using digital-based learning media there is an increase in children's interest in learning English, this is shown by the comparison before and after using digital media. Digital media in the English learning process can be said to be a tool that can be used as an intermediary in a learning process. Digital media in the English language learning process in Literacy Village shows that it plays an important role in achieving learning goals and outcomes. Technological developments will continue to develop over time, opportunities for the development of learning media will become more varied and become new challenges for the world of education. Therefore, research on learning media can continue to be an interesting thing to continue researching in order to contribute to increasing insight and knowledge.

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