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NOVEMBER 2017
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Supporting Student with Hearing Impairment in Early Reading Activity Through The Educative Video Game

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Abstract

The aim of this article is to describe the early reading skill in student with hearing impairment at kindergarten class through the educative video game. This research was conducted at an inclusive school in Jakarta. I begin the discussion by describing the children characteristic who have less language skill due to the deafness. Since they are deaf, they rely more on visual in studying and understanding their surroundings. One of the skill that student with hearing impairment at kindergarten must have is the early reading skill. Early reading has become the big challenge for student with hearing impairment. Hence, special learning media is highly needed in order to support their learning process. The result show that children begin the early reading activity by identifying the letters and pictures made by teachers on the white board. The development of learning media through the video game consist of noun, verb, and short sentence. It includes the sound, cursive writing, as well the picture related to the appeared word or sentence. The research is using qualitative methodology and development research. Hopefully, teacher can utilise the research findings to develop more educative video games for the sake of the learning development for student with hearing impairment.

Keywords: early reading, student with hearing impairment, educative video game

1. INTRODUCTION

Reading is a complicated task which involves many limbs, such as visual, auditory, motoric, and cognitive. It makes reading become a complex activity. Reading has a significant role in daily life such as for getting information and participating in society.

The very first step to being able to read comprehensively is early reading. It is hard to have early reading skill due to some aspects. In mastering the early reading skills, children should learn phoneme awareness and vocabulary recognition.

All children, include children with hearing impairment, have to have the early reading ability to have a good grip of comprehensive reading skill. Nevertheless, children with hearing impairment have an obstacle in learning the early reading skills, that is in their hearing function. This problem makes hearing impairment children difficult in mastering the reading skill since they cannot directly correlate the word with the meaning. They must memorise the word and its concrete example. For instance, to be able to read the word “book”, hearing impairment children have to remember the letter of “book” and its picture.

All children, include children with hearing impairment, have to have early reading skill in order to have a good grip of comprehensive reading skill. However, it is difficult to have early reading skill due to some aspects. First, in mastering the early reading skill, children should learn phoneme awareness and vocabulary recognition. As a fact that children with hearing impairmentness have problems in their hearing function, it is influence their ability in mastering the reading skill. Due to their hearing impairment, they cannot directly correlate the word with the meaning.
Therefore, they must memorise the word and its concrete example. For instance, to be able to read the word “book”, hearing impairment children have to memorise the letter of “book” and its picture.

Another obstacle that makes hearing impairment children more difficult in reading is the lack of language. They have to understand the meaning of the word and the sound which form the word as well. Thus, in the early reading learning for hearing impairment children, the role of instructional media is essential. The most appropriate learning media is the one which prioritises the visual function of children with hearing impairment and should be attractive, and easy to use.

Many children include children with hearing impairment, like the instructional media with a video game. It provides interesting picture and sound which make children will not be bored to replay.

In fact, instructional media with the video game is not available yet. Based on this description, the necessity to develop learning media with a video game is demanding for the sake of supporting hearing impairment children and enhancing their learning outcomes in early reading skills.

2. METHODOLOGY
This research used the Borg and Gall research and development methodology. The author used descriptive approach at the preliminary research as the needs analysis. Besides author used ADDIE (Analysis, Development, Design, Implementation, and Evaluation) model for developing the educative video games. This research targeted the children with hearing impairment at kindergarten.

I used qualitative methodology with triangulation technique based on observation, interview, and document review to analyse the data. I followed these steps to develop the media: 1) needs analysis of the hearing impairment children’s early learning skill in kindergarten; 2) the needs analysis of particular instructional media in order to enhance their capability; 3) creating the learning media in the form of educative video game in accordance with their characteristics; 4) the media then validated by the hearing impairment expert and IT (Information and Technology) specialist as well tested to the limited sample of children at kindergarten level, afterwards improved in order to get the ideal product; 5) evaluate the product before publishing, whether it is suitable and adequate for hearing impairment children or otherwise as well as whether it still needs improvement.

3. ANALYSIS AND DISCUSSION
Result
The needs analysis based on the preliminary research result as follows:
1. Kindergarten students’ early reading is conducted in the form of Maternal Reflective Method (MRM).
2. Hearing impairment children begin the early reading learning by identifying the word and separating into syllables, for instance, the word \ta\-b\el\ then separate into syllable \ta\ + \b\el\.
3. Teacher use word card which contains picture and upright writing as the instructional media.
4. The teachers in kindergarten have not utilized the IT which makes the learning monotonous.

5. The development of instructional media for the sake of enhancing the early reading skills in children with hearing impairment at kindergarten is essential to make the pedagogy more varied and exciting. This endeavour makes the hearing impairment children’s early reading skill optimal.

6. The development of early reading instructional media for hearing impairment children use the ADDIE model. There are five procedures; those are needs analysis; media development; educative video game production; validation, trial, and implementation; evaluation.

7. Educative video game of early reading contains the picture and upright writing of many words.

8. Learn the early reading through the educative video game can be done everywhere by both teachers and parents due to its flexibility and accessibility.

9. Applying the educative video game in early reading learning will result in increasing of hearing impairment children’s learning interest.

10. The educative video game can raise the hearing impairment children’s learning result.

Discussion
Early reading skill is one of learning steps in reading comprehension for every child, including children with hearing impairment. Hearing impairment children should learn early reading at kindergarten. Children with hearing impairment gain the information by visualizing since their difficulties in hearing and language. Consequently, teacher have to use attractive instructional media to increase their learning interest.

At kindergarten, children with hearing impairment learn the early reading through the word cards which contain many verbs and nouns. They are required to see the writing and follow teacher’s speech about that writing. After that, children learn how to separate the word into syllable. For instance, the word ‘house’ separated into ‘hau’ + ‘se’. This technique will make them easier in memorizing the words. Children are also taught how to match the word with its picture.

Due to its easiness and adaptability, this technique is still implemented at kindergarten. Nevertheless, this method is monotonous which create satiation in learning process. Satiety in learning will cause ineffective process in learning.

Early reading educative video game is one of the answers for the sake of better learning in children with hearing impairment. The video game consists of many verbs and nouns with pictures as well its upright letter. These children with hearing impairment seem interested since the pictures and letters are more appealing. Furthermore, since this media use android application the parents and teacher could employ this media everywhere and every time.

Early reading is a consequential process before reading comprehension for children with hearing impairment. By employing educative video game in learning process, children also learn about the word meaning. They see the object through the colored and moving images, say the word under teacher’s or parents’ direction, as well as learn the word in upright letter.
Early reading educative video game also benefit the children by facilitating them to learn everywhere, not only at school. Children can discover the knowledge everywhere with their parents merely using the android-based application. This could enhance students learning result.

4. CONCLUSION
The very first step to being able to read comprehensively is early reading. All children, include children with hearing impairment, have to have the early reading ability to have a good grip of comprehensive reading skill.

Hearing impairment children have difficult in mastering the reading skill since they cannot directly correlate the word with the meaning. The most appropriate learning media is the one which prioritises the visual function of children with hearing impairment and should be attractive, and easy to use.

This research used the Borg and Gall research and development methodology. The development of early reading instructional media for hearing impairment children is educative video game of early reading. The video game consists of many verbs and nouns with pictures as well its upright letter. By employing educative video game in learning process, children learn about the word meaning. Furthermore, since this media use android application the parents and teacher could employ this media everywhere and every time.

5. REFERENCES