

Quiz Training Program through iSpring Suite 8.0 to Junior High School Teachers Tuban

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ABSTRAK

Tujuan penulisan paper ini agar guru dapat membuat sendiri materi pengajaran dan evaluasi menggunakan iSpring. Kemampuan ini sangat diperlukan mengingat para siswa saat ini merupakan bagaian generasi yang sudah akrab dengan internet sejak mereka lahir. Sementara para guru merupakan bagaian dari generasi *digital immigrant*, yang lahir sebelum internet berkembang dengan cepat. Metode yang digunakan dalam bentuk pelatihan dan pendampingan yang dilaksanakan oleh dua orang Dosen Pendidikan Bahasa Inggris dan seorang Dosen dari Fakultas Teknik yang diikuti oleh 36 peserta guru SMP baik dari dalam kota Tuban maupun dari kecamatan lain disepuluh kota Tuban dan dilaksanakan selama empat kali pertemuan. Untuk mengetahui tingkat kepuasan pelatihan, peserta diberikan kuis dan interview. Hasil dari pelatihan ini menunjukkan bahwa sebageian besar peserta merasa sangat antusias, dan bisa membuat sendiri materi maupun evaluasi dalam pengajaran bahasa Inggris. Setelah itu mereka juga berhasil mem *publish* nya dalam format yang *compatible* dengan Android. Hal ini sangat penting karena merupakan perpaduan antara CALL (Computer Assisted Language Learning) dan MALL (Mobile Assisted Language Learning) yang artinya proyek ini pembuatannya menggunakan perangkat computer dan hasilnya bisa diaplikasikan dalam bentuk *mobile (HP)*.

Kata Kunci: guru; iSpring; media; pembelajaran.

ABSTRACT

The purpose of this paper is for teachers to create their own teaching and evaluation materials using iSpring. This ability is very necessary considering that students are now a generation that is already familiar with the internet since they were born. While the teachers are a part of the digital immigrant generation, which was born before the internet developed rapidly. The method used in the form of training and mentoring was carried out by two English Education Lecturers and a Lecturer from the Faculty of Engineering which was attended by 36 junior high school teachers from both the city of Tuban and from other sub-districts around Tuban and held for four meetings. To find out the level of satisfaction of the training, participants were given a quiz and interview. The results of this training showed that most participants felt very enthusiastic, and could make their own material and evaluation in teaching English. After that they also managed to publish it in a format compatible with Android. This is very important because it is a combination of CALL (Computer Assisted Language Learning) and MALL (Mobile Assisted Language Learning), which means that this project uses computer devices and the results can be applied in the form of mobile (HP).

Keyword: iSpring, media, learning, teacher.

Introduction

Today's teachers have exciting opportunities to go beyond traditional practices through the use of innovative technology and media to their students.

Smaldino claimed, when instruction is teacher centered, technology and media are used to support the presentation of instruction. When instruction is student centered, the primary users of technology and media are the students themselves. (Smaldino, 2012: 5-8)

Improving the quality of education in the reality do not always run smoothly. The fact is that many things are obstacles to the teacher. The factor of students' desire to learn is one factor that is difficult to control.

In this digital era, the role of teachers has changed dramatically. Teachers must develop themselves to be able to apply digital technology. Teachers need to have a new mindset, rich in innovation, flexible, creative and adaptive to changing times. Teachers focus more on teaching ethical values, character, culture, character, wisdom, and social attitudes.

John Dewey stated "If we teach today's students as we taught yesterday's, we rob them of tomorrow." (Dewey, 1961). It means that teachers should improve their ability in the using technology and media in the teaching learning process.

There's a yawning gap between teachers and their students.

Students were born in and after 2002 have a different generation, namely the generation of digital natives (or often also called *generation Z*). The main characteristic of this generation, as the name implies, is the 'natives' of the digital world. That is, they have known and been surrounded by digital technology since they were born.

While on the other side the teachers' generation were previously called *digital immigrant*, because they are immigrants in the digital world. They have lived in a time when digital technology was was created, improved, then it changed with the development of technology.

To solve this problem teacher should improve their ability in using technology, communication, and media. They must train to make an innovation in their teaching learning process.

In this occasion we give a training how to make a quiz by using iSpring. We share it step by step and try to explain that most of their students use smartphone, i-phone, and i-pad. So if they can apply iSpring and use it his creation will publish to the students' cellulair phone. Tests and quizzes play an important role in e-learning and provide an array of benefits for both the learner and the instructor (Epignosis, 2013/14: 56)

Purpose of the project

The first aim of this project is to improve the participants' ability in using modern technology in this era. The experimental results show that Computer Assisted Language

Learning (CALL) in grammar teaching does not always improve its mastery skills but has a positive impact on the participation of learning (Anwar & Wardhono, 2017). This application can help them to wide open their knowledge in Computer Assisted Language Learning (CALL), and Mobile Assisted Language Learning (MALL)..

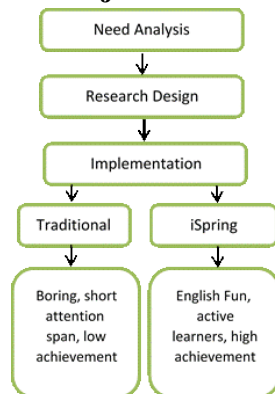
The second aim of this project is as a bridge from the new generation (generation Z) and the previous generation (digital immigrant generation). By using this application, they can share their knowledge and follow the era development.

The third of this project the participants can create new quiz and publish to their students in Android phones, because all the participant are teachers.

METHOD

Research is not a machine to grind out facts. The main machine in all research is a researcher, or a team of researchers by using technology (Stake, 2010: 36). The method of this project implement into four meetings.

Scheme of Project



Need Analysis

Identifying the needs of MALL-based e-Learning specifically for the needs of learning goals and learning needs to the participants through questionnaires and interviews.

Research Design

Planning all the project from the beginning, teaching learning process, collecting materials and tests, validating, and evaluating.

Publishing the materials for internal participants, sharing, and exchanging one each other.

Implementation

Explaining Blended learning is using traditional classroom methods and combining them with online digital media (iSpring).

Time and Place

This project is a collaboration between English Language Education FKIP Unirow Tuban and *Pusat Belajar Guru*.

Day : Every Monday (4 times)

Time : 08:30 AM - 16:30 PM

Place : *Pusat Belajar Guru/PBG* (Teacher Learning Center) Jalan Panglima Sudirman 283 Tuban. We cooperated with Teacher Learning center, because “learner and learning-centered educational processes are defining characteristics of situated learning environment (Naidu, 2006: 15). PBG is Collaboration of the local government, Mobil Cepu Ltd, and Putera Sampoerna Foundation.

Participants

The participant of this project are Junior High School teachers as member of English *MGMP*

(*Musyawah Guru Mata Pelajaran*). They are 15 male teachers, and 21 female teachers from all *SMP Tuban*.

IMPLEMENTATION

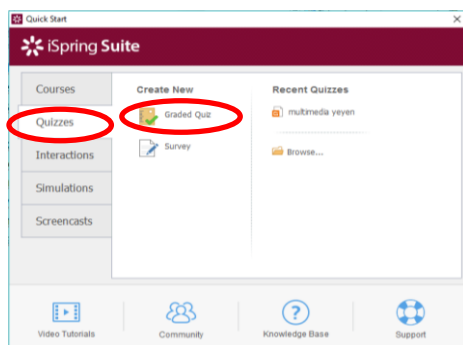
Making the Quiz Using iSpring Suite 8.0

The Steps

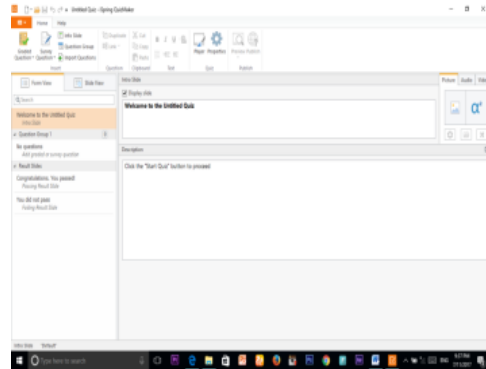
1. Open the I-Spring application that has been installed on the laptop by double-clicking (Double Click) on the application icon (usually located on the desktop)



2. After clicking it will appear the application form as shown like this picture. It will be seen several options that given here. We can make Courses, Quizzes, Interaction, Simulations, and Screencasts from the application. And then select Quizzes → Graded Quiz.

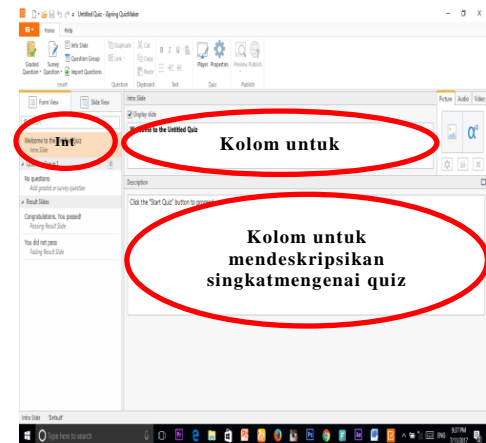


3. When it was clicked, then will appear application form like the picture below. There are many options was given for creating Quiz that located in the part of toolbar.



The Introduction of Tools and Parts of the Quizmaker iSpring Suite 8.0 Application Step in Making Quiz.

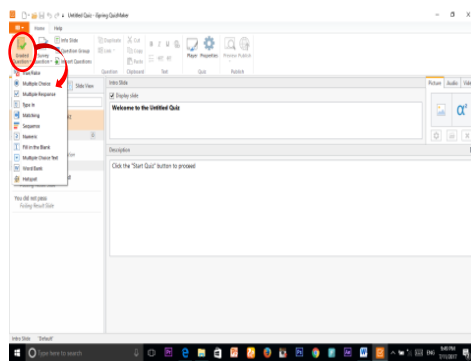
After the application opened/clicked, then will appear application form which contained several tools for creating quizzes that divided into many parts. For creating of the quiz format (yes/no question, multiple choice, etc) it has been provided in the part of toolbar in the application. And for making the question text is has been provided below.



As the first step in creating a quiz application, we make an introduction first before the quiz will be started which has contained the first instructions/ procedures for answering quizzes and the rules to be

given in the quiz. We can make it in the left side of the Intro Slide (can be seen to the picture above). After that we edit the contents of the Slide on the right side. For the upper column, we can write the name/title of the quiz and the column below contains a description of the procedures/ the other explanations.

After making the Introduction Slide, next we're going to go into making the question. Click the slide column of Question Group 1 that under Intro Slide. After that, we choose the kind of questions what we will make. We can choose the type of question in the top of toolbar on the Graded Question icon. Click on the icon, then will appear some options the kinds of questions. For example, we click on the type of multiple choice question. In the right side of column will appear like the picture below.



The Explanation Of Question Types in iSpring Suite 8.0 Application

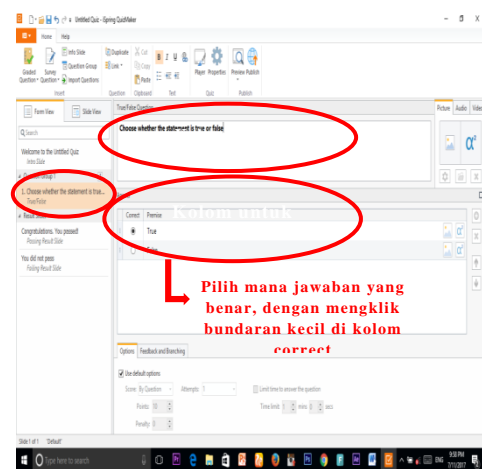
There are about 11 question types that can be chosen/used by the participants in making quizzes, namely are.

1. True false
2. Multiple choice
3. Multiple response
4. Type in
5. Matching
6. Sequence
7. Numeric
8. Fill in the blank
9. Multiple choice text
10. Word bank, and
11. Hotspot

It needs to know, that each of the question has some different characteristics, different questions forms and also different assessmentslightly. Now, we can start it from the first.

1. True and False

The participants must be already knowof this question type, that is commonly/often used by the teachers in giving questions to students. This question type only has 2 answer options, namely as the name implies, true/false that are used to find the truth about a statement in the question. Look at the picture below!

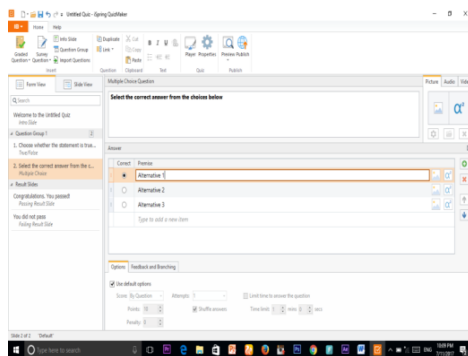


When you have clicked on the type of the question, then the form

quiz will appear like the picture above. For the left column (the red circle on the left) shows our question slide and the type of the questions, it can be seen under the writing there is true/false word. And for the right there are two columns, where the top column as a place to write questions, and the bottom column to set the answer. We cannot edit the answer. And to set it up, we only need to choose the correct answer.

2. Multiple Choices

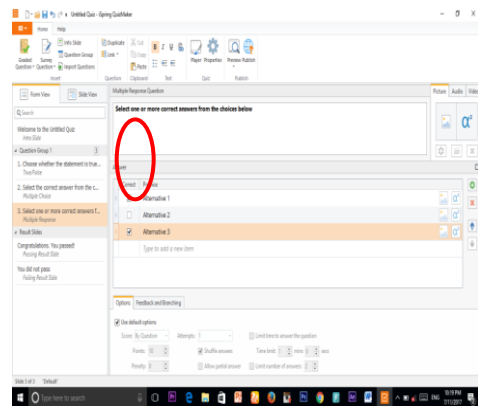
It is a multiple-choice type that generally contains four choices which must be chosen for one of the correct answers.



Almost all types of questions have the same format after we click it, but the difference is usually only in the answer setting column. On the picture you can see three 3 choices. To change the name, we just click on the answer, then we change the answer, just like when rename a file or application. We can also increase or decrease the number of answers that will be given.

3. Multiple Response

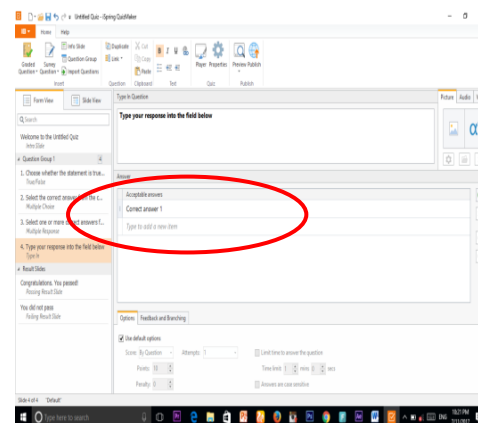
Is a type of question that similar with multiple choices questions. But, the difference in this multiple response, we can give more than one of the correct answer options, it is different with the multiple choices questions where it has only one correct answer.



For setting the answer, it's almost same step with the previous question, but you will choose more than one correct answer, two or more. The way is by clicking on the small box in the "correct" column (circled in red), and then checklist the correct answer.

4. Type in

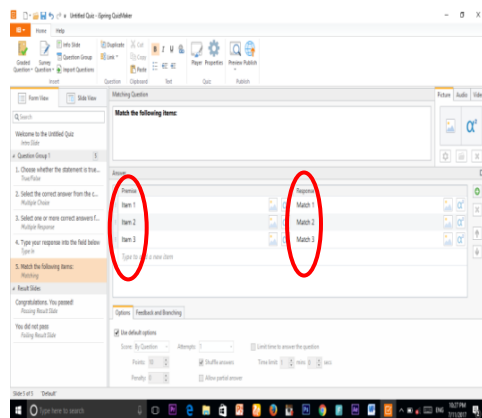
It is a type of question which the answer must be typed directly by the person who answered the quiz.



The differences of this type of questions, when we want to set the answer, we must make the correct keyword. The obstacle in this type of questions is that we cannot give the essay question because the answers that will be different by every participants of this application, and also will be different with the keyword that we have made, and also can make be the uncountables risk. So it is recommended for this type of questions, we must make the question with the simple and exact answer.

Example: She (is/am/are) so beautiful
(for the column above of the question)

Answer: She is so beautiful



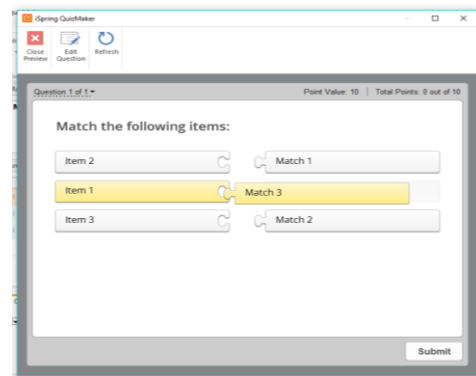
So in the top column we can write like that, by giving instructions, for example, "make a sentence using the correct be" then write a sentence that is not equipped with to be. And they have to write the full sentence along with the be. But before, we have to write keywords in the answer column according to the correct answer, namely She is so beautiful

And need to be considered is to write the answers keyword, large or small letters will have no effect, but the using of symbols will effect, such as spaces, periods, commas, etc. So it must be right to be paid attention to make the assessment can run well. We

can also give more than one of the keyword.

5. Matching

Is a question that to find the answers by matching the suitable pair. Generally in type of pictorial question, by matching the picture with the correct text or other types of questions that in mathcing.



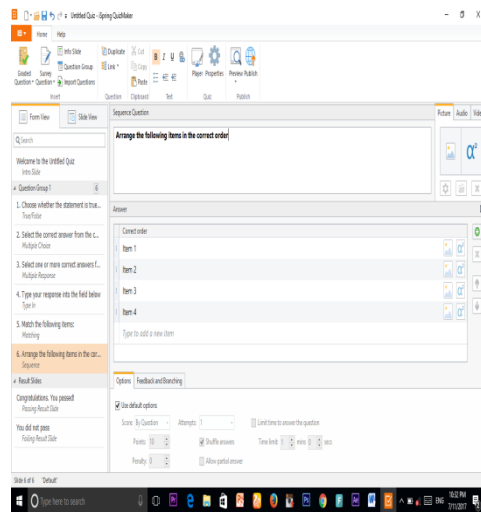
The difference is in the answer column. In the picture above we can see two boxes left and right. Simply, we have to set the answer directly, it must be correct and suitable with the pair in the column, because automatically will be randomized when the application be published.

For the top column we can give instructions to match the image with the suitable text or with other questions. And if we want to give a picture, then we just click on the image of the small tree icon (circled in red) in every box, click - then select the location of the image - then input the image.

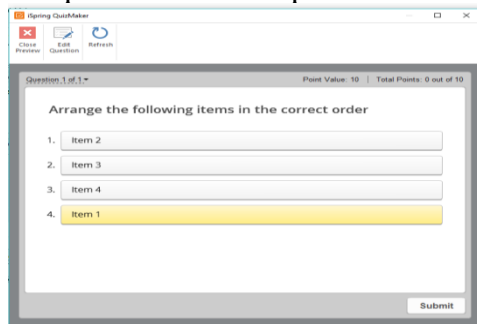
6. Sequence

It is a type of question that we have to sort the answers correctly from top to bottom. And this question format is a drag drop answer, it is we will move the answer up or down

according to the suitable of the correct order.

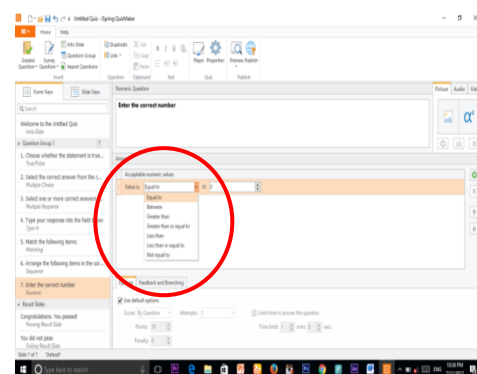


To set the answer, we just need to write the answer according to the correct order from top to bottom. No need to be randomized, because it will randomize automatically when the question has been published.



7. Numeric

This type of question is a question for counting numbers. And there will be several count options that we can use.



We can see in the picture, in the answer column. There are already available options for us. There are seven options that we can use, of course with different format.

- *Equal to*, means the answer is same with the word that we wrote in that box. If in Indonesian, we can translate it with equal (sama dengan). So the number answer circled red in the box is the right one, and it cannot be less or more.

- *Between*, for the answer, it can be in several answers, because we were given a distance limit or range in the answer. There are two boxes (circled in red) that we use to give the correct answer. The left box is the minimum limitation and the right box is the maximum. So simply, if we fill in the left box for example 10 and the right side is 15, then the answer that will be assumed correctly is between 10 and 15, out of them it will be considered as wrong.

- *Greater than*, according to the language of mathematics, which means greater than (lebih besar dari), automatically for our answers have to be bigger than the value that we have wrote in the box. The example in the picture is 10, then the answer that will be considered correct is only from number 11 and so on, but 10 is still considered wrong.

- *Greater than or equal to*, it is almost same with the option of greater than, but the only the difference is, if in the option is greater than the minimum score is considered wrong (for example the score is 10, then 10 is considered wrong) but in the other option greater than or equal to, the minimum score is considered rightly

(the example in the picture is 10, then 10 is still considered right).

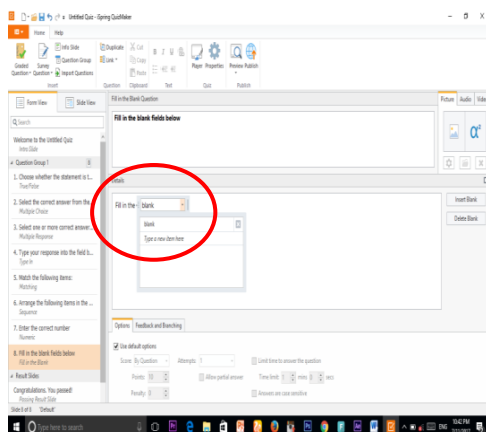
- *Less than*, then for giving that score to be true is the score that is in under the score in the box, the example in the picture is 10, then the score that will be considered correct is 9, 8, 7 etc. But the score of 10 itself will be considered wrong.

- *Less than or equal to* almost same with the less than option, but the only the difference is, if we are in the Less than option is the maximum score is wrong (for example the score is 10, then 10 is considered wrong) but in the option of greater than or equal to, the maximum score is still remains considered right (the example in the picture, the score is 10, then 10 is still considered right).

- *Not Equal to*, the score that will be assumed to be true is a different score of the box, for example the score is 10, then the score that will be considered as correct answer is the score 9, 8, 7 etc., or 11, 12, 13 etc. But if you answer 10, it will be considered wrong.

8. Fill In The Blank

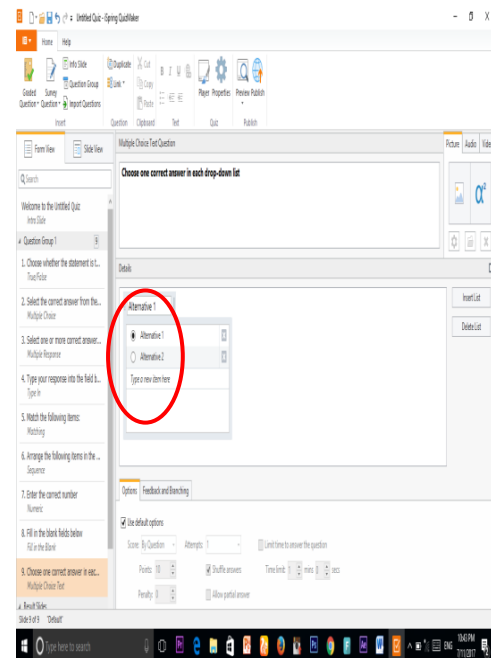
Is the most type of question that we often see it in English. Where we had to be completed the story question or a paragraph in some parts that made be empty to be filled.



It almost similar with the Type in question, where we have to type our answers in this application. In the answer column (see the picture above) we had to be give the correct keyword. The difference is that we can give more than one correct keyword in one answer column. So if the answer was typed suitable with the one of the answer keywords, then the answer is correct.

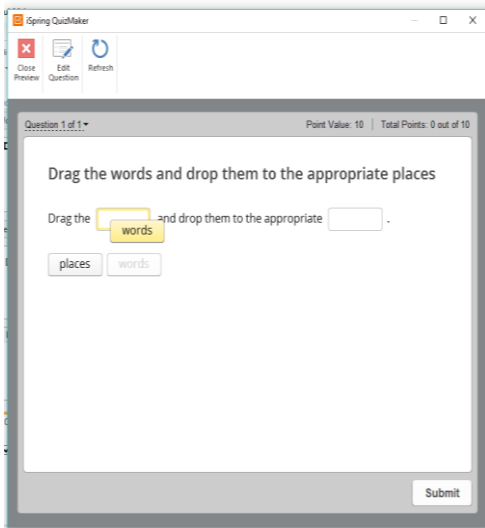
9. Multiple Choice Texts

Is a type of question that also almost similar with multiple choice. But, the difference is if in the multiple choice, the answer choices are located into a, b, c, d. And in this Multiple choice text, we will make the answer option directly only in one column. So when the column is clicked, will appear several choices, then choose the correct answer.

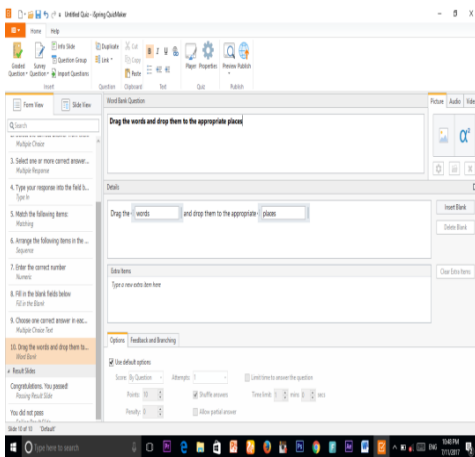


And that we can see like the picture of example above. We also can give several alternative choices in one answer column, then we set up one of the correct answers. We can

give 2 or more of the answer options. Under the example of question.



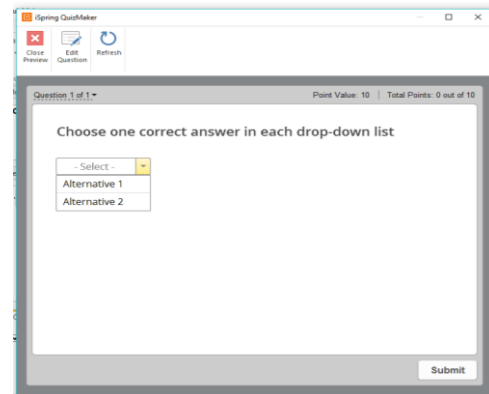
similar with matching quizzes, but the differences in word banks is the quiz had to be matched with an empty box, completes words in a sentence or empty paragraph.



If in the previous type of question, the column question is at the top, but in this word bank, our questions mixed with the answer in the answer column. For example, you can see in the picture above. Where in the answer column, already a sentence with the answer settings. So for the upper column, we can use it as

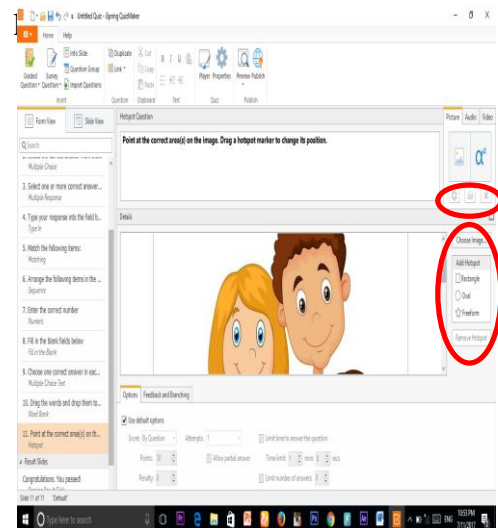
a command sentence to be worked or something else.

And for setting the answer, just fill it in the correct answer and they will separate automatically when the questions had been published. For example, like the shown below.



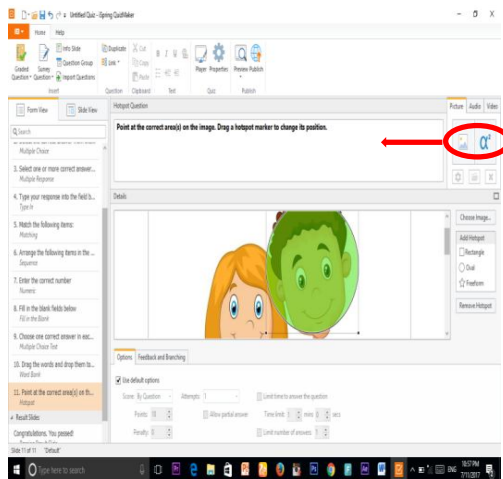
11. Hotspot

Is a type of questions that using images as a media. Where we will be asked to show/give a point for one of the images. For more details,

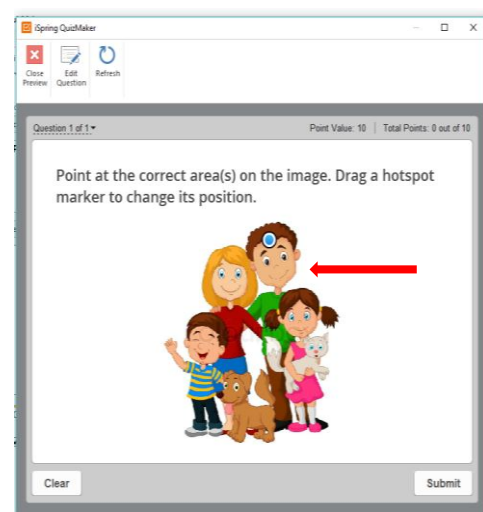


The first, we have to choose and enter the image first, by clicking the choose image button (shown in red right), click - then choose the location of your image - open, then

the image will enter. Then we will give the spot area which is the correct answer when it will be clicked later, here my spot area is a girl (sister). We choose add hotspots under of the choose image, we can use square, round or free. Here I will use the oval.



After clicking Oval, I made an area to the image immediately, in order to keep from making the mistakes, then I clicked on the area of full body of the girls, to avoid the participants answer in the foot area or other. Then, it has been completed, you can look to the following image of the quiz when it has been published.



RESULT AND DISCUSSION

The first meeting

The team as authors gave an explanation the advantages of iSpring in correlation with teaching learning process by using electronic media. The team as authors give a short presentation to define about iSpring as a Microsoft PowerPoint add-in for transforming the PowerPoint presentations into Flash, the most portable multimedia format. ISpring lets us create high quality interactive Flash e-learning courses from our Power Point content with audio and video narrations. With iSpring we can easily make interactive quizzes that can be published. There are three kinds of media, audio, visual, and audio visual which could be used in iSpring 8.0.

Next, they installed this application into the computer or laptop System. It is extremely important to go through a registration and activation process before you start using a full or a trial version of iSpring. to register and activate the iSpring program, click **Activate** button in the About section of the product toolbar to launch iSpring. After successful completion of the iSpring setup, you can access the iSpring toolbar from within powerpoint. ISpring authoring functions provides us with the ability to make conversion into Flash format in one click. We can include audio and video to make the presentation even better.

After that we discussed on how to create quiz in quizmaker. We explained that there are some types of quizzes. Participants can apply it by pointing the mouse to Graded Question and it will shows certain types of quizzes, starting from True /False, Multiple Choice, Multiple Response, Type In, Matching, Sequence, Numeric, Fill in the Blank, Multiple Choice Text, Word Bank and Hotspot.

In this first meeting the participants practice to apply the true and false, multiple choices, and multiple Response quizzes. In this meeting also, the participants had be given some homeworks related to quizzes to do in their house. the total amount of the participants are 36, so the team divided them into 12 groups, and divided them into those three quizzes homeworks. End of first meeting.

The second meeting

The second meeting began by seeing how far the material given at the first meeting was well received by the participants. Participants reopen what was made at the first meeting, here sometimes there are participants who forget where the file is placed so we are required to help find the saved file. At the second meeting, participants were taught how to modify the material that had been prepared, give a touch to the material so that it was pleasing to the eye, ranging from giving animation as an opening, randomizing questions and

answers, giving pictures, sounds, and videos.

This meeting was also taught how after the material is finished and stored but has not been published, the material is displayed with the help of an LCD projector viewer / in focus. We also provide other alternative solutions when a participant states that students cannot carry a cellphone. They were told if the situation was like that, then learning could be done after school ended.

After the participants mastered iSpring's application, starting from opening the application, making material both prepared and typed directly there, arranging the processing time, grading the assessment of the questions, giving result assessment thresholds, and then how to insert images, sounds and videos, participants it is necessary to practice creating iSpring presentations according to the class that they have taught at the school. The results of the presentations will be have an evaluation to conduct at the third meeting.

The third meeting

The third meeting is the last meeting of iSpring's training tutorial. At this meeting the evaluation phase of the material that has been explored at the same time from various kinds of examples that have been made by the participants, some of the results of iSpring were presented and then evaluated, the strengths and weaknesses were analyzed, both by participants and service teams. This is

done to provide for firsthand experience on how good presentation material is.

Most of the creation of iSpring material made on average shows good results, it means that the standard of manufacture has been successfully implemented properly. Starting from the grouping of questions, for example True and False, Multiple choice, and Fill in the Blank the majority of is correct and the results can be known at that time, in other words actually participants can already make iSpring correctly.

The fourth meeting

The implementation of community service activities carried out by the service team has received positive response from the participants. The difficulty that arises in implementing this activity is nothing but synchronizing the schedule of the participants with the schedule of the service team.

In general some impressions and input from participants, they felt very enthusiastic in participating in this activity, the method used in this training did not make them able to master the training material directly, but little by little as long as the important thing was understood, so that the time used to understanding long enough. However, it turns out that the time to understand for quite a long time is the advantage of this tutorial, because almost all the participants really understand, this is evidenced by the training of the

second meeting that has been able to smoothly tinker with iSpring.

CONCLUSION

The world is always changing, and new technology is being develop. Due to this, each generation is unique and adapts to technology in different ways. From this training on service activity, it can be concluded that traditional classroom method should combine with online digital media. The use of iSpring application is very helpful in increasing interaction within a learning community in PBG and can be used as an assistant during the teaching/learning process. They feel their students have difference style in studying English.

The use iSpring application can assist the teachers' role but can't replace the teachers themselves. They realized technology develop very fast and assisted students in autonomous study by using Android is very important. They can't refuse it and train to digital media is the best choice to make a bridge between teachers and their students.

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