IMPROVING CRITICAL LISTENING SKILLS THROUGH MOBILE LEGENDS SHORT MOVIE

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ABSTRACT

Direct communication may be mastered like a child's ability to communicate in his or her native language. Because students are used to hearing and pronouncing English, it is thought that practicing listening activities would help establish a more natural learning environment for the language. The research method is using encompass quantitative method via the use of open-ended questionnaire and test which might be given to the students to guide the result of this studies. The result of this research is the control class has the higher result since the pre-test and the post test than the experimental class. It seems that the control class has a improvement for listening skill in doing short movie of mobile legend bang-bang learning.

Keywords: *communication, listening skill, mobile legend bang-bang*

INTRODUCTION

Listening is a subject that is rarely done in the classroom. There are many factors behind this problem. For the first reason, many teachers complain about the listening infrastructure. Another problem is that teachers put more emphasis on learning grammar. Listening is the first element that students must master (Huda, 2020). It is natural for humans to first understand other people's languages through listening. The Mobile Legend genre was developed specifically for use on smartphones, and it has an accompanying virtual control pad that guides players through the game's gameplay, which consists of two teams competing against each other to demolish and protect strongholds.

The Mobile Legend genre was developed specifically for use on smartphones, and it has an accompanying virtual control pad that guides players through the game's gameplay, which consists of two teams competing against each other to demolish and protect strongholds. This game has three lines, which are referred to as top, middle, and bottom, respectively. A group of five players is given one hero to control during gameplay and also gets access to a small army that assists in combat against foes and henchmen. Among the many different kinds of online games, the Mobile Legend game is one that has a significant following.

This game makes an attempt to mix a MOBA basis (massive online battle arena) with

two other kinds of genres, namely Real-Time Strategy (RTS) and Role Playing Game (RPG). In this game, the player plays the role of the opposing team and strives to defeat them. In this video game, each hero character fulfills a unique function and relies on the cooperation of their teammates to achieve victory. This game has heroes with more distinct personalities and backgrounds, such as the hero Fanny, who is based on a well-known anime character. This game can only accommodate 10 players total, with five players on each of the two teams. Only one hero out of a selection of possible heroes may be selected by each participant. To put it another way, gamers will not have access to all the heroes. The duration of time spent playing one round of the game is around 10 minutes.

This game has heroes with more distinct personalities and backgrounds, such as the hero Fanny, who is based on a well-known anime character. When one of the teams is successful in destroying the other's base, the game is over. Because it is so simple to install on a mobile device, a player is able to access it at any time and in any location. Based on previous research, this study aimed to improve listening skills through mobile legend short films. Introduction Listening is very important for foreign language learning.

The center line, the top line, and the bottom line are the three primary lines that may be found on the map. Each lane is protected by a turret guard, which will immediately assault any enemy units that enter that lane. Each lane also has a "barrack" structure, which, if destroyed by the opponent, will make any creeps or minions controlled by that opponent more powerful. If the adversary is successful in destroying all of the "barracks," the allied side will be able to field a super minion that is far more powerful than regular minions. When one of the teams is successful in destroying the other's base, the game is over. Because it is so simple to install on a mobile device, a player is able to access it at any time and in any location.

Evidence that listening is important was due to the condition of listening problems at school. Based on the preliminary research conducted during PPL on October 24–December 24 at SMK PGRI SOOKO, it can be concluded that the listening problem in SMK is the result of observations and interviews with the class teacher, Drs. Ellia Rahmanu S.Pd

1. Students are less interested in listening to materials delivered Students are less interested in listening without a video or picture.
2. From the above problems, there are several previous studies that provide solutions that have been tested academically, including:

The researchers believe that an individual's level of aggression will directly correlate to their level of time spent playing online games. They may be more interested in developing virtual pals to occupy their free time, which may serve as an escape medium from unhealthy interpersonal interactions and emotional management. quite experienced in direct communication, one can master it like a small child who can naturally speak according to his mother tongue. However, what happened in Indonesia was not like that. Many children still have difficulty learning English as a foreign language.

LITERATURE REVIEW

Listening
Listening is more complex than hearing. (Harmer, 2001) expresses that, "listening is a

"receptive skill" where people obtain the main idea according to what they hear" (p.7). Listening to text is good pronunciation models, in other words, and the more students listen, the better they get, not only in understanding speech, but also at speaking themselves. Certainly, it's miles well worth remembering that a hit spoken communication relies upon now not just on our capability to talk, but also on the effectiveness of the manner we pay attention. In the other side, (Lindsay, 2006) states that, "we were listened to a wide variety of things" (p.45), for example; what someone says during a conversation, face to face or on the telephone; announcements giving information, for example, at an airport or railway station, the weather forecast on the radio, a play on the radio; music; someone else's conversation a lecture, professional advice, for example, at the doctor's, in the bank, instructions, for example, on how to use a photocopier or other machinery; directions; a taped dialogue in class.

Besides Nunan (2001) states that, "listening is a six-staged process, consisting of hearing, attending, understanding, remembering, evaluating and responding" (p.23). those degrees occur in collection and fast succession. the first one is hearing and has to do with the reaction caused by sound waves stimulating the sensory receptors of the ear; hearing is the notion of sound, no longer always paying interest, you must hear to listen, but you need not listen to hear.

Animation Movies

Movies provide a wonderful opportunity for students to gain background understanding to combine with their own understanding about a story or concept ((Hibbing & Rankin, 2003, p.123). (Gambrell and Jawits, 1993) states that, "movie features can help students connect to new information they may have not had background in and adapt their new thoughts, images, and feeling to the text at hand". It also can build students ability in predictions, confirm understandings and increase their imagination through movies (Rankin – Erickson, 2003).

Meanwhile, there are many definitions of animation. Webster says "animation is a motion picture made by photographing successive positions of inanimate objects (as puppets or mechanical part), then Animated cartoon is a motion picture made from a series of drawings simulating motion by means of slight progressive changes. Also, academia uses definition like "created performance", that are carefully worded to establish validity and secure resources for an animation program or class. These definitions function within an environment where animation is often an element that helps flesh out a school's curriculum. Yatimah (2014) states that, "animation movie is kind of movie which involves sounds, recording a series drawing or manipulating in animate object one frame in one time". When projected, the sequence of frames takes on the solution of motion. It uses computer graphic in creating animated image. It also teaches students about history, culture, science, human behavior, moral value and any other subjects.

Mobile Legends Short Movie

Mobile Legend Short Movie is a background story of each character who is in the game Mobile Legends: Bang Bang. Mobile Legends: Bang Bang is a game about destroying towers, so you should focus more on finding a gap in destroying your opponent's tower rather than

killing. There are 113 characters in the game Mobile Legends: Bang Bang. The characters in this game are taken from local wisdom in the world, for example local wisdom in the country of Indonesia, namely there are 2 characters, namely, Kadita and Gatotkaca.

Kadita The Queen of the Southern Seas, Kadita, was once the princess of a small island nation. Admired by everyone, Kadita was considered by all to be genuine, intelligent, and kind-hearted. However, fate often finds its way to hit people with strife. Kadita was no different. As the heir apparent to the king, a member within the royal family grew jealous of Kadita and conspired to ruin her an unknown mage wielding the power of black magic viciously attacked the princess. Kadita came under a powerful spell that robbed her of all her beauty, giving her a strange skin disease in the process.

Next is Gatotkaca "The Man of Steel" was the son of Bima and Arimbi from the Arcapada universe. Since his childhood, Gatotkaca has been a champion of Gods, fighting vicious enemies in his homeland. Once lost and beaten near death, Gatotkaca rose as a mighty warrior from the Pandava clan who possessed supernatural powers, which he had received from the ultimate training inside the cauldron of heaven, Candradimuka. With his Antakusuma armor and Brajamusti-Brajadenta twin gauntlet, he can soar across the skies like lightning and hunt down his enemies.

METHODOLOGY

In this examination, the writer just makes use of the assessment of the group. According to Saifulloh (2019), the comparison of institution typically entails two companies as a concern, an experimental organization and a managed organization. After doing an experimental research or after teaching by using Mobile Legend : Bang Bang Bang short movie the researcher ask student to describe the movie with record their voice. The experimental group receives a treatment of a few kinds that are associated with this study (without the use of English subtitles) even as the control organization gets no treatment (with using English subtitles). Research method refers to the general strategy followed in gathering and analysis the data necessary for answering the question. In this research, the researcher also using pre-experiment research method with the one group pretest-posttest as a design. This research method design is the experiment used only one group without comparison group. Based on Saifulloh (in Arikunto (2002:77), 2019) show the research used experimantal method with the following stages: 1) The implementation of the pretest by using test instrument, 2) The prevision of the treatment by using listening skill to develop English skill and 3)The implementation of the posttest by using instrument (Saifulloh, 2019)

On this studies, the writer additionally did pretest and posttest. Pretest used to decide the capability of the students about the material that will learn earlier than, and to get an know-how of the students prior knowledge. Post-test use to know the students writing ability after taught using Mobile Legend : Bang Bang Bang short movie. The researcher wants to know how far the students can explain when treatment on progress. On the pre-test, posttest and during the treatment the researcher will record student's voice so the researcher easy to analyses the data. The result of the test will show that the students listening ability improve significantly or not so we will know the effectiveness of Mobile Legend : Bang Bang Bang short movie on student.

In this research, the population is the entire class of twelve grade of SMK PGRI SOOKO.

There are four classes of SMK PGRI SOOKO, grade XII with total sample 136 student. After determining the population, the researcher obtain a sample which an obviously important step in conducting a research. For the samples, researcher only took two classes, they were XII BDP 1 that consists of 32 students and XII BDP 2 that consists of 32 students, XII BDP 1 is as the experiment class and XII BDP 2 as the control class. Instrument is the generic term that researchers use for a measurement device (lesson plan, test and questionnaire). According to Muijs (2004) "data collection is done by observing a situation, setting or interaction using the constructed instrument" (p.56). In this research the data were taken from tests (pretest and posttest) and open-ended questionnaire.

Researchers used the T-test formula to determine the difference between pre-tests. Post test scores and scores in experimental classes and control classes. According to (Kadir, 2015), the T-test formula is used as a requirement for Hypothesis Testing in inferential statistical, testing assumptions of normal distribution and homogeneity by using software SPSS.

FINDINGS AND DISCUSSION

From the result of the interview and observation, the researcher found that some students were not enthusiastic in listening activity in the class. The students" competence of listening was unsatisfactory. Moreover some students often had difficulties to generate ideas when they were listening and to understand the spoken passage because they lack vocabulary mastery. The following was the teacher's statement which strengthen the summary.

Researcher : Could you share what is your burden teach listening for low grade student?

Teacher : Based on the observation this listening lesson, student are lazy, they just looking for the picture, without trying to understand what is the movie tell

Researcher : So, the motivation of learning for student is still low?

Teacher : Yeah, probably like that.

8th June 2022

On this occasion, the researcher also made a conversation with some students to know the learning difficulties.

Researcher : Learning English with movie or without it? Which one do you want?

Student 1 : With movie is more interesting, but I cannot understand most of them, LOL

Student 2 : I don't like learning English, I cannot understanding the meaning, I just like the picture

Student 3 : English is difficult with movie or not, only because I learn Bahasa is still difficult too

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After interviewing the teacher and some students, the researcher noted that the students" listening ability had not met the expectation yet. Most of the students had listening problems in terms of identifying the topic sentence and the specific information. The students also had low motivation in learning listening.

Based on the survey, we can see that students show their interest in learning English although not using mobile legend as the material by agreeing is higher in the control classes. It took 35 minutes to finish the Task. The students looked unenthusiastic, there were some of them who were chatting, many times ask for restroom and sleepy. There were some students who cannot answer because they were not careful in doing the task and they did not pay attention to teacher"s instruction. After the questions were answered, English teacher gave an opportunity to student to ask a question but no one of them asked a question.

Only some students could finish the task. Most students did not participate actively in the discussion. Moreover, some students made some mistakes because they were careless in doing the task and did not pay attention to the teacher's explanation and instruction. The researcher also gave a test to know the prior ability in listening comprehension before the action done, which consists of 40 items of objective type test. The researcher and collaborators did the reflection toward the result of listening score before action. The mean result of the test on pre-test was 69,21.

Based on the problems related to the teaching-learning process in listening, the researcher and the teacher discussed the main causes of the problems that needed to be solved. They could give bad effects to students in order to achieve the materials that were given by the teacher.

The teacher asked the researcher to propose some action plans to overcome the field problems. The teacher added that the actions plans should consider the limitation of fund, time, and the ability of the researcher and the teacher in conducting the research.

Data Pretest and Posttest in experimental class (XII BDP I)
Table 1 Result of Pre-Test and Post-Test in Control Class

No	Name	Pre-Test	Post-Test
1	A M	62,5	72,5
2	A	62,5	65
3	A M	67,5	80
4	A A	70	87,5
5	A I R	72,5	87,5
6	A R	67,5	67,5
7	D M S	60	70
8	D G	62,5	77,5
9	E A	65	77,5
10	F N S	72,5	77,5
11	H S	62,5	82,5
12	I P	62,5	67,5
13	L S	67,5	72,5

14	L	62,5	75
15	M R	60	75
16	M	72,5	80
17	R F	62,5	70
18	S	67,5	85
19	S	75	85
20	S	70	87,5
21	S A	67,5	77,5
22	S F	70	77,5
23	S	75	80
24	U M	65	72,5
25	Y S	85	75
26	A J	82,5	87,5
27	P L	77,5	85
28	B N	72,5	90
29	T	70	75
30	H M	75	85
31	Y U	75	75
32	R G	75	75
	$\sum$	2215	2497,5

Based on the table above, the lowest score in pre-test was experiment class 60 and high score was 85. It is different with post-test score. The lowest score in post-test was of experiment class 65 and high score was 90.

a. The successful action

1) Using short movie to comprehend the spoken text was successful.
2) Using new film can improve students motivation in listening process.
3) The students were actively involved in discussion.

b. The Unsuccessful Actions

1) The students got difficulties in memorizing the new vocabulary items.
2) There were some students who did not pay attention during the teaching and learning process. They enjoyed chatting with their friends.
3) They were some students who did not take a part in group work.

Table 2 Result of Pre-Test and Post-Test in Experimental Class

No	Name	Pre-Test	Post-Test
1	A S	62,5	72,5
2	A M	62,5	92,5
3	B B	67,5	85
4	B J	82,5	95
5	E S	87,5	95
6	E S	87,5	92,5
7	F F	80	92,5

8	F H	87,5	90
9	G R	87,5	100
10	H N	90	92,5
11	H R	87,5	90
12	L	87,5	90
13	M	90	97,5
14	M R	82,5	92,5
15	M M	80	92,5
16	M R	90	97,5
17	M	85	95
18	N	87,5	97,5
19	O M	90	92,5
20	P M	85	100
21	S J	85	97,5
22	S	82,5	97,5
23	W N	85	95
24	W K	65	95
25	E E	85	95
26	A S	82,5	95
27	A M	77,5	90
28	B B	72,5	95
29	B J	70	92,5
30	E S	75	92,5
31	E S	75	85
32	F F	75	75
	$\sum$	2590	2957,5

Based on the table above, the lowest score in pre-test of control class was 60 and high score was 85. In post-test score of control class, the lowest score are 72,5 and high score was 100.
(a) The students had good motivation in listening process.
(b) The students could answer the questions based on the short movie correctly and easily.
(c) All of students took part in listening process.

Table 3 The Comparison of the Students' Mean Score of Listening in Control Class

Score	Pre-test	Post-test	Difference
Mean Score	69,53	78,04	8,5

From table 3, it was found that there was a constant increase of students" listening comprehension ability during this Cycle. It can be seen from the score, in pretest the mean score was 69,53 while in the post-test the mean score became 78,04 for students" listening comprehension ability. It increased about 8,5 from pre-test.

Here, the short movie has an important role in increasing the score of the students. Short movie could help the students to understand and identify the generic structure of

the narrative text.

Although some students still made a lot of noise, the researcher found that the use of short movie was effective to improve the teaching and learning process in listening. It could be seen that the students were enthusiastic and did the activities instructed by the researcher. They involved in the class activities and helped their friend of their group to answer the questions. It made class activities more interesting and more enjoyable. It can be said that short movie was useful to increase students' motivation as well.

The researcher also concluded that the use of short movie could help the students in listening. Learning listening became easier for them because they had already understood the steps in listening.

After the researcher conducted, there was a good improvement on students' motivation. Especially when the researcher used the new films of listening materials, it attracted their attention, easily it helped them in comprehending the spoken text. They were not bored, they really enjoyed their activities in using short movie.

After that, the researcher concluded that there were several problems in the teaching of learning process in planning. Some of them were that some students did not take a part in group work. The students still got confused in answering the question and remembering the new vocabularies. the researcher found there was improvement on students" result. They got fewer mistakes in doing the task. The students" listening score was increased because the use of short movie in the teaching and learning of listening. The following was the comparison of the students" listening score in Cycle.

Table 4 The Comparison of the Students' Mean Score of Listening in Experimental Class

Score	Pre-test	Post-test	Improvement
Mean Score	80,93	92,42	**11,48**

The researcher and the research team reflected the action done. From the implementation of the action, it was revealed that applying short movie improved the students" listening comprehension and the students" motivation. The students had fewer mistakes in answering the listening test and felt easy in understanding the spoken text.

Normality test

Table 5 Pre-Test and Post-Test in Control Class
Tests of Normality

	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Pretest Control	.142	32	.097	.937	32	.060
Posttest Control	.142	32	.100	.955	32	.204

The significance value (p) in the Pretest Control Kolmogorov-Smirnov test was 0.97 (p > 0.05), indicating that the data were normally distributed according to the Kolmogorov-Smirnov normality test.The significance value (p) in the Posttest Control Kolmogorov-Smirnov test is 0.100 (p > 0.05), so based on the Kolmogorov-Smirnov normality test, the data is normally distributed.

The significance value (p) in the Pretest Control of the Shapiro-Wilk test is 0.060 (p > 0.05), so based on the Shapiro-Wilk normality test, the data is normally distributed. The significance value (p) in the Posttest Control Shapiro-Wilk test is 0.060 (p > 0.05), so based on the Shapiro-Wilk normality test, the data is normally distributed.

Table 6 Pre-Test and Post–Test in Experimental Class
One-Sample Kolmogorov-Smirnov Test

		Unstandardized Residual
N		32
Normal Parameters[a,b]	Mean	.0000000
	Std. Deviation	4.87404317
Most Extreme Differences	Absolute	.153
	Positive	.093
	Negative	-.153
Test Statistic		.153
Asymp. Sig. (2-tailed)		.054[c]

Table *output* 4.6 above shows *N* = 32, which means the number of samples taken is 32, *mean* = 0.000, which means the average value of the sample *X* to *mean* the population, and the standard deviation = 4.874. There are three significant figures in the *output*:
1) *Most Extreme Differences, p-values D*
2) *Statistical test, Kolmogorov-Smirnov Z*, which in the *output* sample *Z* = 0.93
3) T*he p-value* is listed as *Asymp. Sig. (2-tailed)*, which in this case means *p-value* = 0.54.
The *D* is 0.153 and the *D** (*n* = 0.05, = 32) value obtained from the statistical table is 0.153. Because 0.153 0.242 or D **(*D*) then *H*0 is accepted, which means the data follows a normal distribution.

Paired Sample t-Test

Table 7 Paired Samples Test pre test and posttest control class
Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	pretest	68.94	32	6.390	1.130
	posttest	77.81	32	6.713	1.187

Table 8 Paired Samples Test pretest and posttest experiment class

Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Pretest	76.78	32	8.198	1.449
	Posttest	93.19	32	4.941	.873

Hypothesis Testing

To verify the authentication, the data obtained from the experiment and control class is calculated with assumption as follow:

1. If $H_0 : t_0 < t_t$: Null hypothesis is rejected. It means there is no improvement critical listening skills through mobile legends short movie.
2. If $H_0 : t_0 > t_t$: Alternative hypothesis is receive. It means there is improvement critical listening skills through mobile legends short movie.

Discussion

Based on the t-tabel result, we can see that the control class has the higher result since the pre-test and the post test than the experimental class. It seems that the control class has a improvement for listening skill in doing short movie of mobile legend bang-bang learning.

CONCLUSION

From the discussion in the previous chapter, can be concluded that the differences in test score when the teacher taught using debate technique is:

In the pre-test result, the student found difficulties in identify the variable of the context of the clips. They can not comprehend the listening and combine the pieces of information in text and their understanding after concluding the information gathering through a listening practice through short movie. The student tends to hardly identify the difficulties on clips listening skills and catch the meaning with their knowledge from the discussion they had to listening. In the control class, the student can deliver and understanding what the clips show. Students successfully achieved the listening improvement better than the experiment student class. In the post-test score showed significantly higher process between experiment class and control class. It also shown student high interest during the learning process. So, from what the researcher observe, student already give their effort to while listening class using short clips. From the data above, it can be concluded that using the Mobile Legend : Bang Bang short movie toward listening skill in XII BDP class of SMK PGRI SOOKO practical achieved their listening improvement.

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