



Aria Septi Anggaira, Yeasy Agustina Sari, Aldi Permana Putra

INTERACTIVE DIGITAL MEDIA FOR ENGLISH LEARNING



# INTERACTIVE DIGITAL MEDIA FOR ENGLISH LEARNING

ARIA SEPTI ANGGAIRA YEASY AGUSTINA SARI ALDI PERMANA PUTRA



Diro RT 58 Jl. Amarta, Pendowoharjo  
Sewon, Bantul, Yogyakarta 55002  
telp/fax. (0274)6466541  
Email: ideapres.now@gmail.com

ISBN-978-623-484-049-0



9 786234 840490





INTERACTIVE  
DIGITAL MEDIA FOR  
**ENGLISH  
LEARNING**

Aria Septi Anggaira   Yeasy Agustina Sari   Aldi Permana Putra

Perpustakaan Nasional RI Data Katalog Dalam Terbitan (KDT)

**Dr. Aria Septi Anggaira, M.Pd, Yeasy Agustina Sari, M.Pd  
& Aldi Permana Putra, S.Pd**

Interactive Digital Media For English Learning --Dr. Aria Septi Anggaira,  
M.Pd, Yeasy Agustina Sari, M.Pd & Aldi Permana Putra, S.Pd-- Cet 1-  
Idea Press Yogyakarta, Yogyakarta 2022-- viii+ 294--hlm--15.5 x 23.5 cm  
ISBN: 978-623-484-049-0

1. Sosial Politik

2. Judul

@ Hak cipta Dilindungi oleh undang-undang

Memfotocopy atau memperbanyak dengan cara apapun sebagian atau seluruh isi buku ini tanpa seizin penerbit, adalah tindakan tidak bermoral dan melawan hukum.

Interactive Digital Media For English Learning

**Editor:** Sarah Ayu Ramadhani, Agus Trioni Nawa

**Penulis:** Dr. Aria Septi Anggaira, M.Pd,

Yeasy Agustina Sari, M.Pd

& Aldi Permana Putra, S.Pd

**Setting Layout:** Nashi

**Desain Cover:** A. Mahfud

**Cetakan Pertama:** Desember 2022

**Penerbit:** Idea Press Yogyakarta



Diterbitkan oleh: Metrouniv Press

Bekerjasama dengan Penerbit IDEA Press Yogyakarta

Jl. Amarta Diro RT 58 Pendowoharjo Sewon Bantul Yogyakarta

Email: ideapres.now@gmail.com/ idea\_press@yahoo.com

Anggota IKAPI DIY  
No.140/DIY/2021

Copyright @2022 Penulis

Hak Cipta Dilindungi Undang-Undang

All right reserved.

**CV. IDEA SEJAHTERA**



# PREFACE

Blended learning or Hybrid learning which is currently being applied at all levels of education in Indonesia, makes teachers, lecturers, and students take advantage of online learning media. Teachers and lecturers can choose what online learning media suits to their teaching needs and students' needs in learning. The existing online learning media is easy to access, either for free or by subscription. This is, of course, very beneficial for teachers and lecturers in utilizing these online learning media.

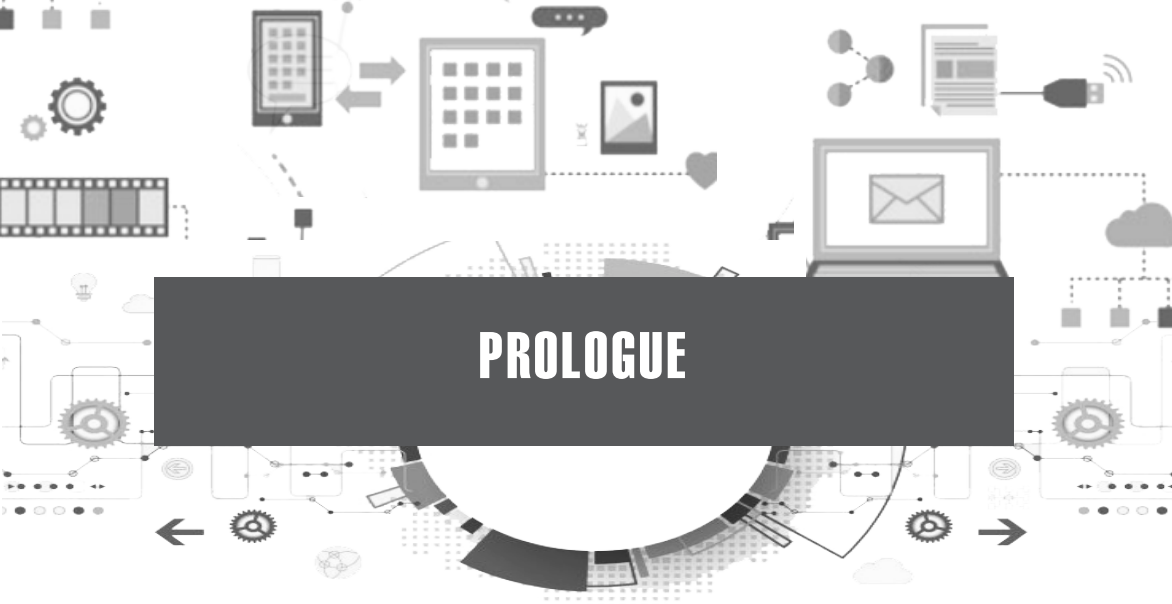
However only a few teachers and lecturers can optimize the use of online learning media. This is due to their limitations in using digital technology.

This book is prepared to make it easier for teachers to learn and use online learning media that can be applied in online English learning. This book contains 12 applications that are very suitable for use in the English learning process. Teachers can customize what applications to use to teach one language skill.

This book makes it easier for teachers to teach in a blended/hybrid learning. There are steps to use the application that are very clear and easy to understand. Hopefully, this book can help teachers to carry out blended/hybrid learning with fun.

Metro, August 2022

Writers



# PROLOGUE

Online learning that is carried out both in hybrid learning and blended learning is an alternative learning in this digitalization era. Online learning requires online learning media that can facilitate the learning process so that it runs effectively. Online learning media is a media that is equipped with a controlling tool that can be operated by the user so that users can control and access what the user needs, such as downloading or uploading material.

Currently, there are so many online learning media that can be easily accessed by both teachers and learners freely. This of course makes it very easy for both teachers and learners to access optimally a variety of online learning media that suit to learning needs. In English language learning, online learning media is needed in the learning process to facilitate the activities carried out and in the learning evaluation process.

In fact, until now many English teachers cannot optimize the variety of media in the learning process and for the purpose of learning evaluation. Most of the teachers are confused and do not know what online learning media suits to their learning needs.

This is what makes the main basis for making a textbook with the title Interactive Digital Media for English Learning. This

book aims to facilitate teachers in teaching English language skills and competencies at all levels of education. This book consists of 12 units, each unit is an online and offline application that can be used as a learning medium in online and offline classes. These twelve applications were chosen because they were considered as the most suitable to be applied in English language learning. The 12 applications are: 1. Seesaw; 2. Flipgrid; 3. Lyrics training; 4. Linq; 5. Kahoot; 6. Insert learning; 7. Class marker; 8. Miro; 9. Padlet; 10. Wordwall; 11. Memrise; 12. Quill.

All applications presented in this book are very suitable to be used in English learning and as a teaching medium in carrying out learning evaluation activities. Almost all applications can be used to improve the learner's language skills, namely listening, speaking, reading, and writing. In addition, all applications are also suitable for learning vocabulary, grammar, or learning English in general.

TABEL OF  
**CONTENTS**

iii	PREFACE
v	PROLOGUE
1	SEESAW
15	FLIPGRID
27	LYRIC TRAINING
35	LINGQ
41	KAHOOT
53	INSERTLEARNING
63	CLASS MAKER
69	MIRO
81	PADLET
87	WORDWALL
97	MEMRISE
119	QUILL
143	CONCLUSION
145	BIBLIOGRAPHY







**Description:**

The seesaw application is used to provide convenience during the learning process because this application can be accessed by teachers, students, and parents. Through this application, teachers can inform students’ parents about what students are doing in their classes. Through online courses, parents can also control children’s behavior in an integrated manner with the teacher.

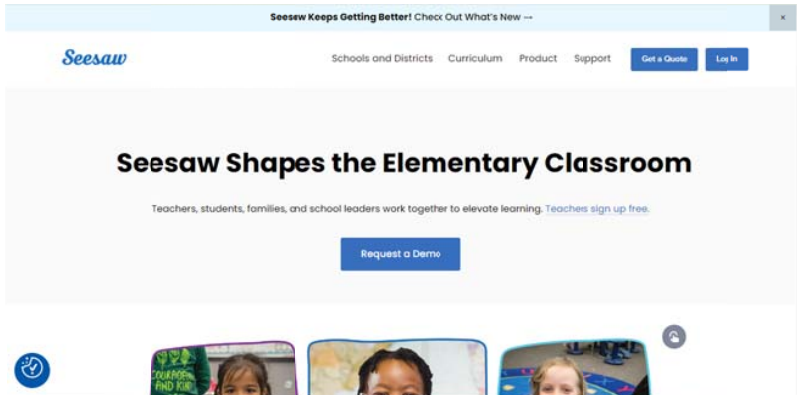
With seesaw, students can use creative tools to take photos, draw, record sound, or videos and other forms that can document the learning process that students have experienced.

**Uses in Learning:**

The app can be used to teach four language skills. In addition, this application can also be used to provide tasks, feedback, and reflections.

**Website:** [www.web.seesaw.me](http://www.web.seesaw.me)

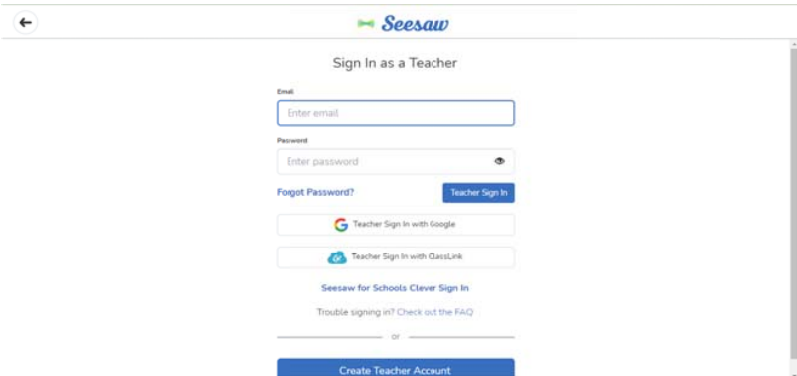
## Steps in Use:



- Click on the login button.



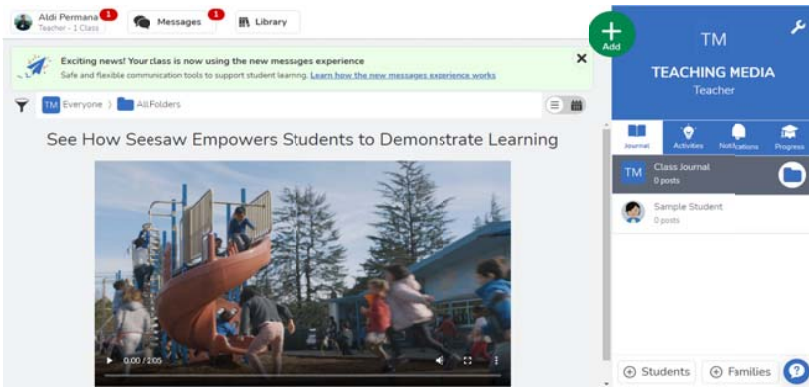
- This is a tutorial for teaching. so you have to login as a teacher. click i'm a teacher



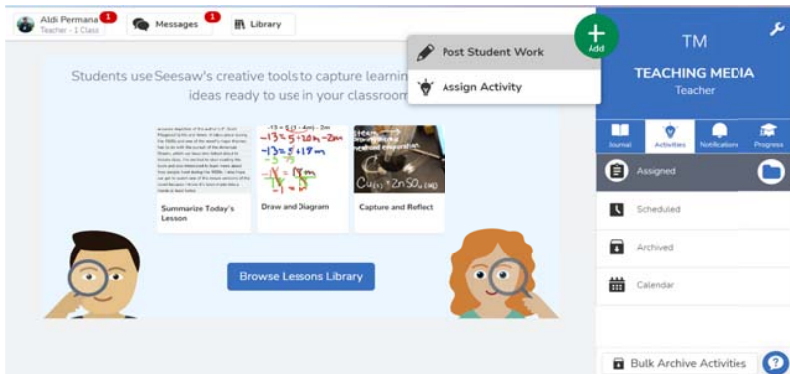
- This is the login menu. you can click teacher sign in with google for the fastest way.



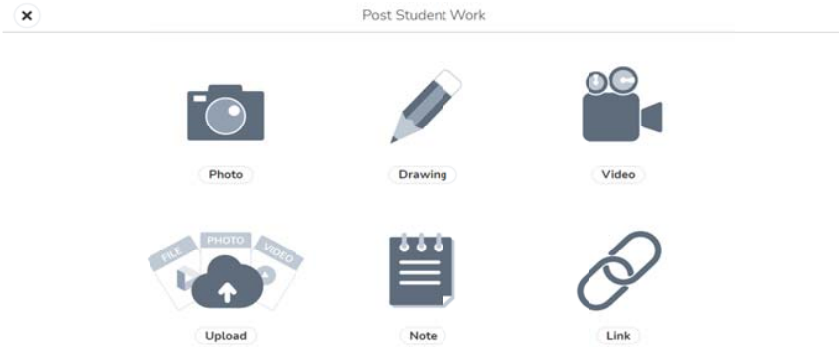
- This section, you have to choose the class and the title.



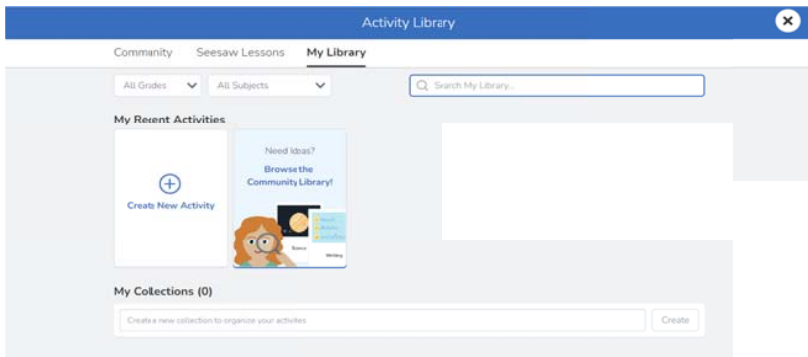
- This is the home page after you login. on the right there is your class.



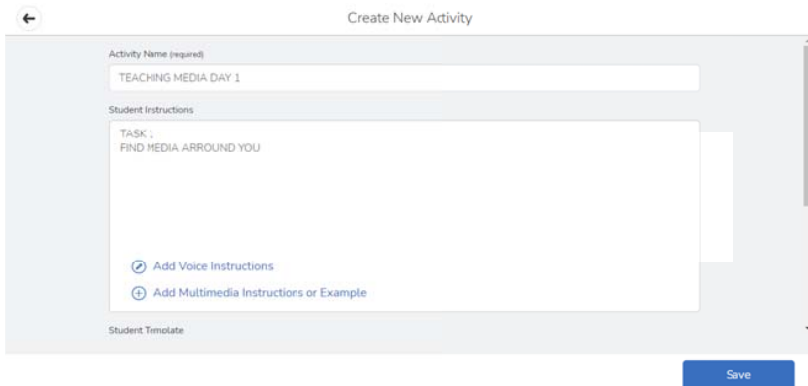
- You can choose either “post student work” or “assign activity”



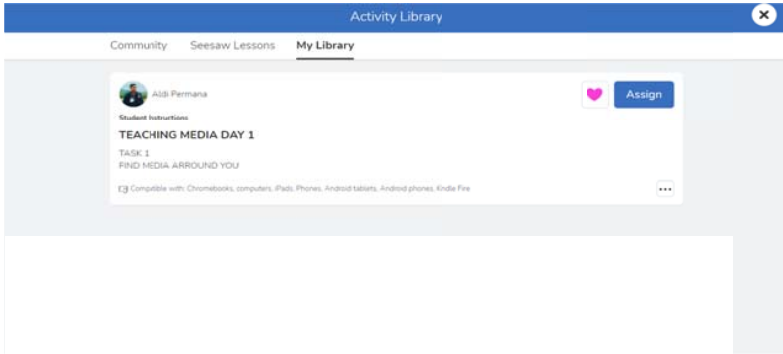
- All menus for post student work.



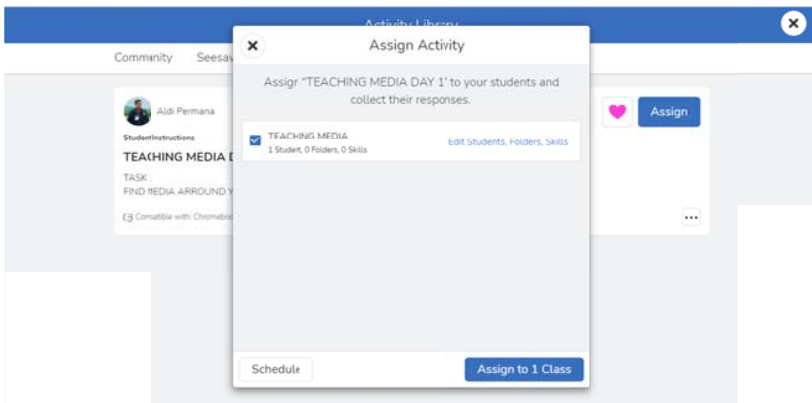
- All menus for student activity. you have to create new activities.



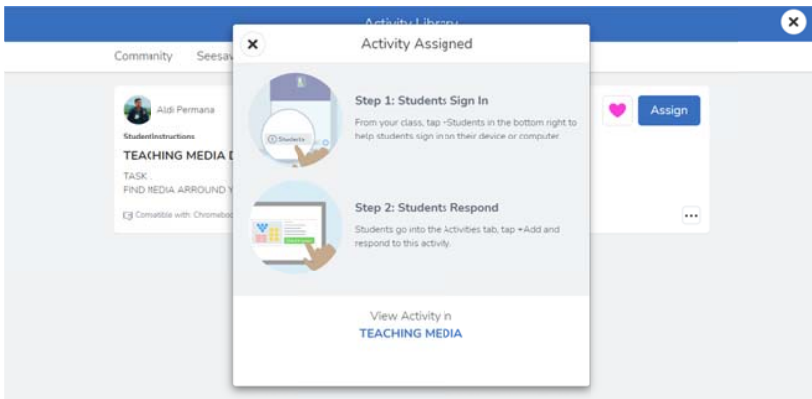
- The menu after you create new activity. write the name activity then the instruction. then click save.



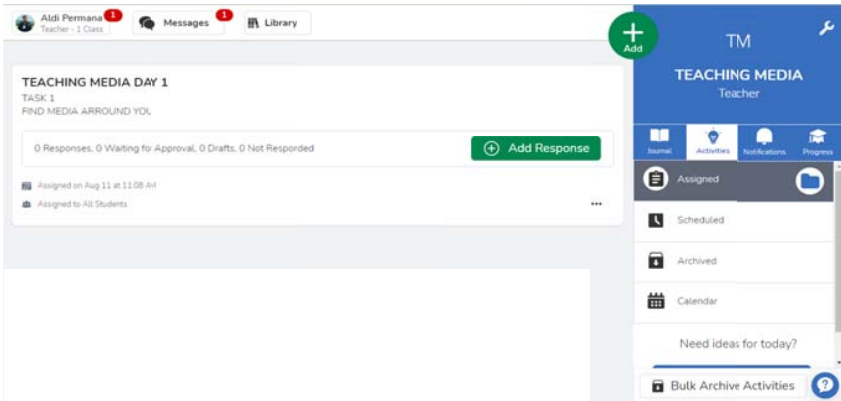
- Click assign.



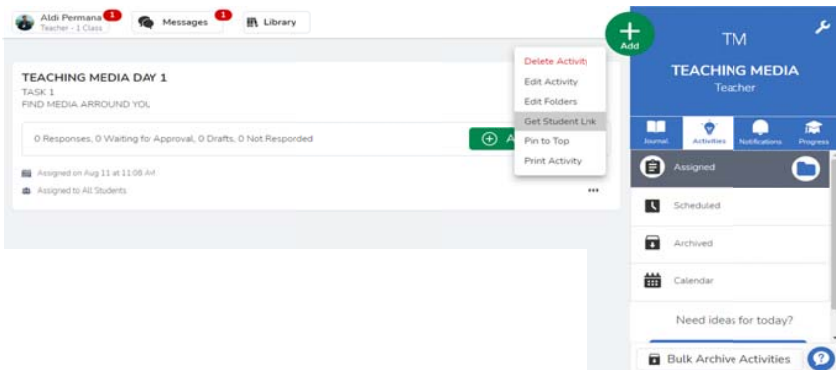
- Then assign to 1 class.



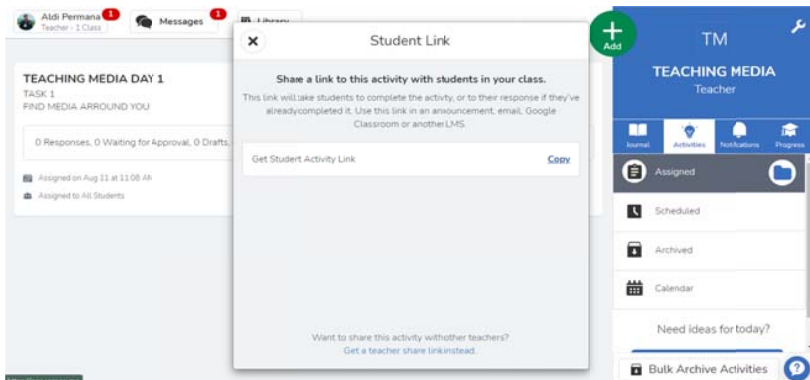
- Here is the instruction after you click assign to 1 class



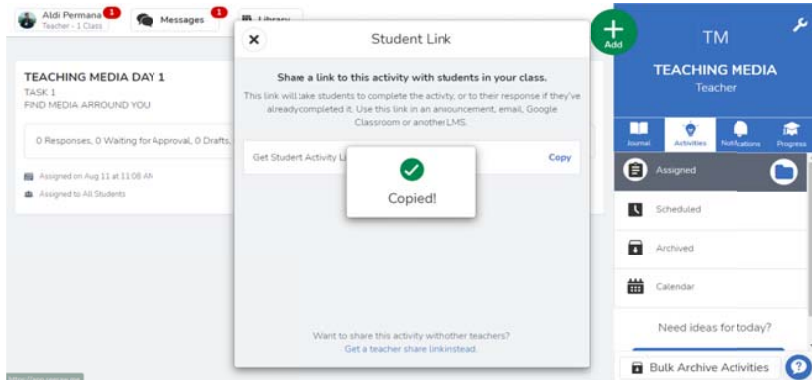
- The menu of your task you have been made.



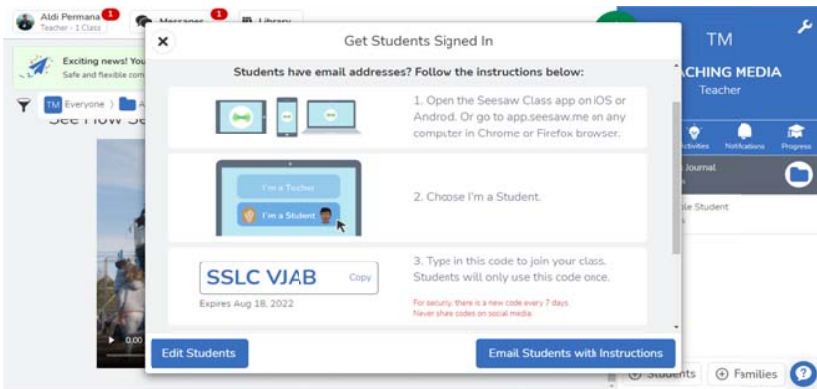
- Then click the “...” button after that get student link



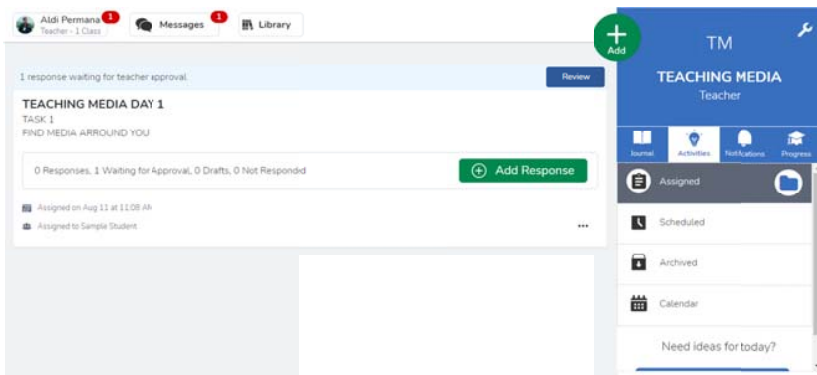
- Click copy for getting the student link.



- The menu shows its copy.

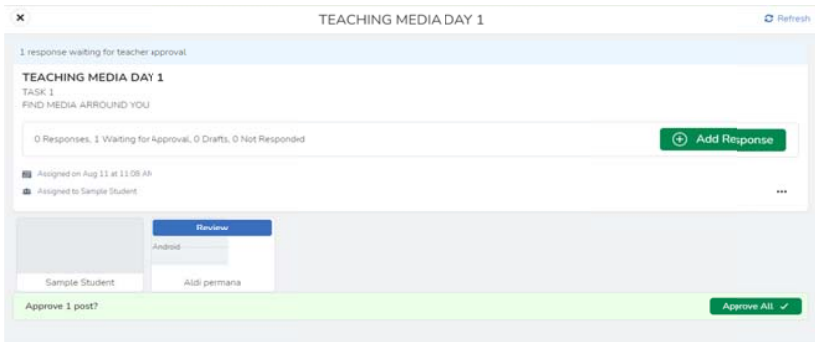


- The code for your class that you have to share with the students.

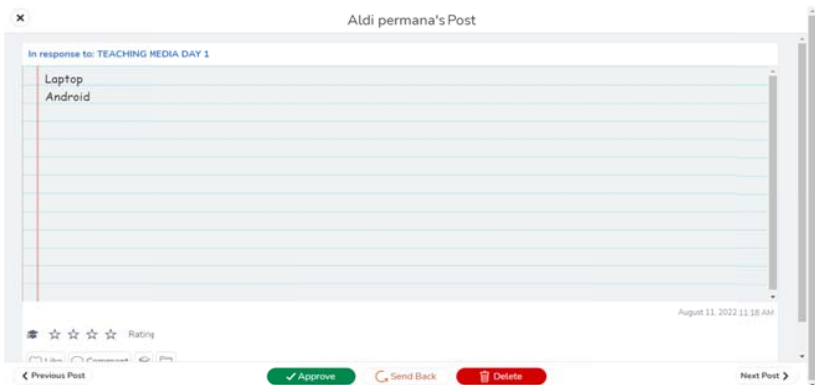


- The waiting needs to be approved. It means the student is getting into your class and you have to approve it.click review. so the student can start the task.





- The students who are waiting for approval. you can click approve all



- After you approve. the student can answer it. Here is an example of your student answer.

Here is tutorial if you are student

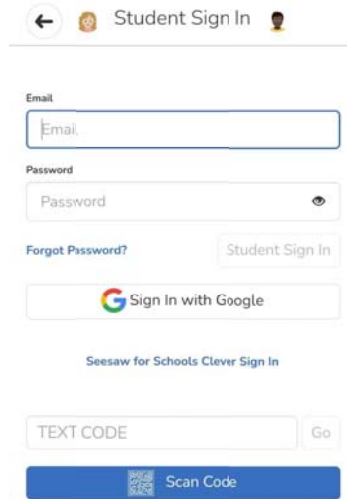


[Terms of Service and Privacy Policy](#) | [Browse Classroom Activities](#)

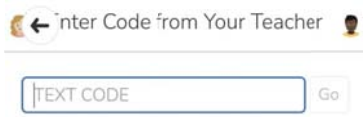


After you download it. Here is the homepage. then choose i'm a student.

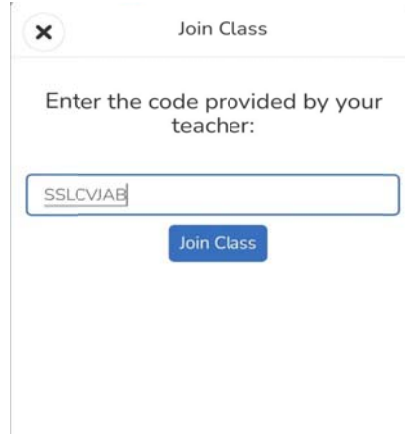
First thing first, you have to download the app in the google play store



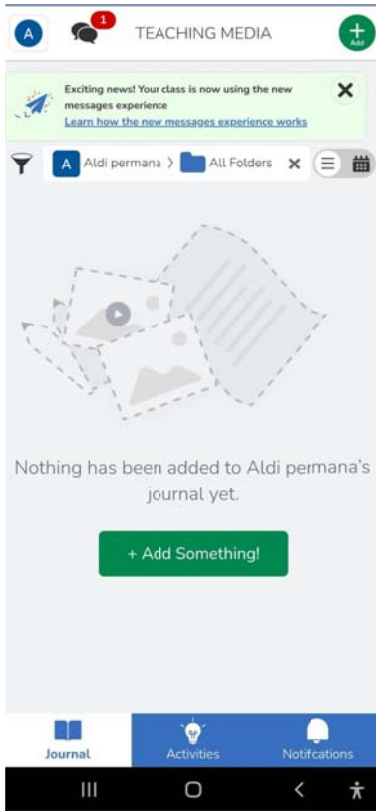
You can sign in with google.



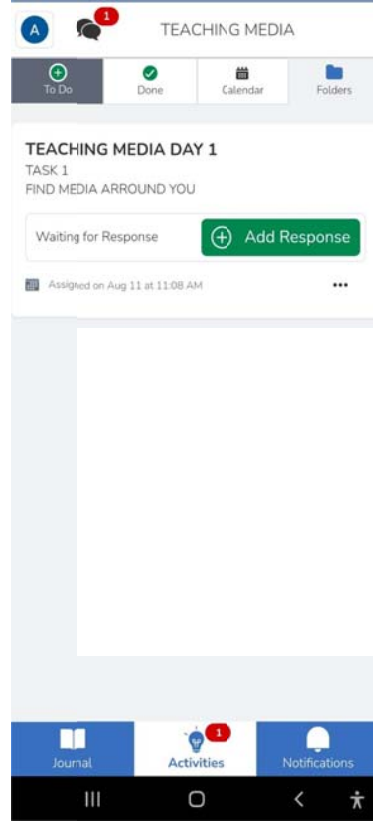
Then paste the code that you get from the teacher.



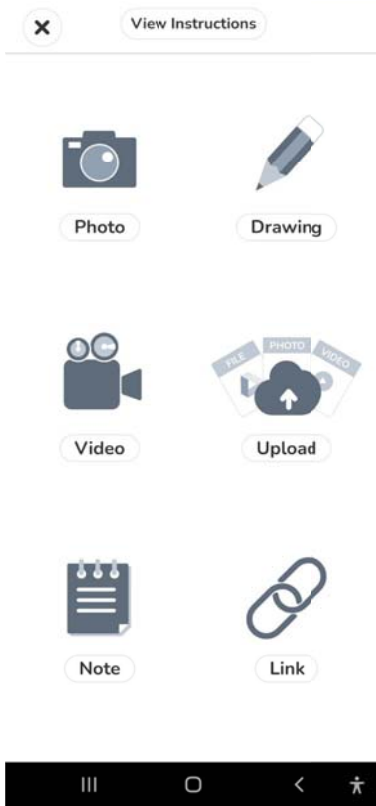
Then join the class.



Here is the journal menu



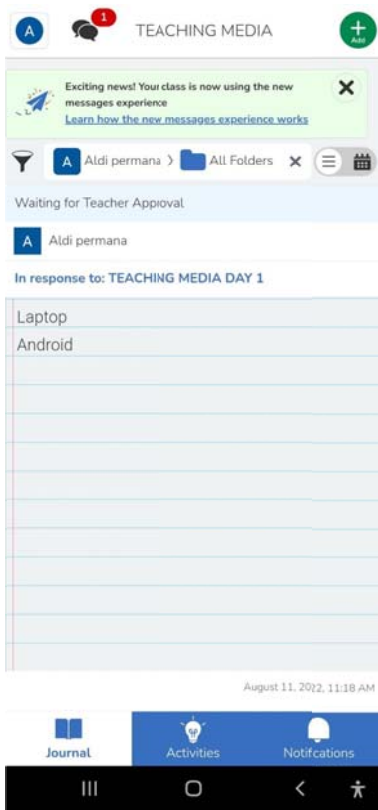
Then click activities. Here is an example of the task from the teacher. click add response.



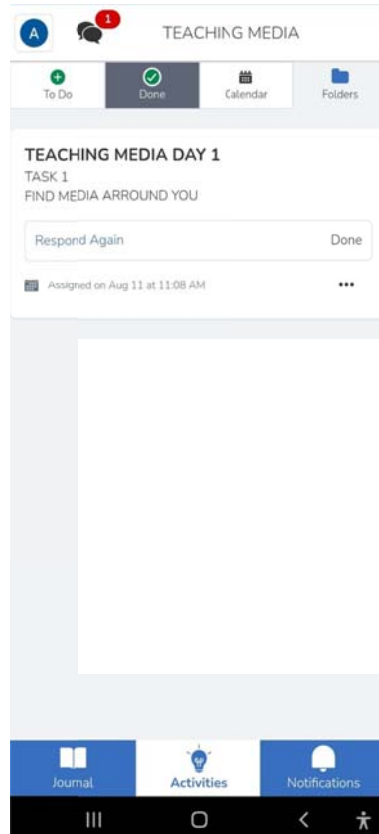
You can choose the way you answer it.



Here is the example if you choose the note. You can write your example directly. then click green thick.

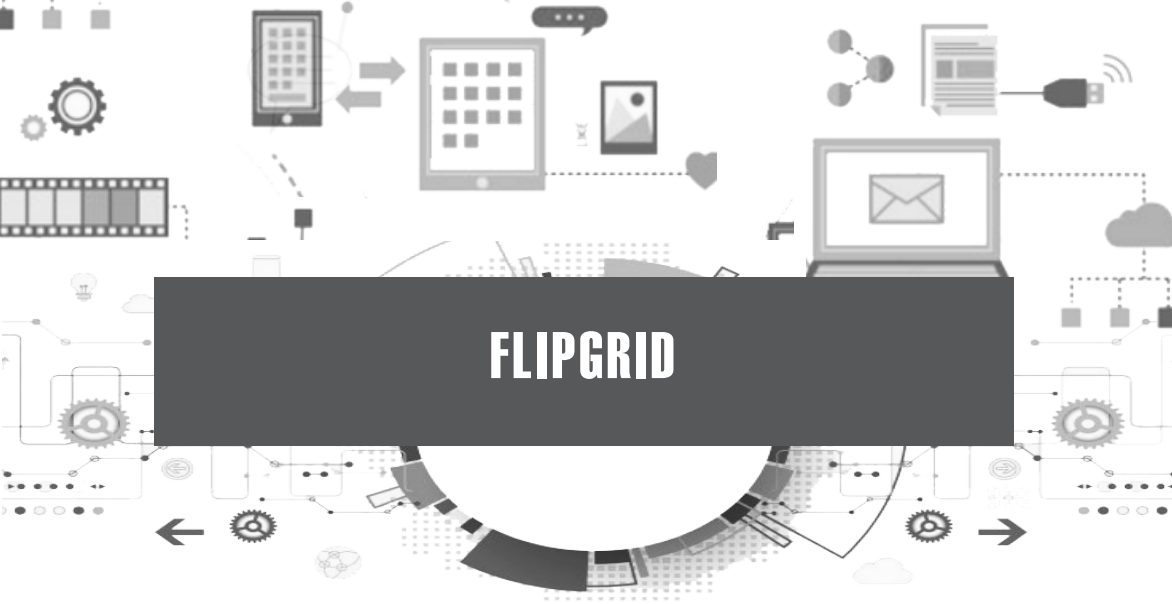


Here is your answer.



This menu shows that you have answered.





**Description:**

Flipgrid is a video-based service to facilitate the teaching and learning system in groups and individuals. Flipgrid allows learners to have various ideas and learn together. Flipgrid can create an exciting and fun learning discussion atmosphere. Flipgrid is very easy to use by both teachers and learners at all levels of education and across any subject.

**Uses in Learning:**

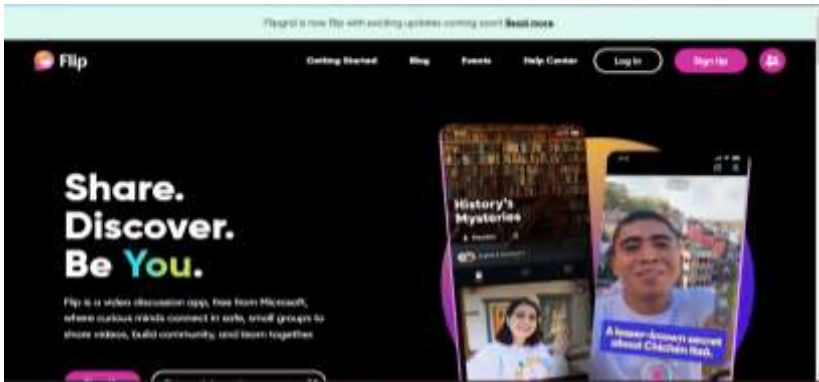
Flipgrid is perfect to apply to the learning of speaking skills.

**Website**

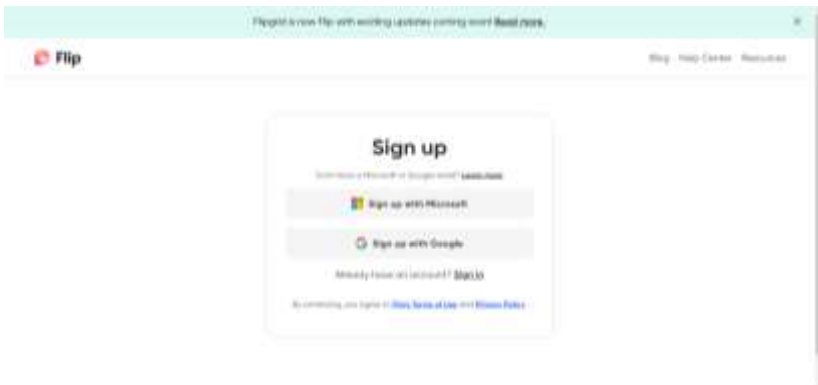
Flipgrid Website: <https://info.flip.com/>



## Steps in Use:



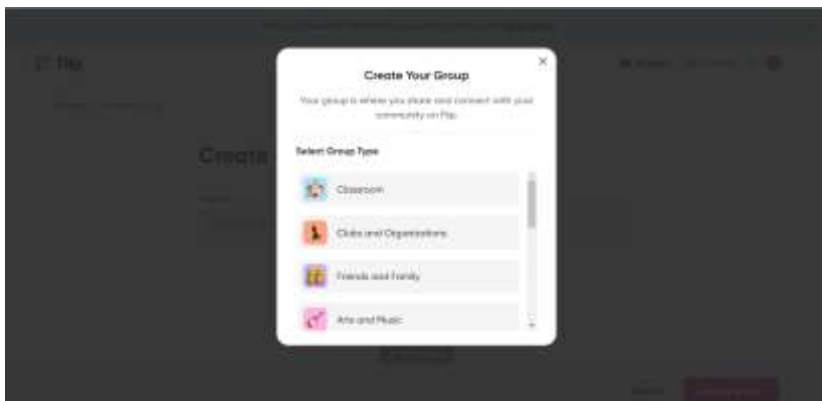
- Here is the front menu after you visit the website. you can click either login or sign up,



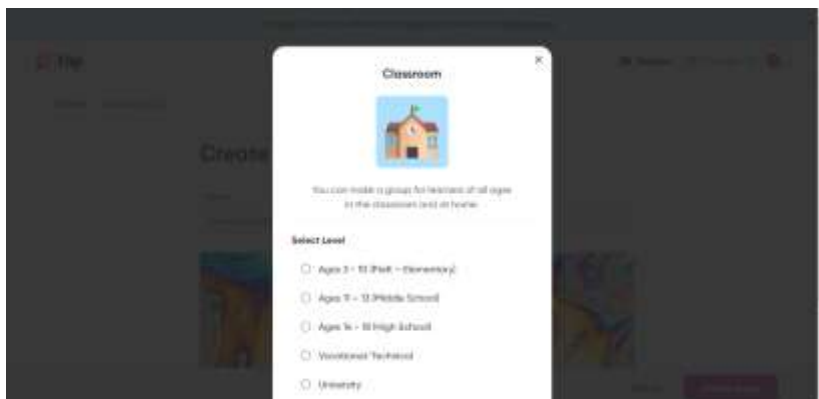
- The menu if you don't have the account yet. The easiest way is to sign in with google.



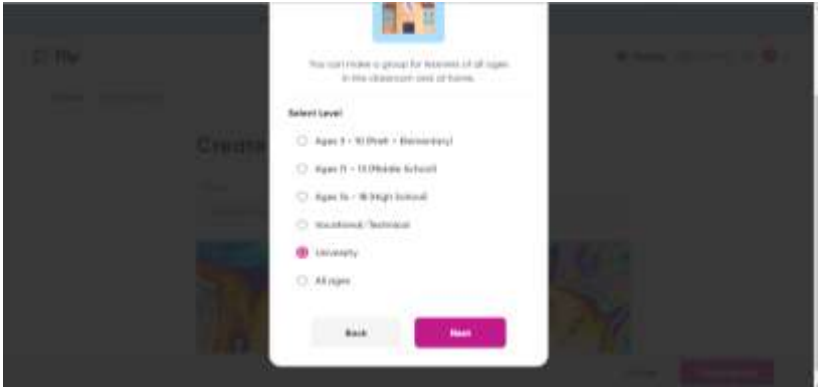
- The menu after you sign up, then click the group. After that click create a group.



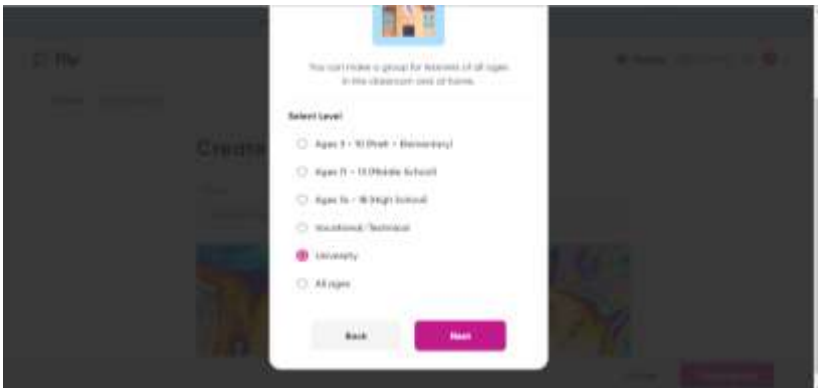
- Then choose the classroom



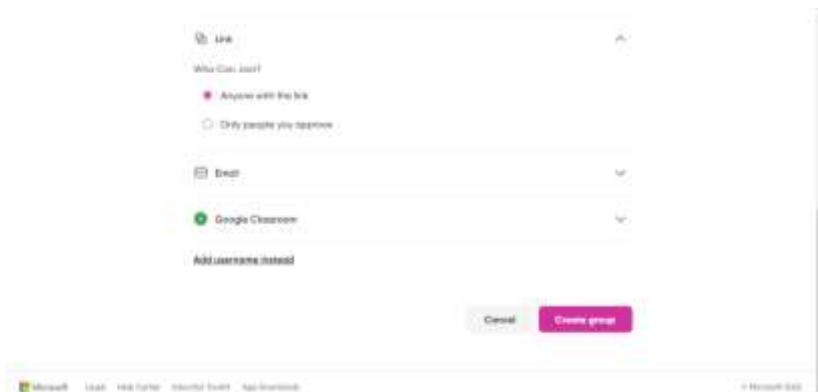
- Then choose the grade.



- In this example I chose university. then click next.



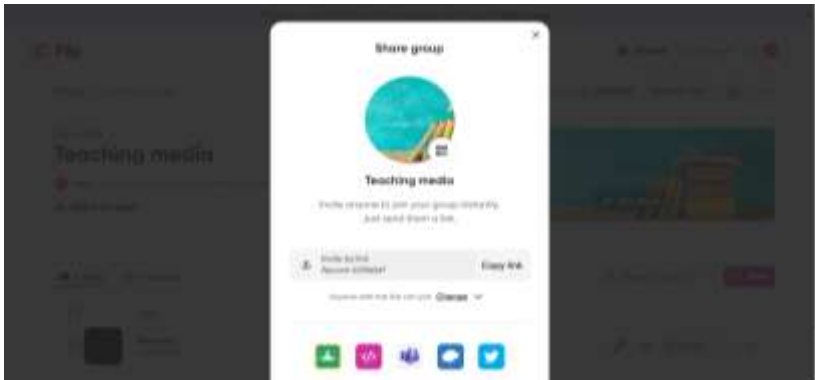
- Write the name.



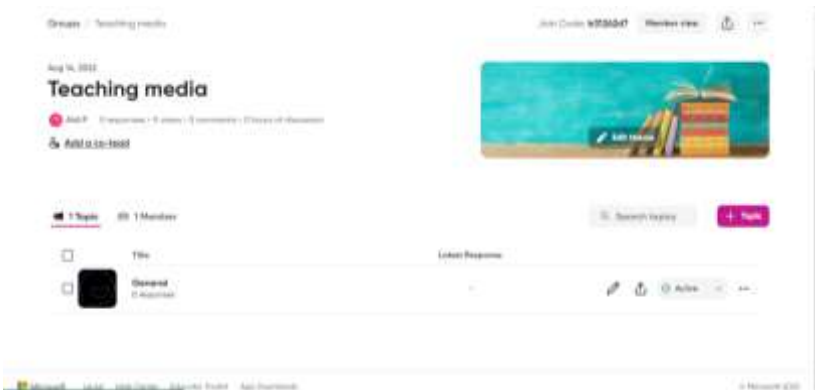
- You can choose. either anyone with the link or only people you approve of. It's your choice. I choose anyone with the link so I don't have to approve it anymore.



- On the below. You can share it by adding your student's email or you can add your google classroom by clicking continue with google.



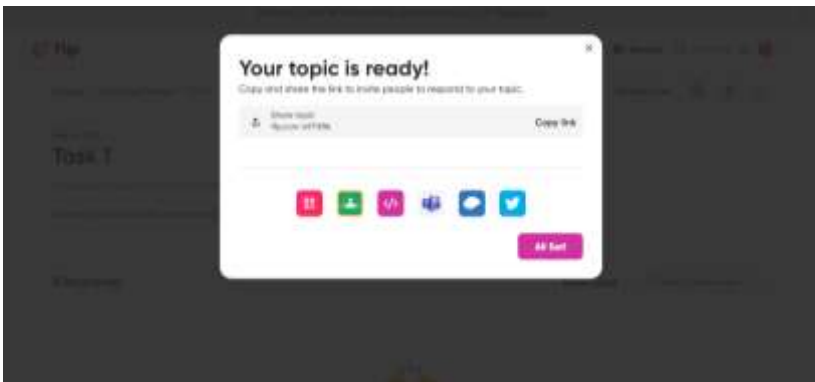
- Creating class is done. you can share your class by copy link then share it to the students



- Click "+Topic" .



- Here is the menu for creating topics. write the title of the task and description. you can set the limit time of video. then click save.



- Then. copy link and share it to your students



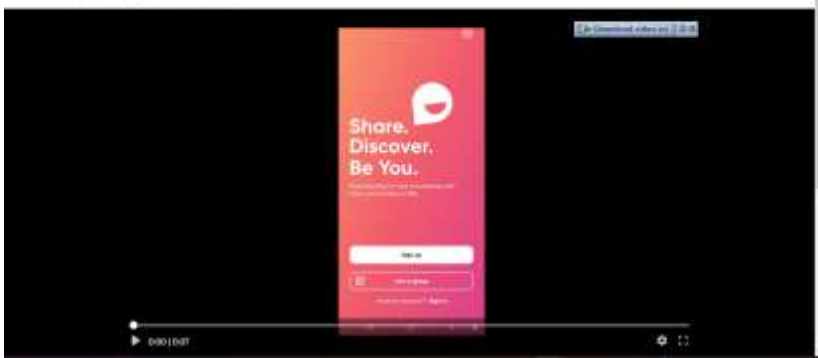
- Here is the menu after you save the game. you can copy the join code to your students.

The screenshot shows a Flipgrid interface for a 'Task 1'. At the top, it says '1 response' and '1 response • 1 video • 1 comment • 1 video of responses'. Below this is a table of responses:

	Name	Date	Comments
<input type="checkbox"/>	Asif P	Aug 19, 2021	

At the bottom of the page, there are navigation options: 'Microsoft', 'Login', 'Help Center', 'About Flipgrid', and 'App Downloads'.

- Here is the list of students' responses.

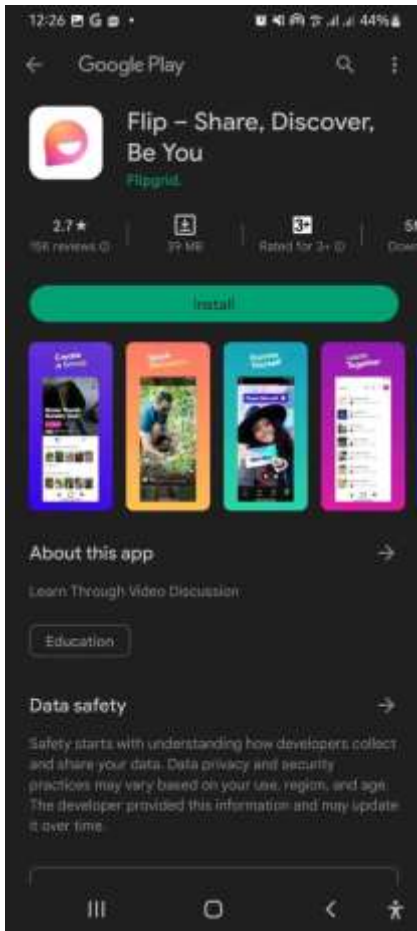


- Click the response to watch the video

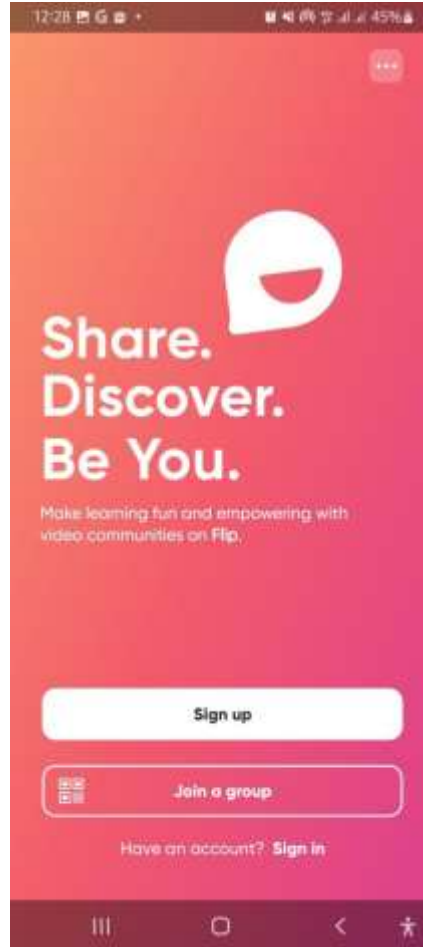
The screenshot shows the video player interface with the video details and a comment section. The video title is 'Asif P' and it was uploaded on 'Aug 19, 2021'. Below the video, there is a comment section with the text 'Add a public comment...' and a 'Public' dropdown menu. The comment section shows '0 Comments'.

- You can comment on the video.

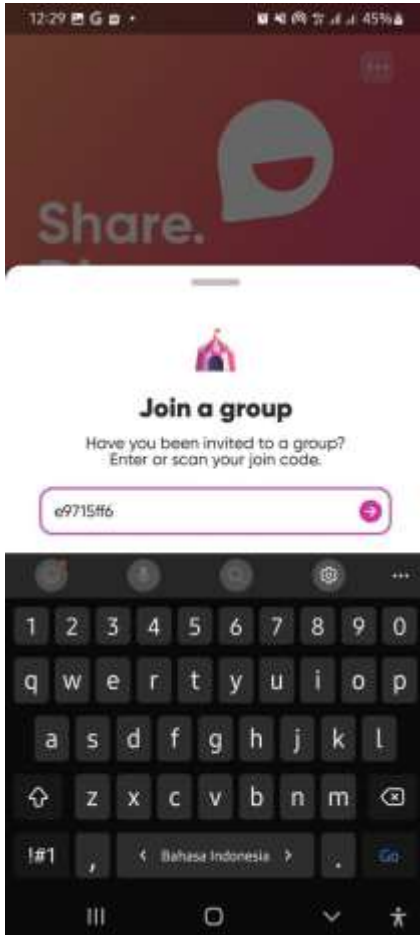
## FLIPGRID FOR STUDENT



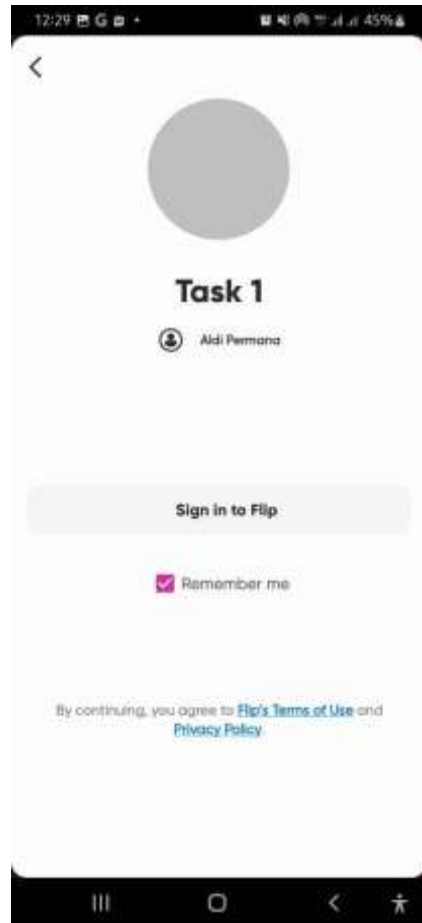
Download it on google play store.



You can either sign in or just join the group. by filling the code from your teacher.

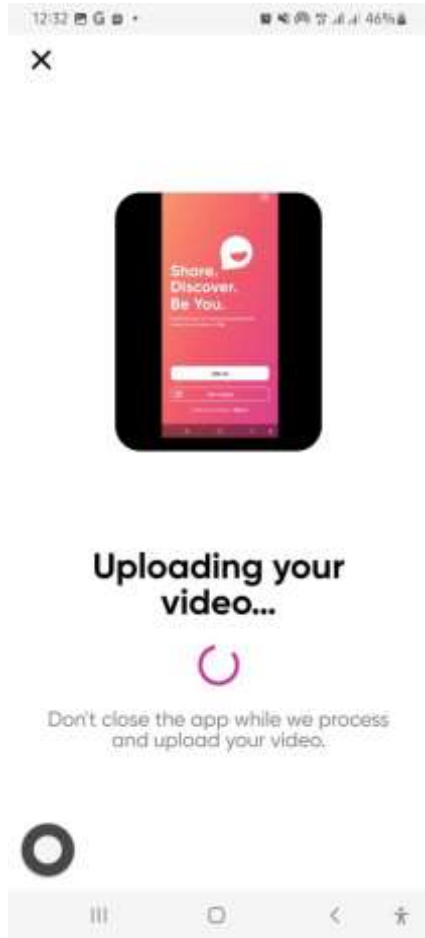
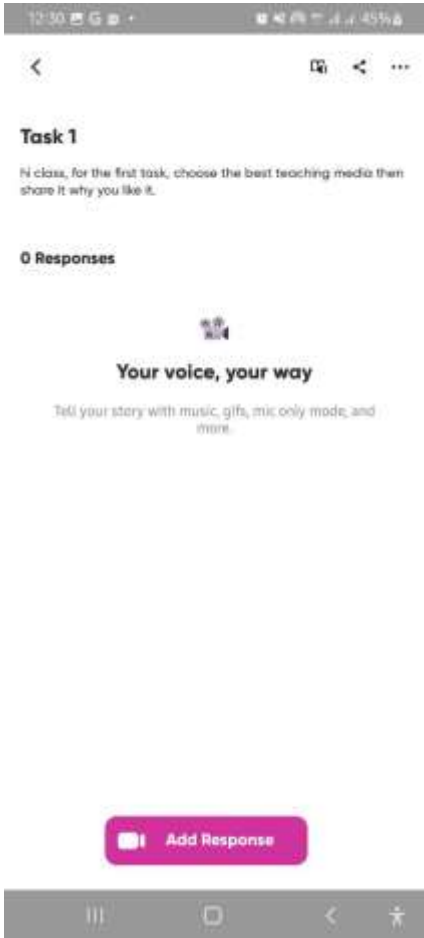


The paste or write the code from the teacher.



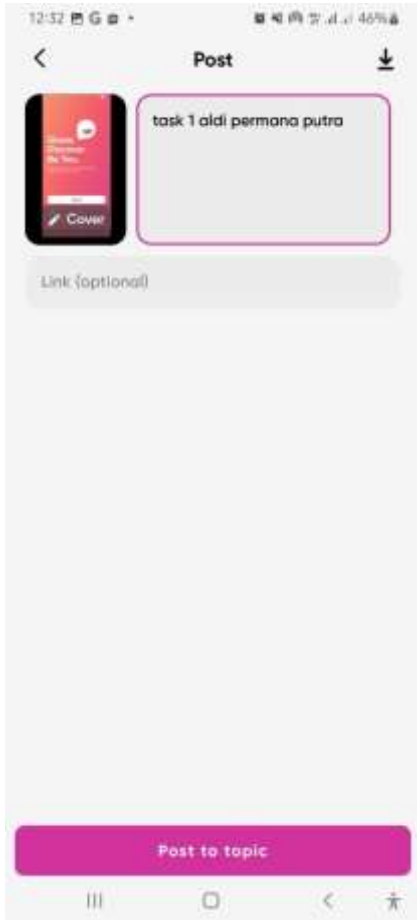
Then click sign in to flip.





Here is the task from your teacher. you can answer it by adding a response. You have to record it with your phone. then upload it.

Here is the menu if you upload the video.



You can change the thumbnail then write the description. the post to topic.



Then click share video. and it's done. your teacher can see the result.





# LYRICS TRAINING

## **Description:**

Lyric training is an app that can be used to learn a foreign language through music and videos. lyric training is also equipped with a karaoke mode so that students can practice singing along with the lyrics of the song

## **Uses in Learning:**

Lyric training is helpful for the process of learning foreign languages. Particularly English. Through songs, students can learn new vocabulary and grammar concepts and improve their ability to listen to song lyrics for a long time.

**Website:** <https://lyricstraining.com/en>

## Uses in Learning:

### LYRIC TRAINING



Download it on playstore



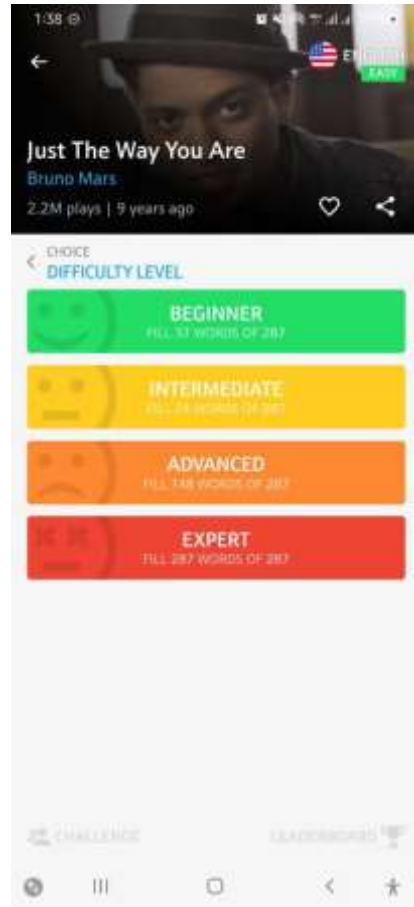
Here is menu of lyric training, then click next



Choose language

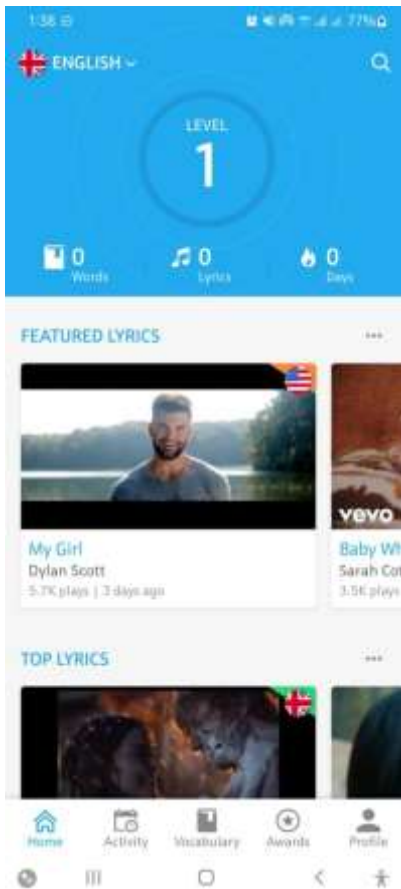


Then klik get started

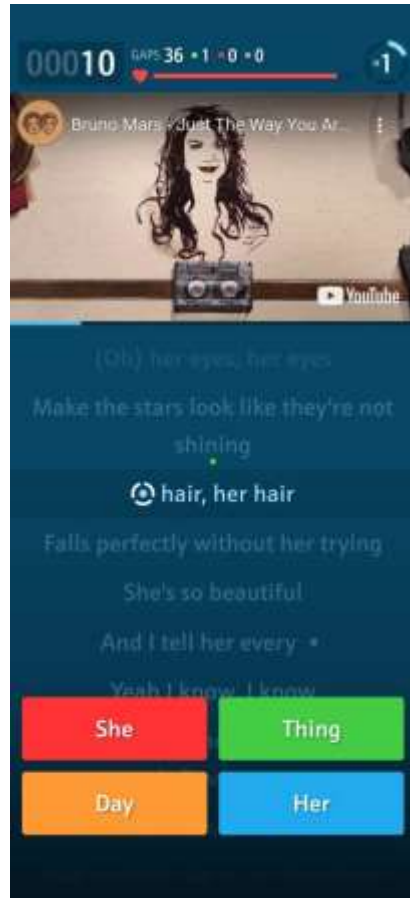


Choose a kind of game mode. in this example i choose choice

Then choose the level

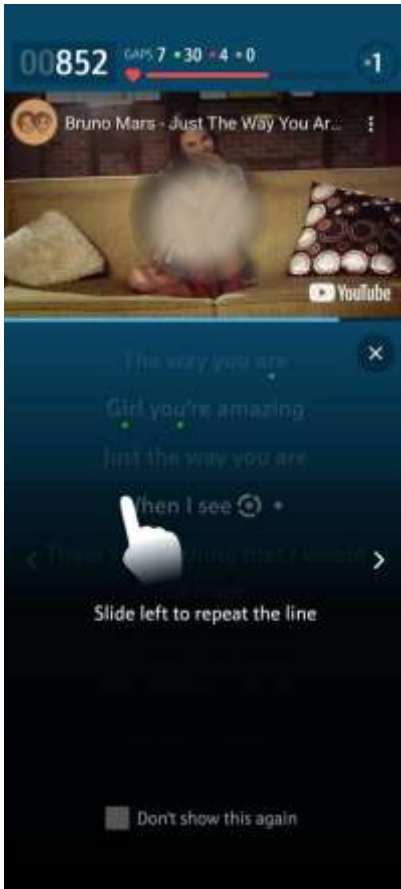


Choose the song



Here is the game. you have to fill the blank of the lyric, the blank is on the circle. then you have to choose the answer. just click it.





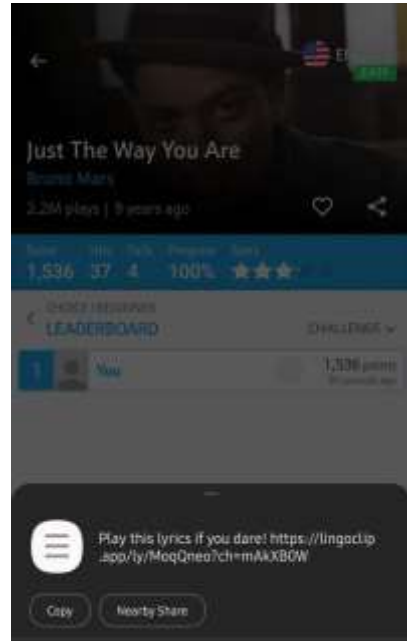
If you choose the wrong answer, you can rewind by slide left. the song will repeat the line and you can choose another answer.



Here is the menu when you finish the lyric training game. click continue.



You can compete with others by clicking the challenge on the left below.



After you click the challenge you can share the link to your friends.





**Description:**

LingQ is a website that provides content for learning foreign languages enriched with audio and writing. In this application, students can also find partners to learn foreign languages together.

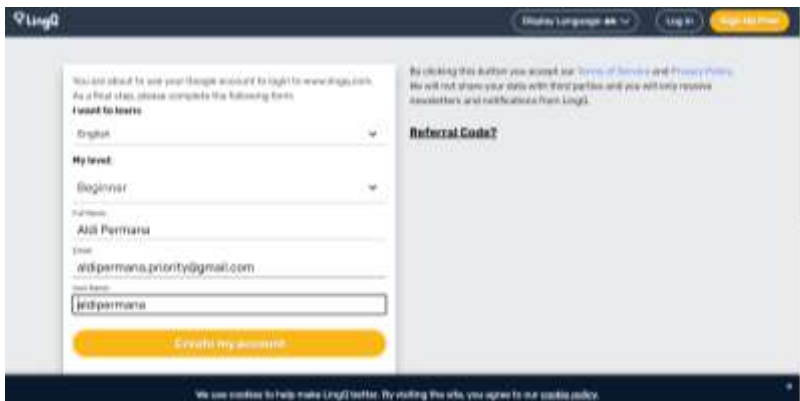
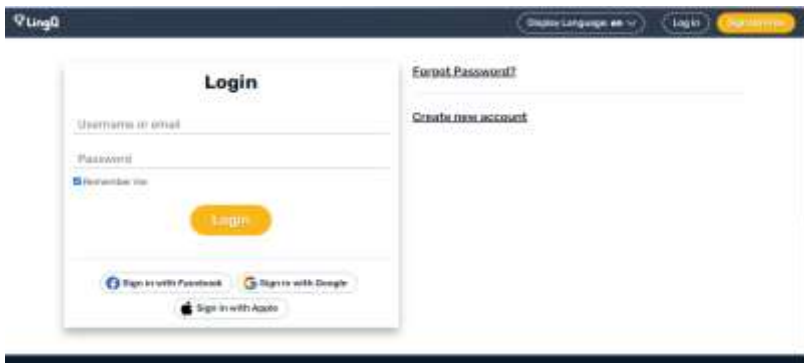
**Uses in Learning:**


LingQ provides foreign language learning materials available in 14 languages. This app is perfect for applying to English language learning. Through this application, students can train and improve four language skills (listening, speaking, reading, and writing) and their vocabulary mastery.

**Website:**

<https://www.lingq.com/en/>

## Steps in Use:

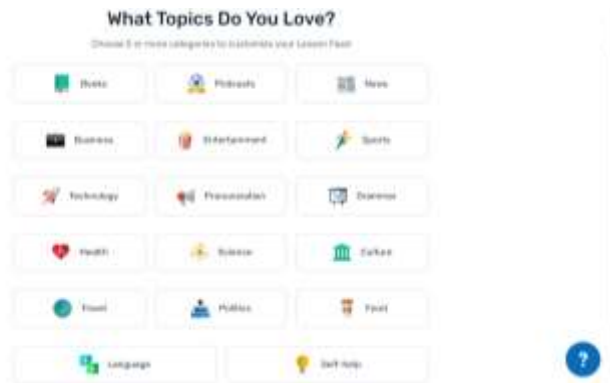




**Choose A Daily Goal**  
Visit our.com for more activities on LingQ

Casual	10 Min/Day	50
Steady	20 Min/Day	100
Intense	40 Min/Day	200

A blue question mark icon is located in the bottom right corner of the screen.



**What Topics Do You Love?**  
Choose 5 or more categories to customize your Lesson Plan

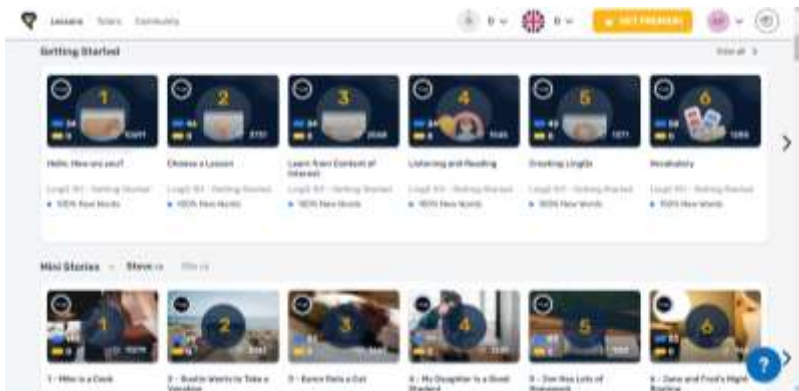
Books	Podcasts	News
Business	Entertainment	Sports
Technology	Personalities	Science
Health	Science	Culture
Travel	Politics	Food
Language	Self-help	

A blue question mark icon is located in the bottom right corner of the screen.



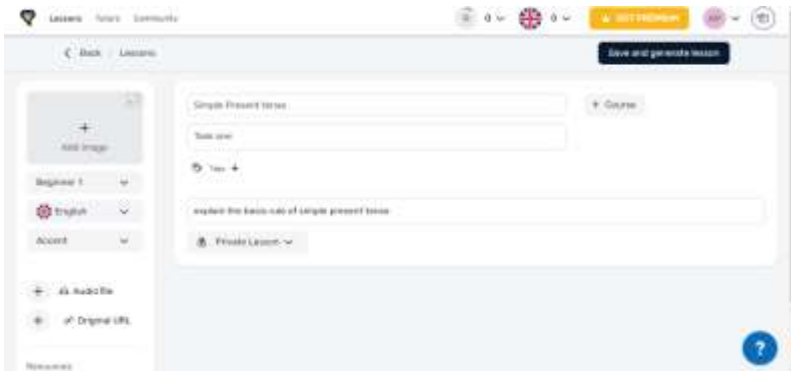
**Continue**

A blue question mark icon is located in the bottom right corner of the screen.



Default lesson based on the topic that has been chosen.





The menu for creating lessons. You can add the title and description of the lesson. you can add an image thumbnail. then choose level, language and accent. and also you are able to add audio files.







**Description:**

Kahoot is one of the online-based applications used as an interactive learning medium face-to-face. Quiz-based and game-based are the hallmarks of the Kahoot app. Kahoot in learning can be used in the initial test (pretest), the final test (post-test), providing practice questions, strengthening the material by giving, remedial, enrichment, and so on.

**Uses in Learning:**

In English learning, Kahoot can be used when the teacher will give an evaluation in the form of a test on all language skills.

**Website:** <https://kahoot.it/>

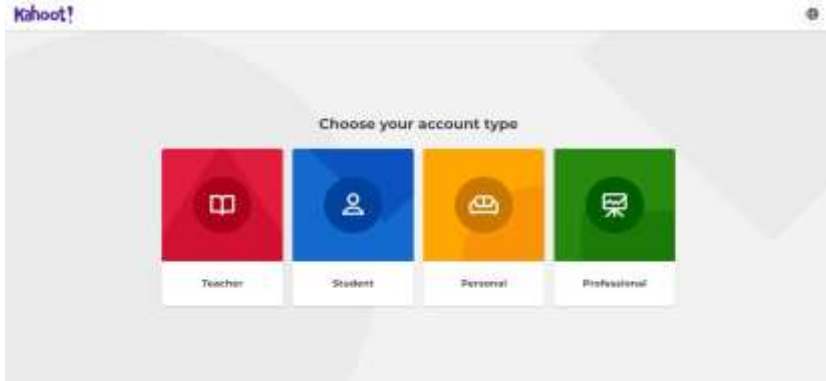
## Steps in Use:



- This is the home page menu of kahoot. click sign up if you don't have an account. click login if you have account



- This is the menu after you login. you can fill in your username or email and password, the other way. you can continue with google. This is the easiest way to login.



- Choose your account type. if you are teacher choose teacher,



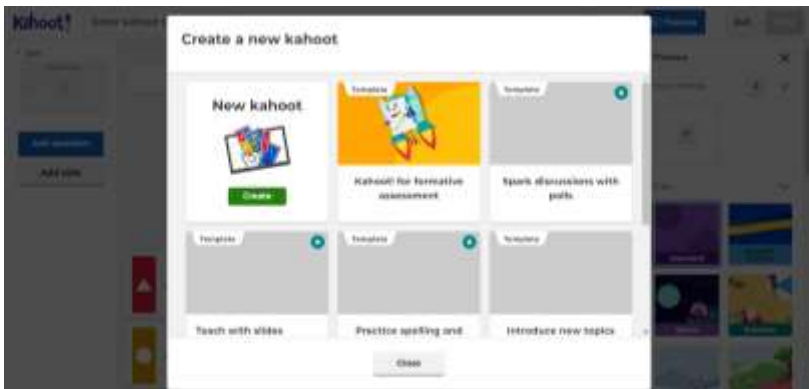
- Choose which one is suitable for you. In this example I chose higher education.



- This is the menu after you create the account.



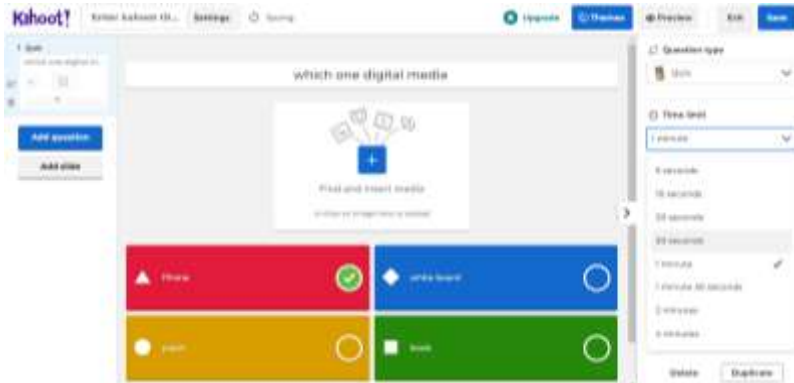
- On the top right side. click create then choose kahoot or course. choose kahoot for a game or quiz. choose a course if you want to create material.



- After that, you can choose something suitable for you.



- In this example I choose to create kahoot. On the top, you can create questions. then on the bottom you can write the answer, then checklist the answer.



On the right you can choose the time for each question.



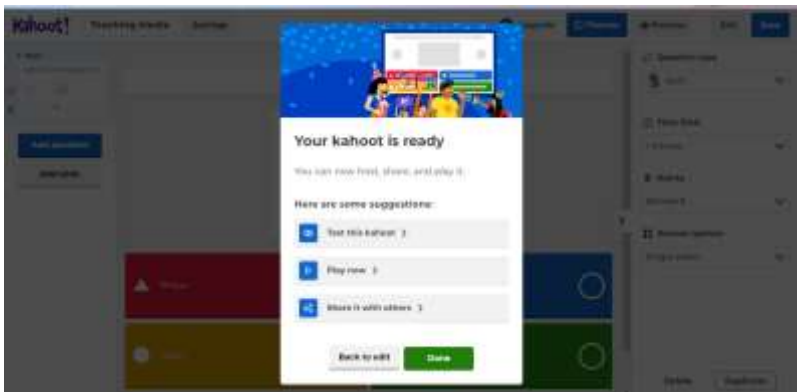
- The bottom of the time is points. the point, you can choose a kind of point for scoring. either standard or double point or no points.



- This option you can choose how many correct answer, either single select or multi select



- Then click finish if you have finished your quiz. you can create title and the description,

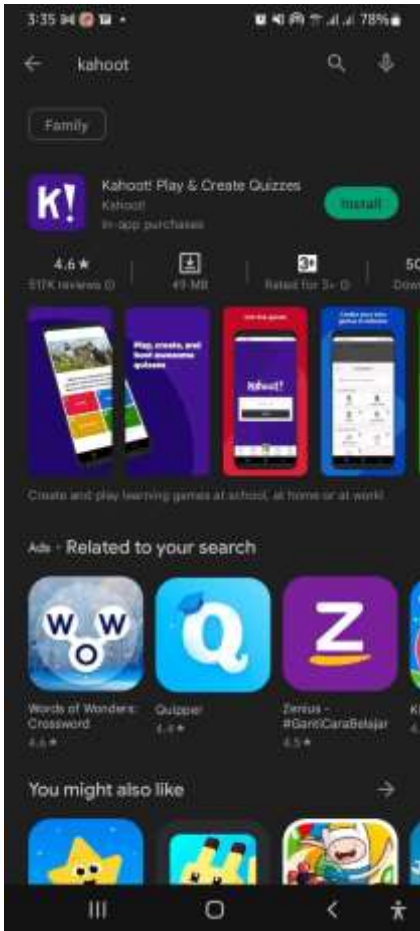


- After that, you can test the kahoot or play now. or share it with others. click share it with others to share your quiz to your students.

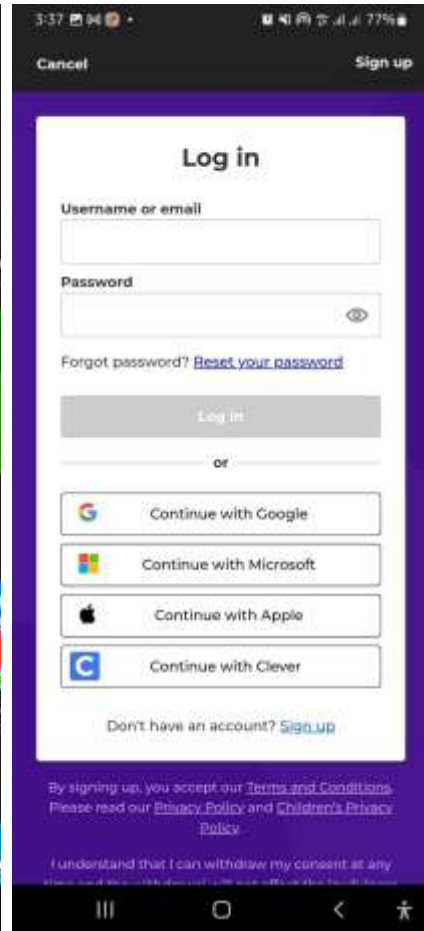


Copy the link to students then share it.

## Point of view kahoot by android

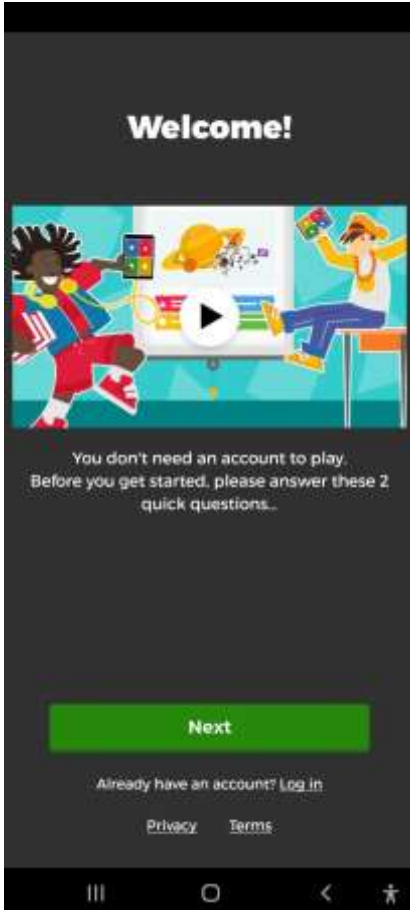


Find it on playstore then download it

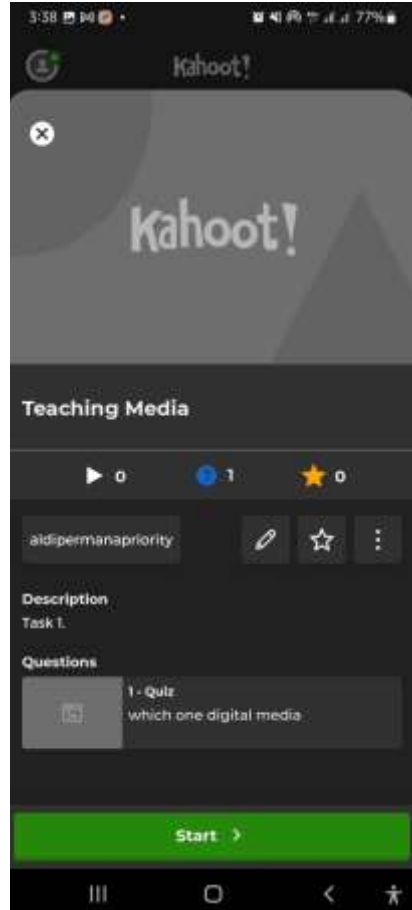


You can login or continue with google.

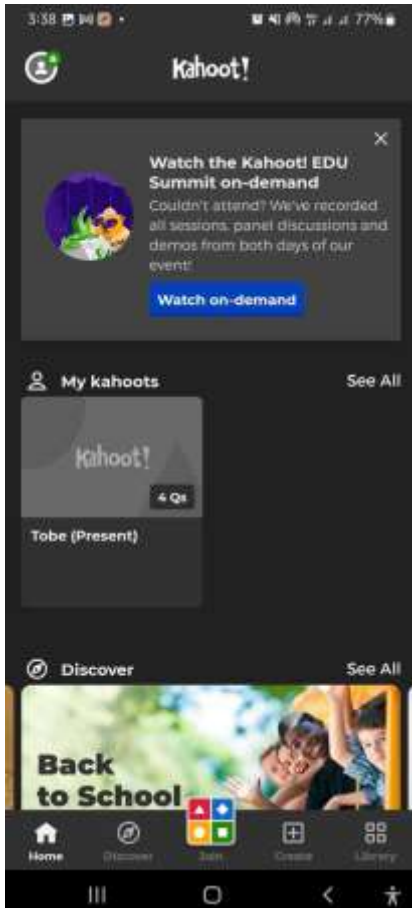




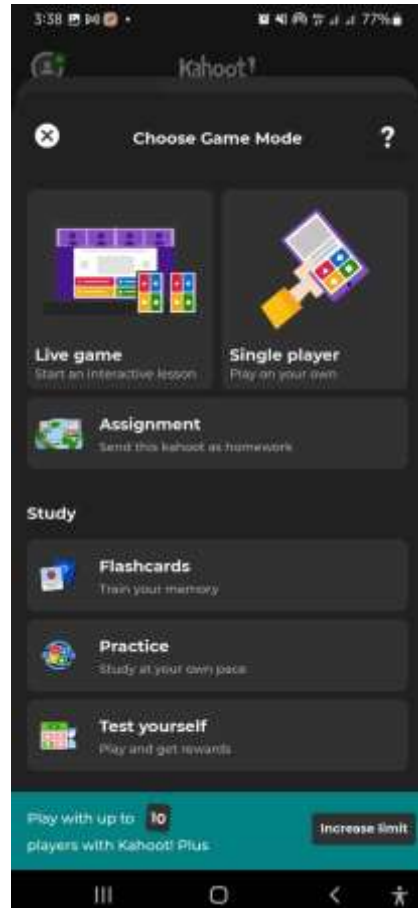
After you login. click next



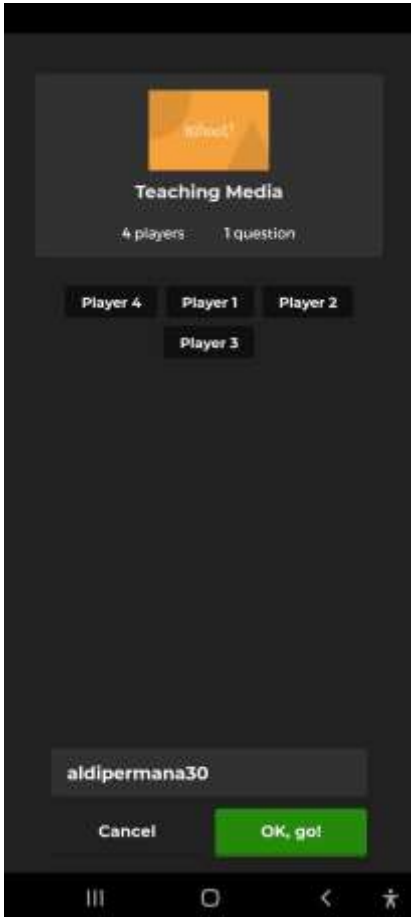
Then click the link that has been shared by your teacher. after that this is the menu after you click the link



On the menu there is my kahoot. click it then you can play it.



You can choose the game mode. either live game or single player. if your teacher orders you to do it together with your friend. You can choose a live game.



After that, choose the player then click ok.

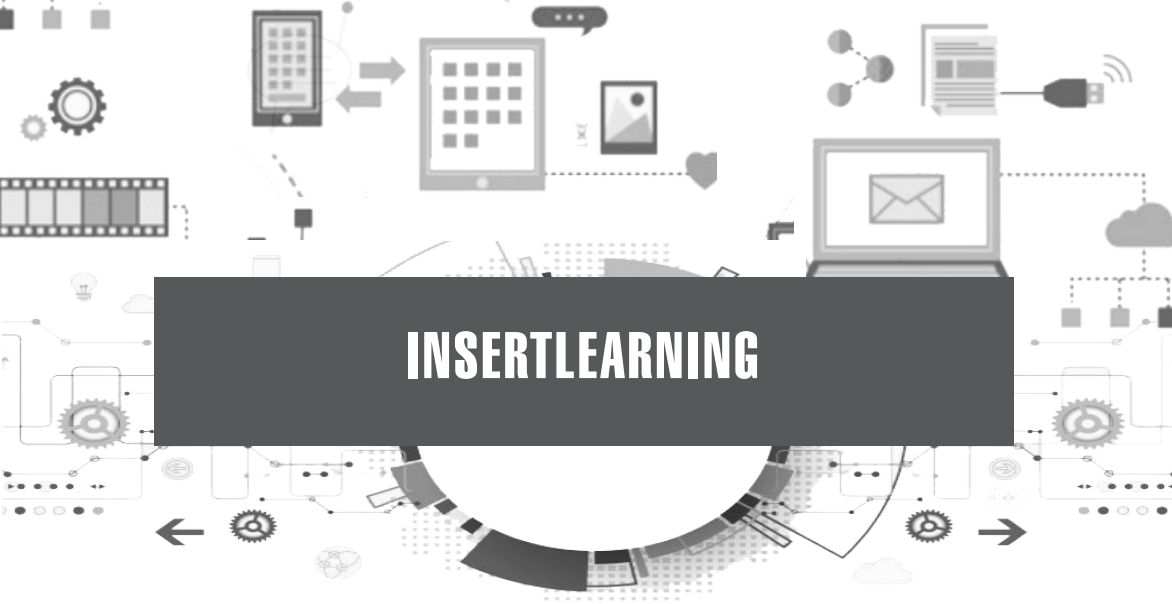


The menu of the game. choose the best answer. it will show you the correct answer.



After answering it. it will show the score.





# INSERTLEARNING

## **Description:**

Insert Learning facilitates interactive learning activities. InsertLearning saves teachers and students time while keeping students engaged. Teachers can insert questions, discussions, and insight directly into any website. When students go to that website, they can respond to those questions and discussions, see that insight, and take notes.

## **Uses in Learning:**

In English learning, this application is very suitable to be used to teach reading skills. Teachers can take advantage of the question, and discussion, and add videos for written discussion activities.

## **Website:**

<https://insertlearning.com/>

## Steps in Use:



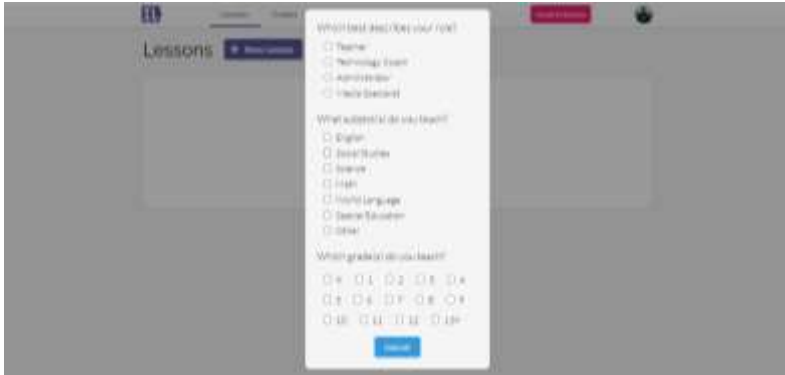
This is the homepage of insert learning. It's a little bit different from other learning media. this website you have to add to your browser because it is an extension of the browser. just click add to chrome if you use google chrome browser.



Then click sign in with google



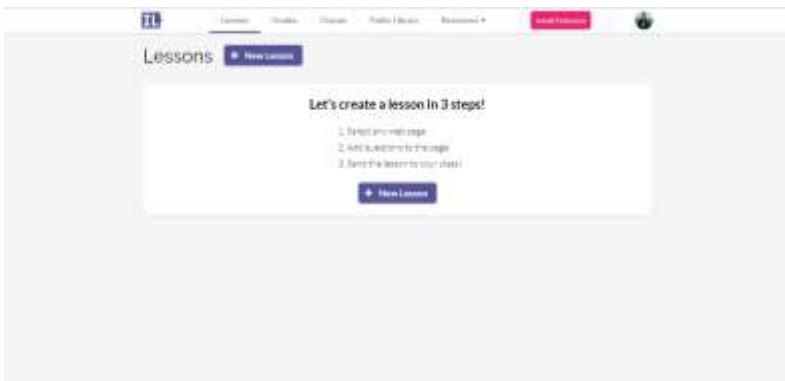
It's an option for you. choose which one you are.



Then choose which best describes your role, subject and grade.



Here is the homepage. There is a menu to create new lessons.



Before creating a new lesson, you have to click install extension.





Click add to chrome or tambahkan ke chrome



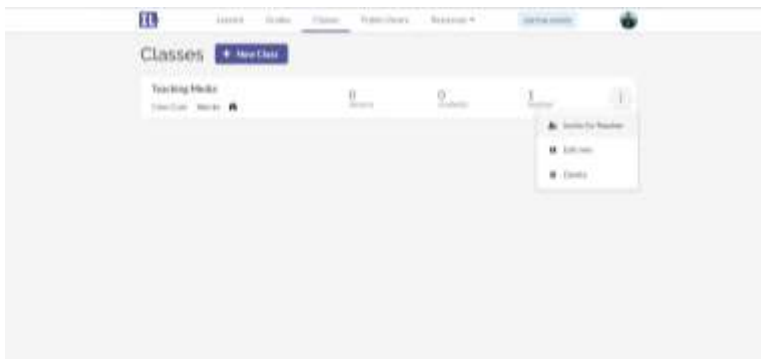
After you install it. the buttons will show on the left.



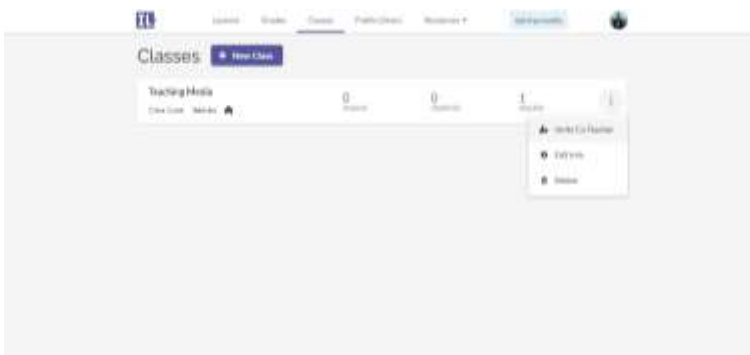
The first step is to create a new class. you can add your google classroom class or microsoft team class. the last button, you can share your class.



Click assign class then write the name of the class. then click create.



After the class had been made. You can invite a co-teacher.



On the bellow of the class name. There is a class code which you can share with your students.



Share it to your students. your students can get in your class by clicking insertlearning.com/signup then entering the code.



This is an example of a website that you can discuss with your students.



If there is no button on the left. click the button extension button then click insert learning

Overview **Details** Courses Careers Admissions Academics Tutor

Apply now Request info

## What is digital media literacy?

Digital media literacy is the ability to access, analyze, create and use digital media. This includes everything from knowing how to find credible information online to being able to communicate using digital media. A few examples of digital media literacy include knowing how to use digital media technology, spot misinformation, create digital content and evaluate the social, cultural and historical impact of media.

Arizona State University's digital media literacy degree online will teach you these skills and prepare you to be at the forefront of strategic digital media decisions. This interdisciplinary digital media degree teaches important digital skills and explores theories of expression and media ethics from a global perspective. You'll also develop a deep understanding of how information and technology affect our daily interactions. You'll then learn how to apply this knowledge to create digital content that addresses trust.

One thing that sets this degree apart from other communication degrees is its focus on what happens after the content is made and distributed. The digital media literacy degree teaches you how to examine who saw the content, who made it and what the audience did with it. The degree aims to help you become a professional communicator able to measure how digital content helps or harms your audience and their communities, so you can create content that has a positive impact.

### Why is digital media literacy important?

Digital media is all around us. Nearly every message is created or distributed using digital technology. In a positive sense, the media is a tool easier than ever for many people to access important information. However, at the same time, the rapid spread of misinformation threatens our democracy. Being able to navigate these digital media challenges is fundamental to

Need more info? Start here

After that you can see the button on the left. you can block the text.

Overview **Details** Courses Careers Admissions Academics Tutor

Apply now Request info

## What is digital media literacy?

Digital media literacy is the ability to access, analyze, create and use digital media. This includes everything from knowing how to find credible information online to being able to communicate using digital media. A few examples of digital media literacy include knowing how to use digital media technology, spot misinformation, create digital content and evaluate the social, cultural and historical impact of media.

Arizona State University's digital media literacy degree online will teach you these skills and prepare you to be at the forefront of strategic digital media decisions. This interdisciplinary digital media degree teaches important digital skills and explores theories of expression and media ethics from a global perspective. You'll also develop a deep understanding of how information and technology affect our daily interactions. You'll then learn how to apply this knowledge to create digital content that addresses trust.

One thing that sets this degree apart from other communication degrees is its focus on what happens after the content is made and distributed. The digital media literacy degree teaches you how to examine who saw the content, who made it and what the audience did with it. The degree aims to help you become a professional communicator able to measure how digital content helps or harms your audience and their communities, so you can create content that has a positive impact.

### Why is digital media literacy important?

Digital media is all around us. Nearly every message is created or distributed using digital technology. In a positive sense, the media is a tool easier than ever for many people to access important information. However, at the same time, the rapid spread of misinformation threatens our democracy. Being able to navigate these digital media challenges is fundamental to

Need more info? Start here

Then you can give the instruction to your students.

Overview **Details** Courses Careers Admissions Academics Tutor

Apply now Request info

## What is digital media literacy?

Digital media literacy is the ability to access, analyze, create and use digital media. This includes everything from knowing how to find credible information online to being able to communicate using digital media. A few examples of digital media literacy include knowing how to use digital media technology, spot misinformation, create digital content and evaluate the social, cultural and historical impact of media.

Arizona State University's digital media literacy degree online will teach you these skills and prepare you to be at the forefront of strategic digital media decisions. This interdisciplinary digital media degree teaches important digital skills and explores theories of expression and media ethics from a global perspective. You'll also develop a deep understanding of how information and technology affect our daily interactions. You'll then learn how to apply this knowledge to create digital content that addresses trust.

Click to Question

Question text: (This text is not in a story)

Type an open-ended question or multiple-choice question.

Delete Create

One thing that sets this degree apart from other communication degrees is its focus on what happens after the content is made and distributed. The digital media literacy degree teaches you how to examine who saw the content, who made it and

Need more info? Start here

Or you can create the question



Another feature, you can create discussion.



Here is another menu in insert learning.



This is point of view (POV) Student. This is the menu after you click the link from the teacher.



This class has been made by the teacher. you can click assign



This is the teacher's instruction.



You can answer the teacher's question



Or you can discuss it.



# CLASS MARKER

## **Description:**

ClassMarker is one of the applications for creating online quizzes that can be used for free. The app is only accessible online. ClassMarker is not only used as an online quiz in the field of education but can also be used for business activities. The test types provided by ClassMarker consist of: multiple choice, true-false, free text, grammar, and essay. As for being able to make tests on this application, you must first log in using an account that has been registered.

## **Uses in Learning:**

This application is suitable for giving assignments or final evaluation of learning in English language learning. The app can be used for all language skills.

## **Website:**

<https://www.classmarker.com/>



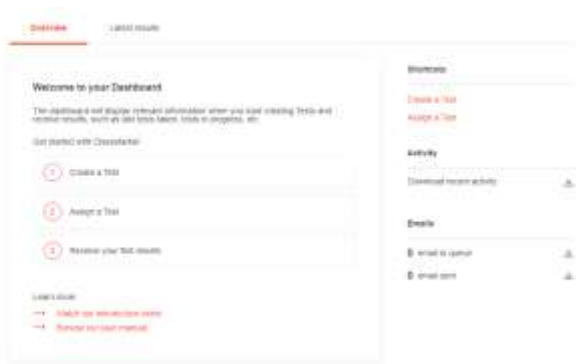
## Steps in Use:



This is the homepage of classmarker



You have to register, then choose which one is suitable for you.



This is the dashboard menu after you register. then create a test.



Write your test name.



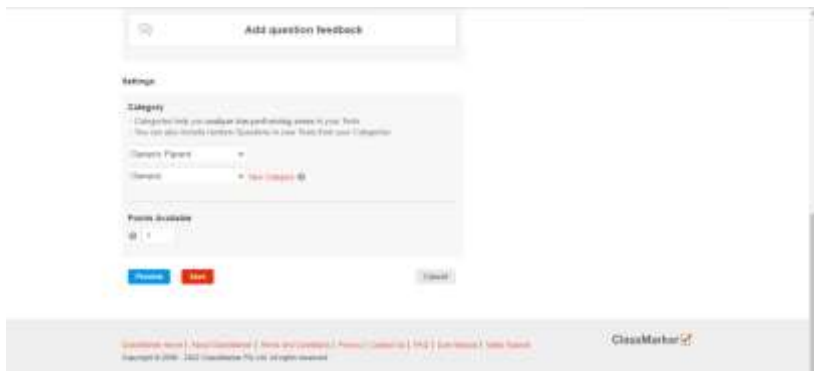
After that click add questions



Choose types of your questions.



Here is an example of free text questions.



Then setting the questions.



This is the menu after you finish creating the questions.



You can see the questions that have been asked. After that click assign test.



After that, you can send your test to a group or send the link.



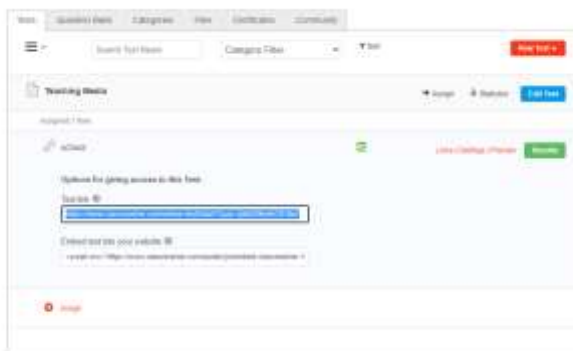
You have to upgrade account, before share it



Then klik tests



Here is the link that you can give to your students.



Click the link until the text block in this picture. then copy it and share it.



**Description:**

Miro is an online collaborative whiteboard platform that allows teams to work together effectively. Miro has several whiteboard templates: framework, mind map, journey map, and brainwriting. Miro can be accessed for free or by subscription.

**Uses in Learning:**

Miro can be used for the learning of all four language skills. Especially on writing skills, this application will make writing learning more effective.

**Website:**

<https://miro.com/>

## Steps in Use:



- This is the home page of miro. you can sign up or login

### Sign up for free today

Use your work email to make it easier to join or invite your colleagues.

Agree to Max Bytes and Private Policy

Agree to receive Miro news and updates

OR sign up with:



- After you click sign up, then click sign in up with google.

## miro

Business EIT

### Set up your team

What's your team name?

- Create your team by naming it

miro

## Set up your team

What's your team name?

What will you use this for?

Work
  Personal
  Education

What's your role?

Teacher

- Consultant / Professional services
- Customer Experience Management
- IT services
- Not category related
- Teacher
- Student
- Other

- After creating the name, choose your role and the purpose of using miro.

miro

## Invite teammates

Invite from Slack or PDF email contacts

Copy this link and share in your work messages!

<https://miro.com/join/101>

- You can copy the link to invite the teammates or enter the email to send invitations.

miro

## What do you want to do?

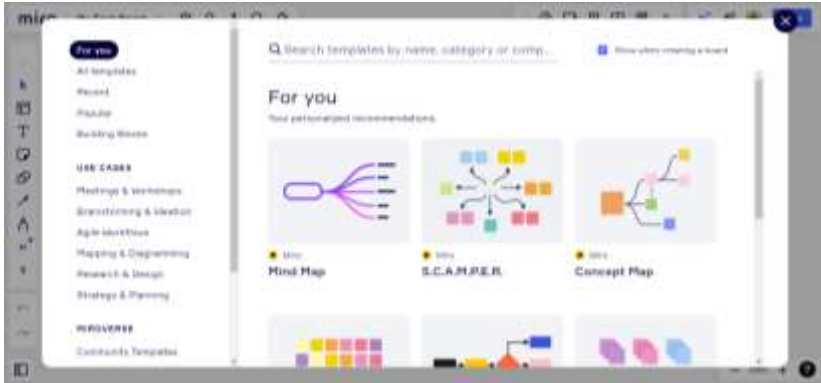
Choose the area you want to focus on and all things get you started

<p>Strategy and Planning</p>	<p>Mapping and Diagramming</p>	<p>Agile Workflow</p>
<p>Ideation and Brainstorming</p>	<p>Research and Design</p>	<p>Meetings and Workshops</p>

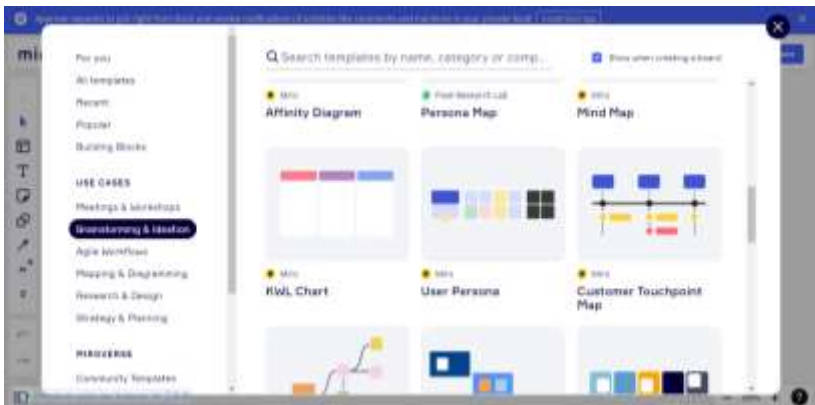
100 out of 100 items selected

- Choose what do you want to do





- Here is an example of creating ideas. You can see all the templates and on the left there are all menus and categories.



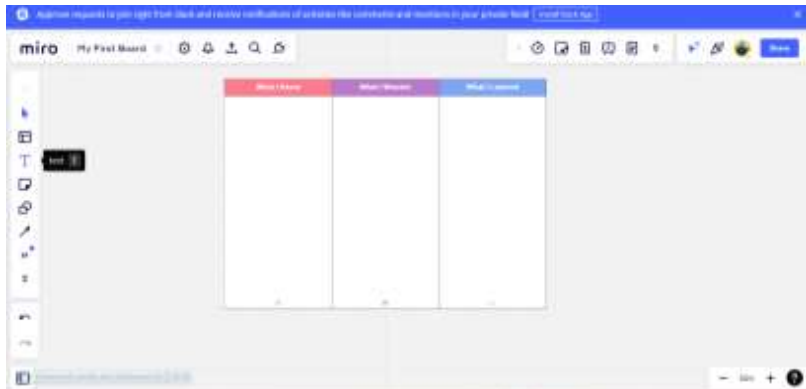
- Choose a brainstorming and innovation menu. Then choose the style



- Choose your device. the left option for the tablet or phone. the right option for computer or laptop.



- Choose laptop and computer by clicking on the left menu. Here is the instruction to understand the basic gesture and how to use basic features in miro.



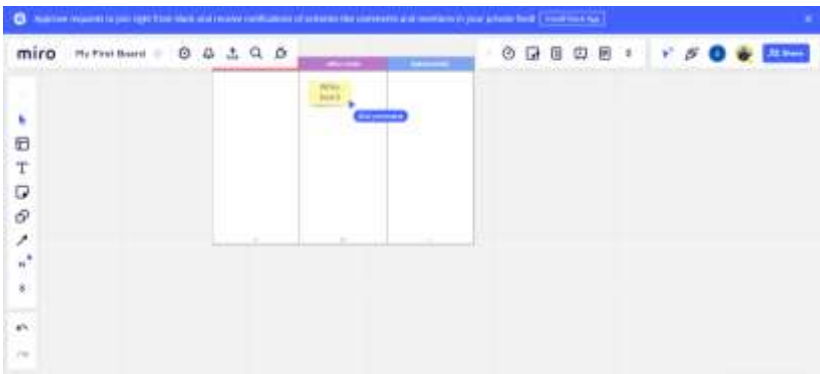
- On the left is the menu, you can add text, note etc



- Share a link to your students by clicking the share button on the top.



- On the top is entering the mail. and on the bottom, choose an option what they can do.



- This is the student's point of view. you can add your answer in any way. just choose on the left button.



- This is the teacher's point of view. the teacher can comment or give emoji to appreciate your student's answer.



- This picture shows you the emoji of thumbs up as a result of a good answer from the student.



- The teacher can give time for finishing the task.



- And the student is also able to change it into presentation mode.

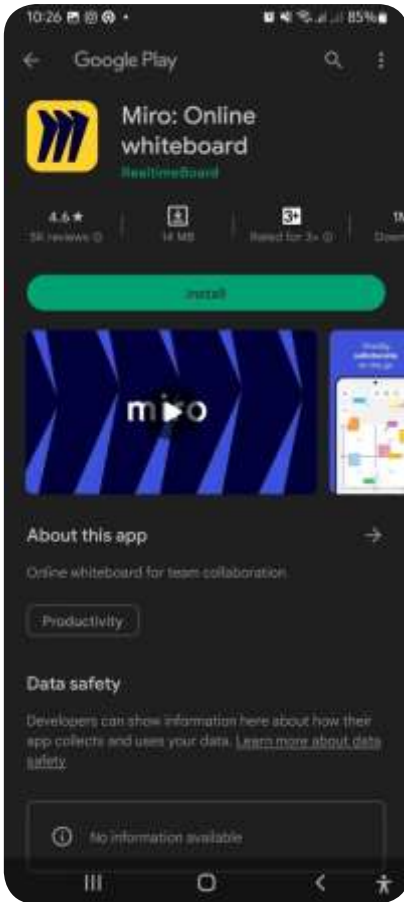


- And on this site, you are able to video chat with your group while you are finishing it.

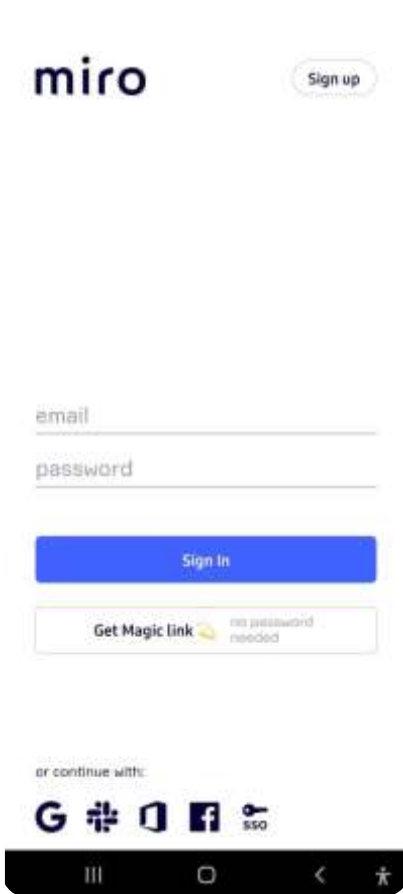


- If you don't want to use video features. You can use a chat box, to communicate in the group.

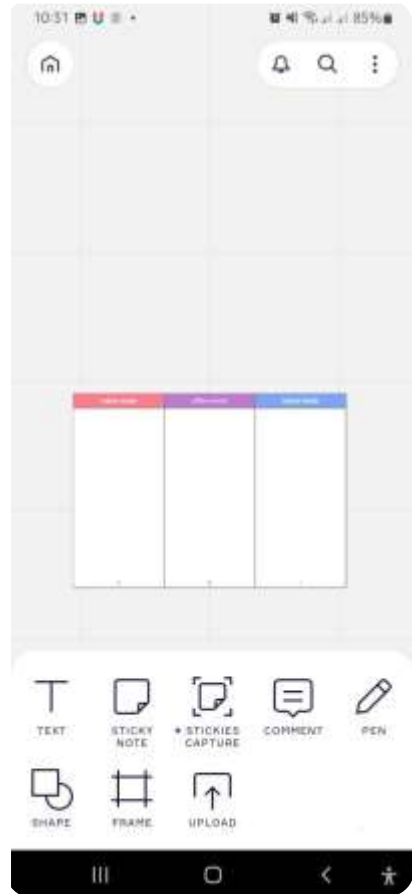
## Miro in android.



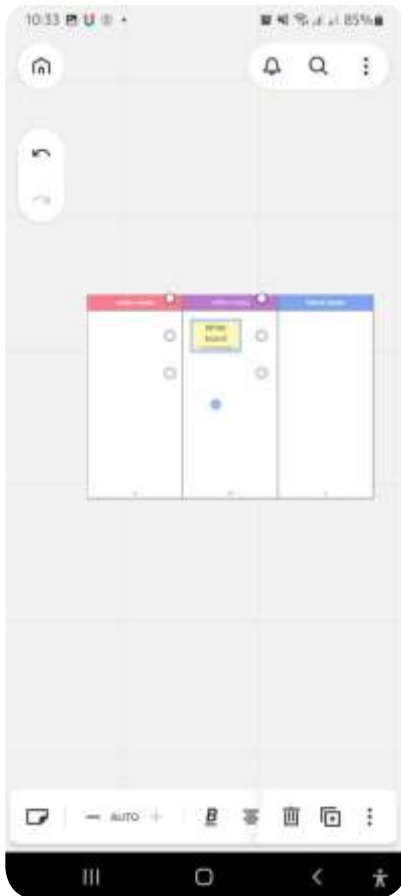
Find miro in google play store. After installing it. click the invitation link from the teacher. then install it



Click the google icon for sign in by google account.



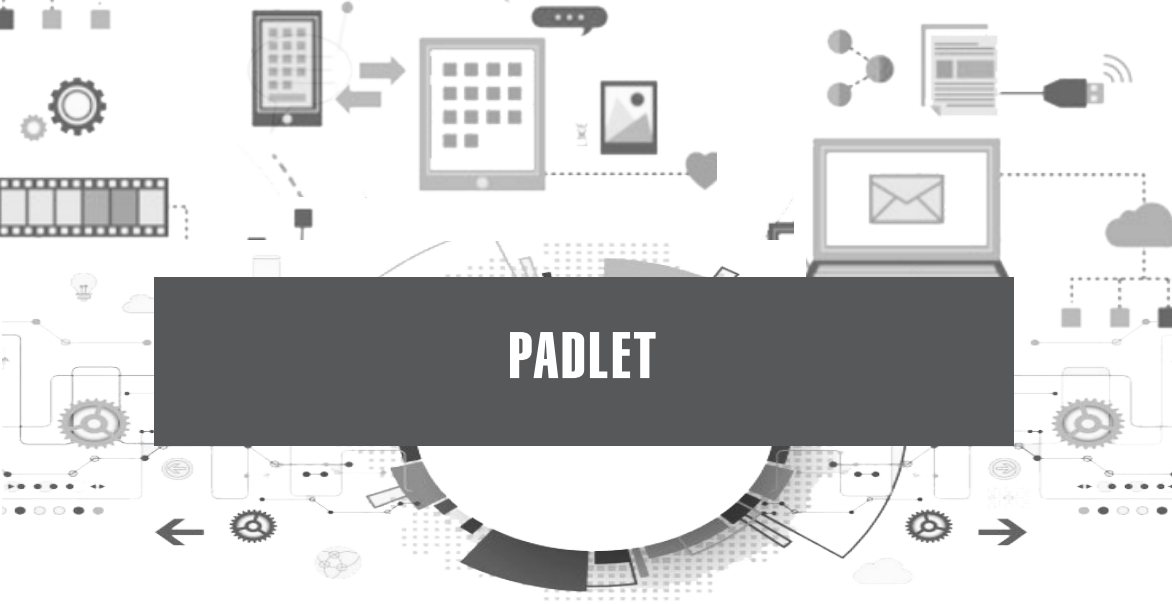
You can add the answer in many ways.



Here is the menu after you sign in. you are directly getting into the class.







### **Description:**

Padlet is an application that allows a user to collaborate in text, photos, links, or other content. Each box space is called a “wall” that can be used as a personal bulletin board.

Here are some of the advantages of Padlet that can be used as a learning medium.

- (1) It's easy to use and it doesn't take long to understand how it works. In addition, the padlet also has an attractive appearance.
- (2) Have a space to be creative by adding voice images, notes, and videos
- (3) Can be accessed via Laptop/PC and smartphone.
- (4) The learning results in material explanations with this padlet can be exported into images (in .jpeg format) or pdf. This makes it easier for students to review their lessons after completing teaching and learning activities (KBM). Files that have been exported can also be shared with parents or guardians. It allows both learners and teachers to see past learnings.
- (5) It has a comment feature that can be activated so that there can be a two-way interaction between teachers and students.
- (6) Live Chat, where teachers and students can find out directly at that time what the learner is typing.

## Uses in Learning:

In English language learning either at school or on campus, padlets can be used for all language skills.

## Website:

<https://id.padlet.com/>

## Steps in Use:

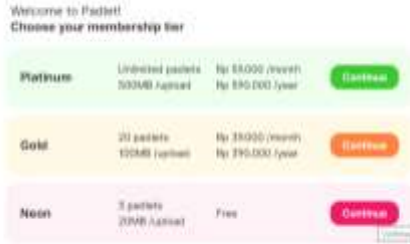


- Here is the homepage of the padlet.



- After click sing up then sign it with google

Padlet



- If you don't want to pay for it. You can go with the neon category, which is free. then click continue.

Padlet



- Then click lets go.



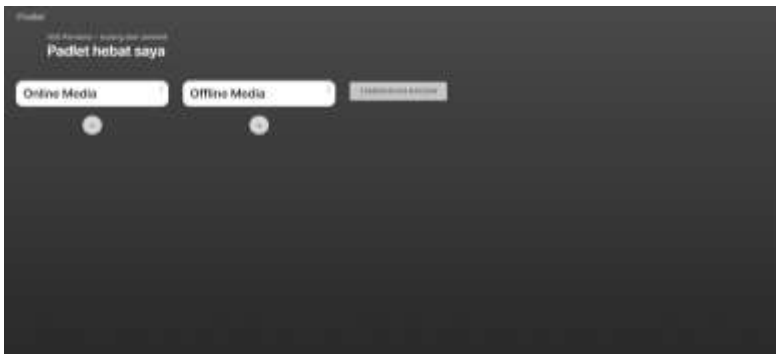
- Here is the homepage after you login



- Choose the style of the padlet. i choose *daftar* style



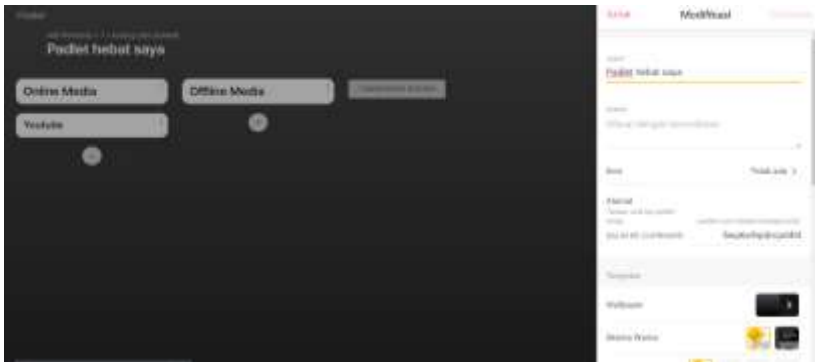
- The teacher is able to create the task, prepare the medium for the students



- Sign “+” to add another category then save it. you can click the share button on the right.

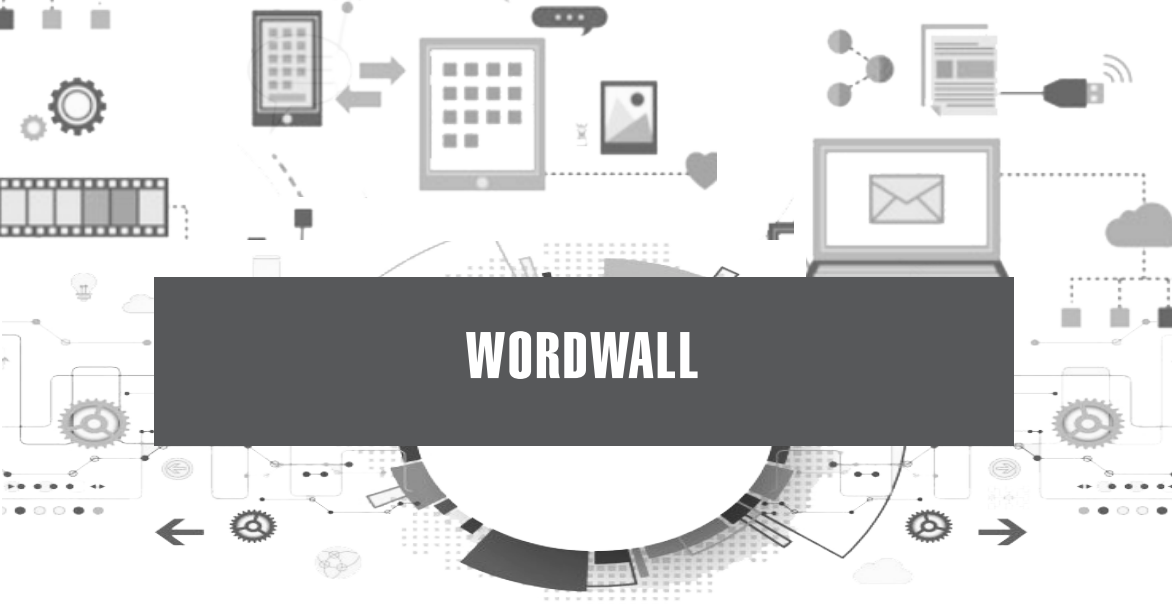


- Then click *share tautan ke clipboard*.



- In this menu the students are adding the online media category,





**Description:**

This website-based application can create learning media such as quizzes, matchmaking, pairing couples, anagrams, random words, word searches, grouping, and so on. Interestingly, in addition to users being able to provide access to the media they have created online, it can also be downloaded and printed on paper. The application offers 18 templates that can be accessed for free, and users can easily switch activity templates from one activity to another. The teacher can also make his artificial content a chore.

**Uses in Learning:**

Word wall applications are exciting to use in English learning. This app is suitable for teaching reading skills and improving students' vocabulary mastery.

**Website:**

<https://wordwall.net/>



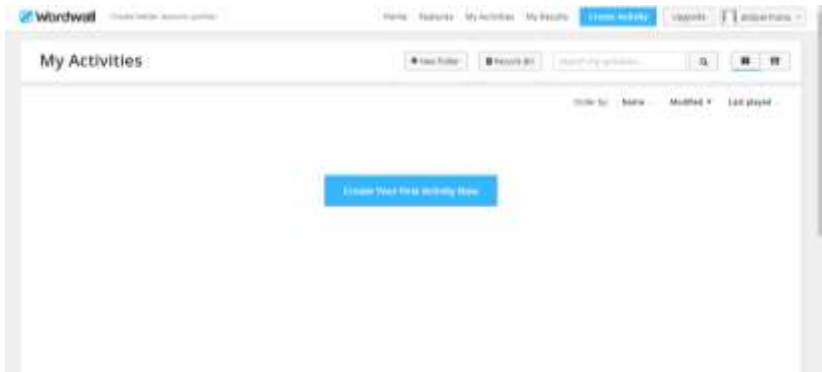
## Steps in Use:



- This is homepage of word wall



- Signing in with google is the easiest way to get an account.



- This is the homepage after you have an account. then create your activity by click create your activity activity now



- Create the title of the activity then write the questions.



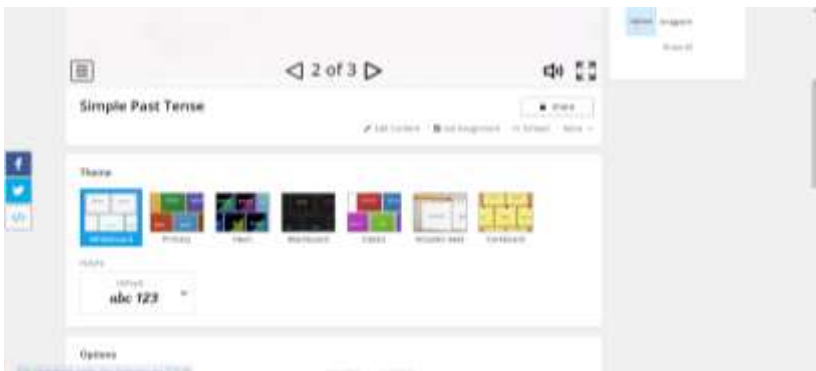
- Then you can test your activity and also you can switch the interactive activities.



- This is an unjumble word activity. you just have to click which one is the first until the last sentence.



- There is time for counting the time you take for answering all the questions.



- On the below you can change the theme.



- And also can change the setting of timer, marking, alignment and you can choose either show the answers or not.



- Write the title after finishing setting your games.



- After finishing testing your questions and setting it, you can choose the category then publish it.

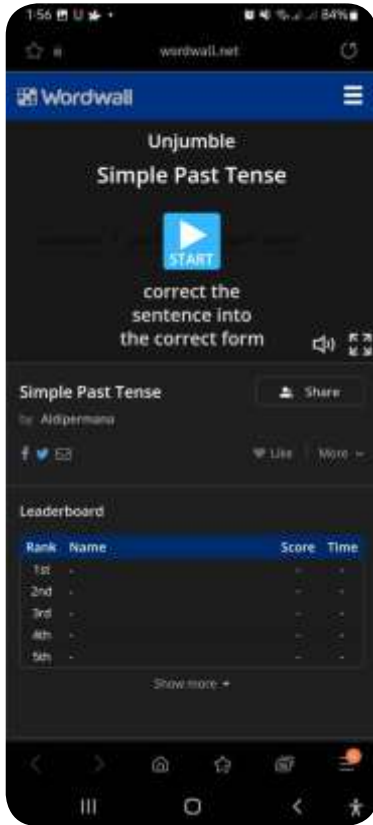


- Click copy then share it to your students.

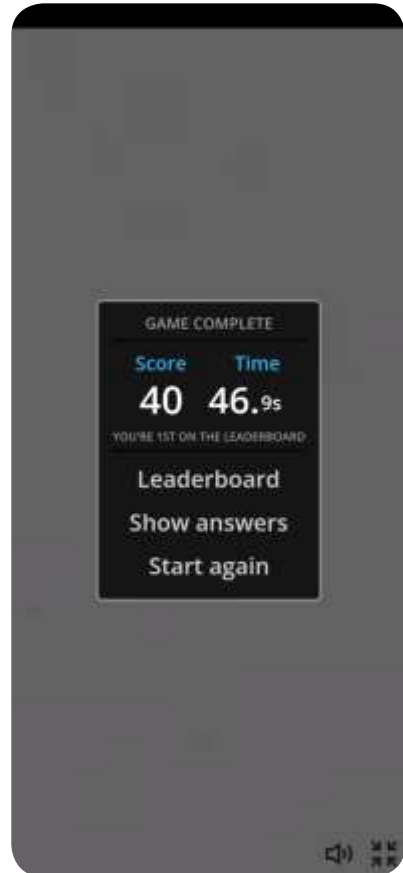
The screenshot shows a 'Leaderboard' window with a table of student scores. The table has four columns: Rank, Name, Score, and Time. The first row shows a student with Rank 1st, Name 'Ali', Score 40, and Time 45.5. Below the table are several navigation and utility sections: 'Site Map' with links like About, Community, Contact, and Home; 'My School' with links like My School, My Homework, and My Profile; 'Language' with a list of languages including English, Spanish, and French; 'Social media' with icons for Facebook and Twitter; and 'Give Feedback' with a 'Send feedback' button.

Rank	Name	Score	Time
1st	Ali	40	45.5
2nd	...	...	...
3rd	...	...	...
4th	...	...	...
5th	...	...	...
6th	...	...	...
7th	...	...	...
8th	...	...	...
9th	...	...	...
10th	...	...	...

- Here is an example of a student's score.



Click the link from your teacher. Here is an example. in this game then this will show up. after that you have to arrange the words. you can start the game make it into the correct sentence.



This is the example of correct sentence. It will show the time.



Another correct answer

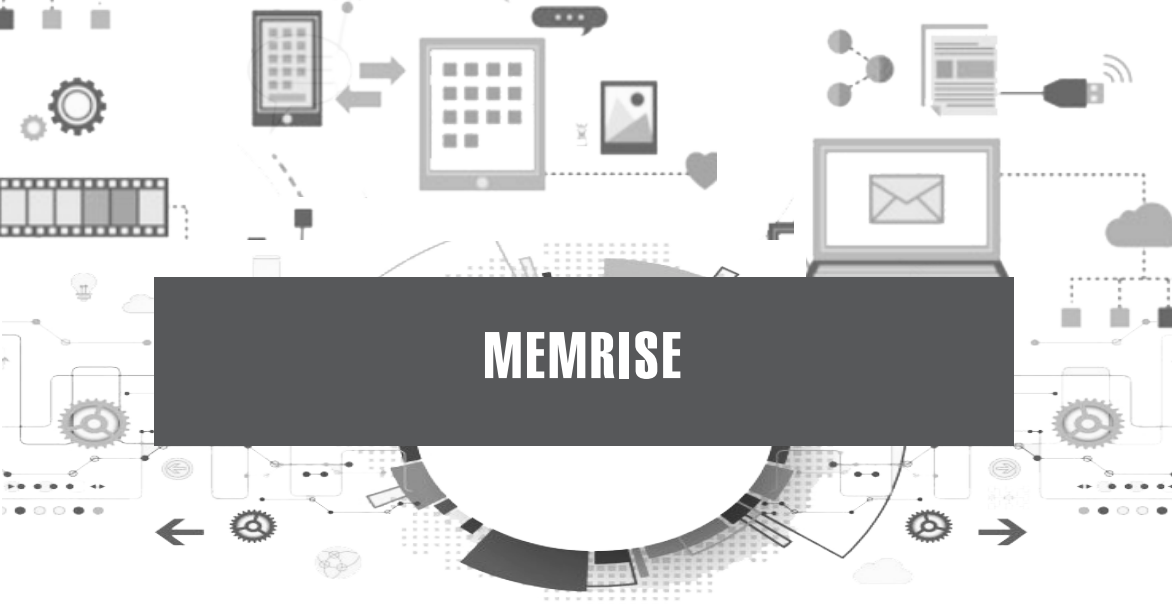


Here is the result then write your name





It will show the leaderboard



**Description:**

Memrise was created to train the memory (memory) of language learners. The features are straightforward to use. The advantage of this application is that the vocabulary displayed is not only in the form of a flashcard. Still, it can be a competition between language learners with the leaderboard feature and learners can also set their own learning goals.

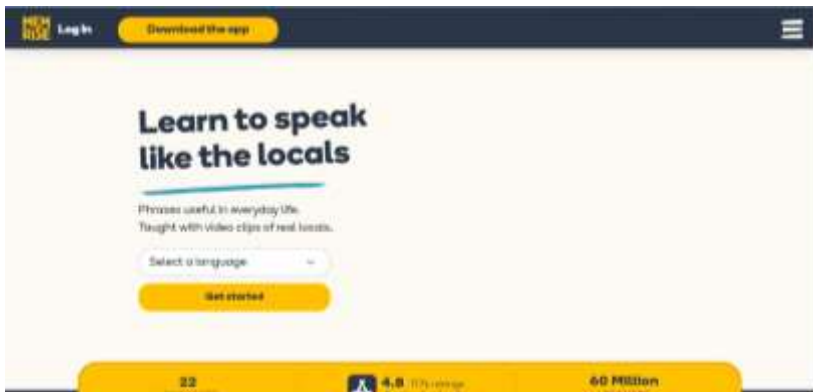
**Uses in Learning:**

The memrise app can be used on all language skills in English language learning. This application will be efficient if the teacher wants to improve students’ vocabulary mastery and speaking skills.

**Website:**

<https://www.memrise.com/>

## Steps in Use:



- This is the homepage of memrise. get started by choose language



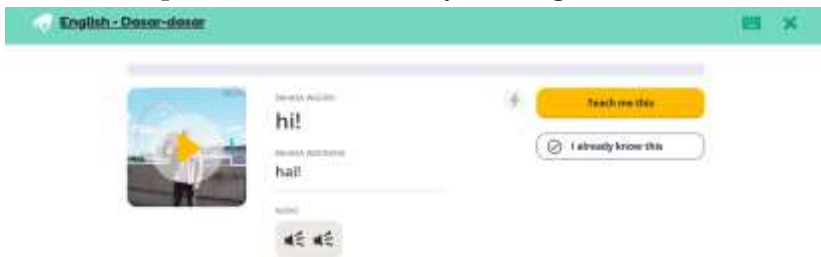
- In this section, i speak bahasa indonesia then i want to learn inggris



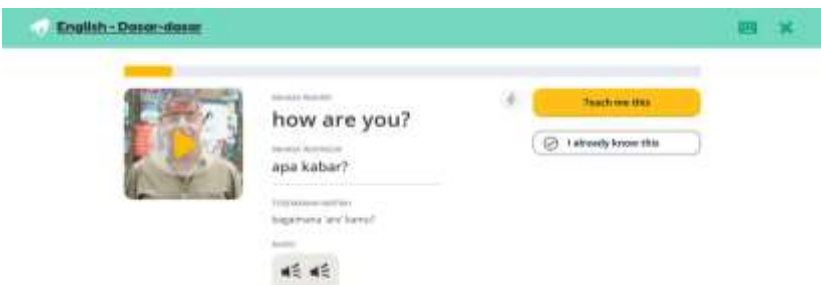
- Then sign up with google.



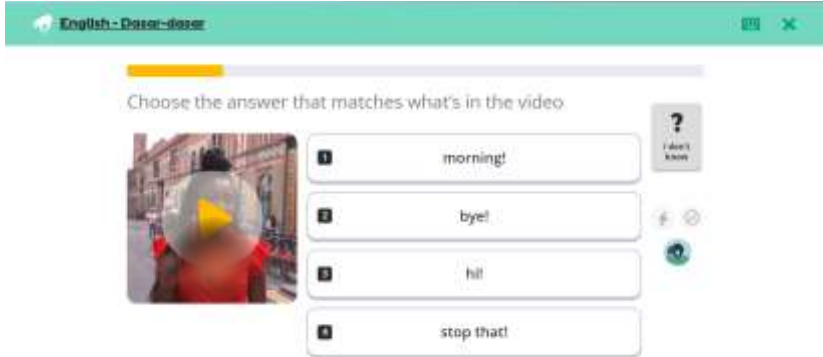
- After that. This website directly gives you the basics of what you can learn on this website. In this section you can learn how to pronounce the word by clicking the audio button.



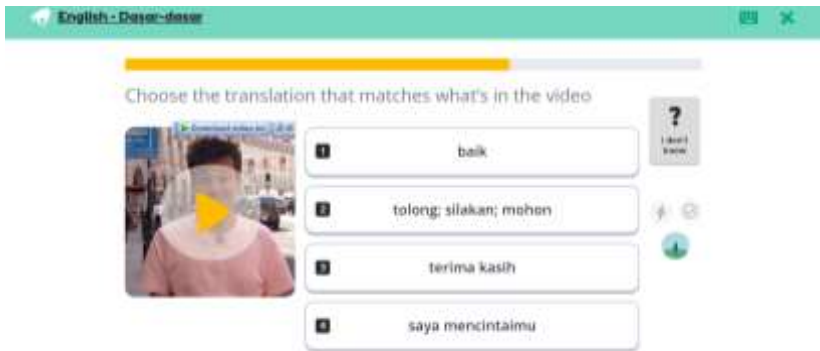
- You can play the video, you can teach me this button to understand how to pronounce it or you can skip it if you already know by clicking i already know this button.



- After you understand the previous material. it will show you another words/sentence/phrase



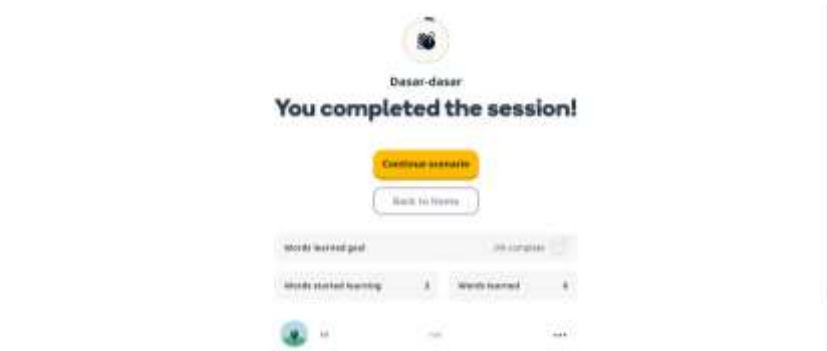
- This is a simple quiz after you learn the material. click the video and watch what she/he says then choose which one is the best answer.



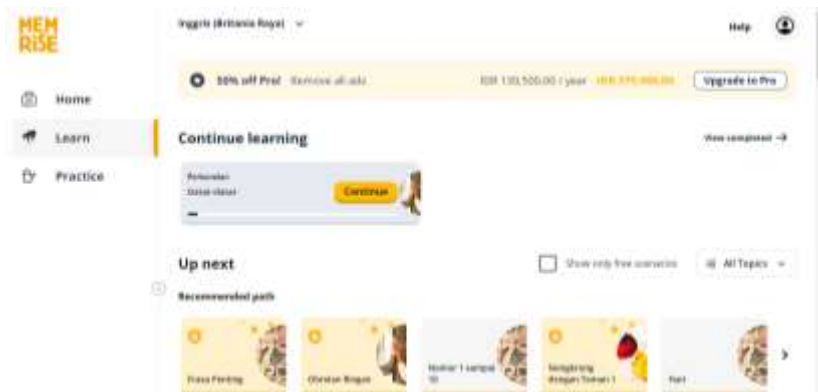
- This section chooses the meaning based on the video. The video uses English, then you choose the meaning.



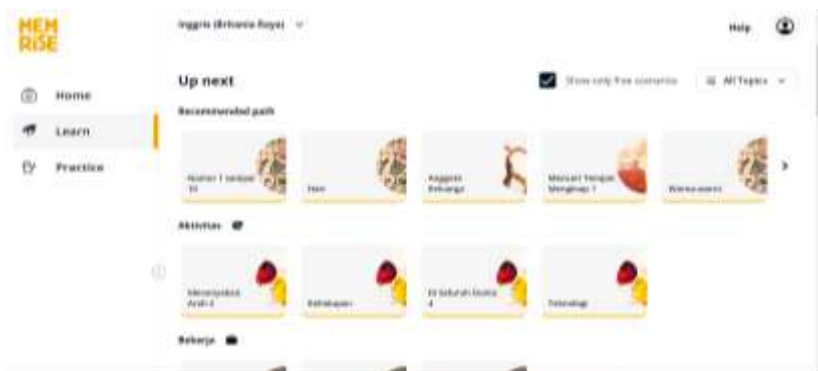
- Click the best answer then it will show you, is it correct or not.



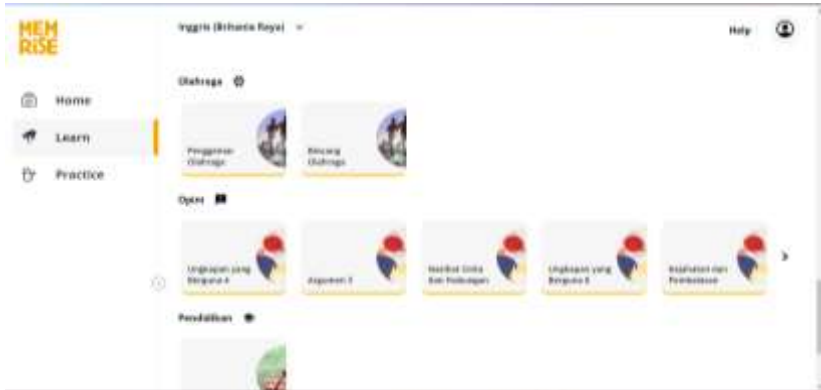
- After you complete the session then this is the menu. you can either continue another scenario or go back home.



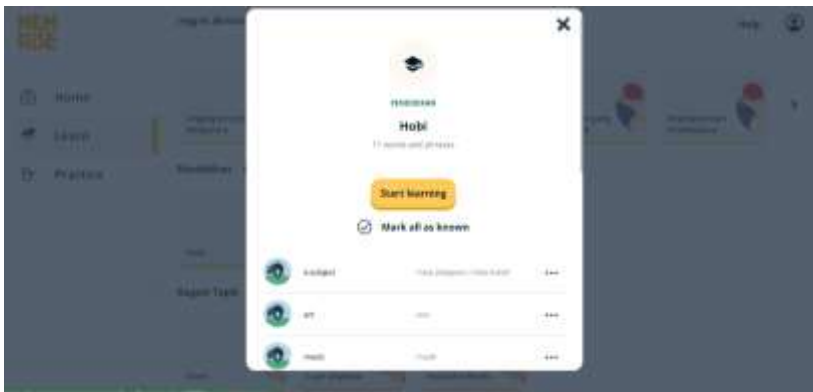
- If you choose, go back home. then this is the menu you will see.



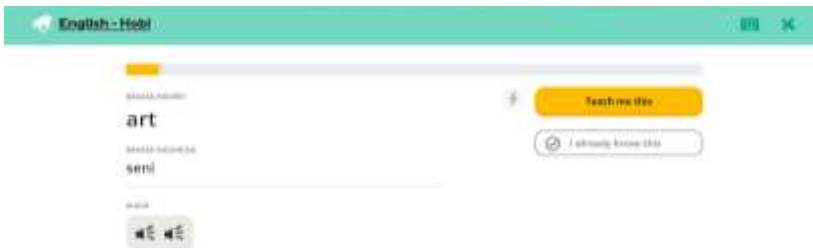
- This is a free scenario.



- You can choose another free scenario by scrolling down.



- I show you the hobi scenario



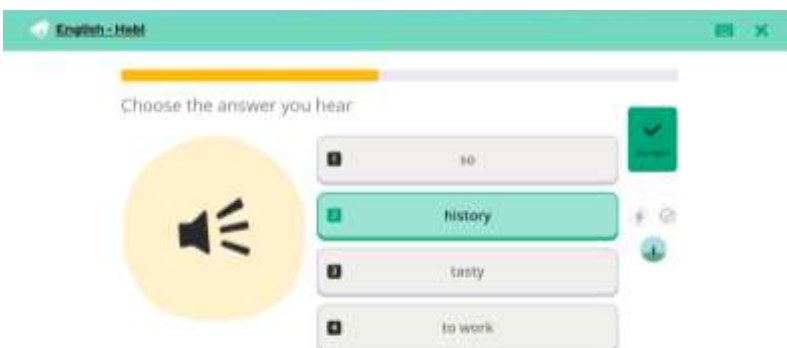
- Same as the previous scenario but different topic



- This section you have to choose the best meaning in english



- If it is difficult, you can mark this word as difficult word by click the button



- This is another type of question. click sound then choose the best answer.

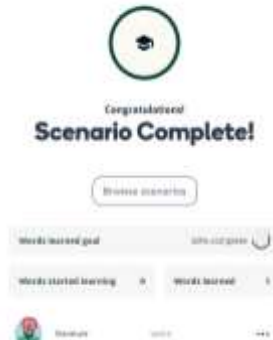




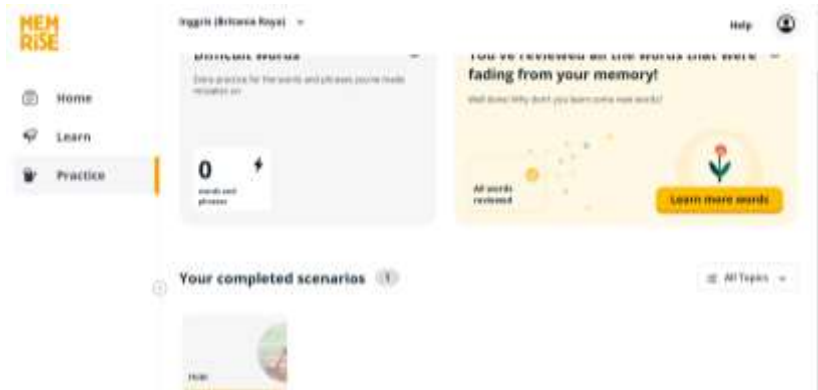
- If you choose the wrong answer it will show the correct answer.



- Another type of question, this question is a jumble word.

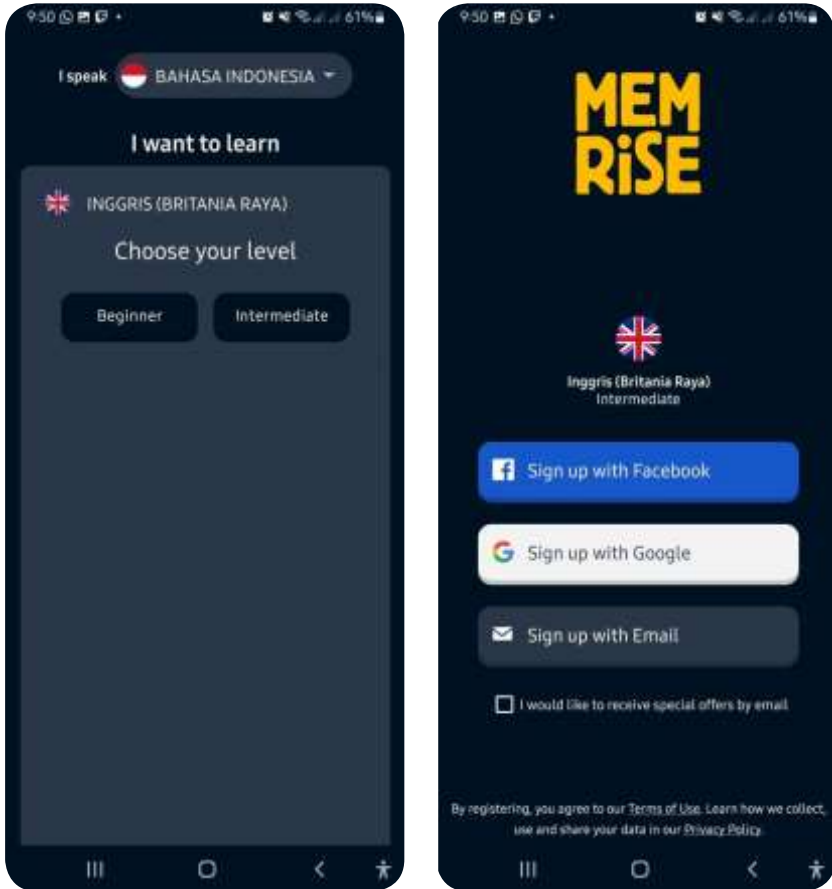


- The scenario is complete.



- This is the homepage after you finish your scenario.

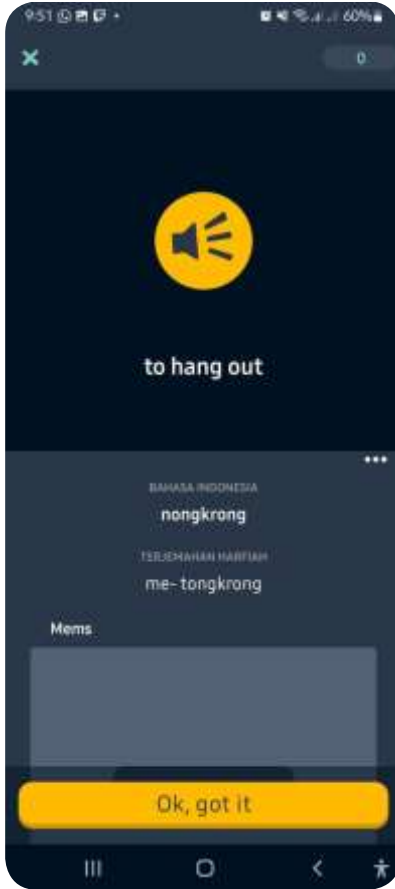




Find it on google play store then install it. after that open it then choose the language that you use and the language that you want to learn. Sign in with your account. you are able to sign up either with google or facebook. then



Choose what language you want to learn      Wait for a moment



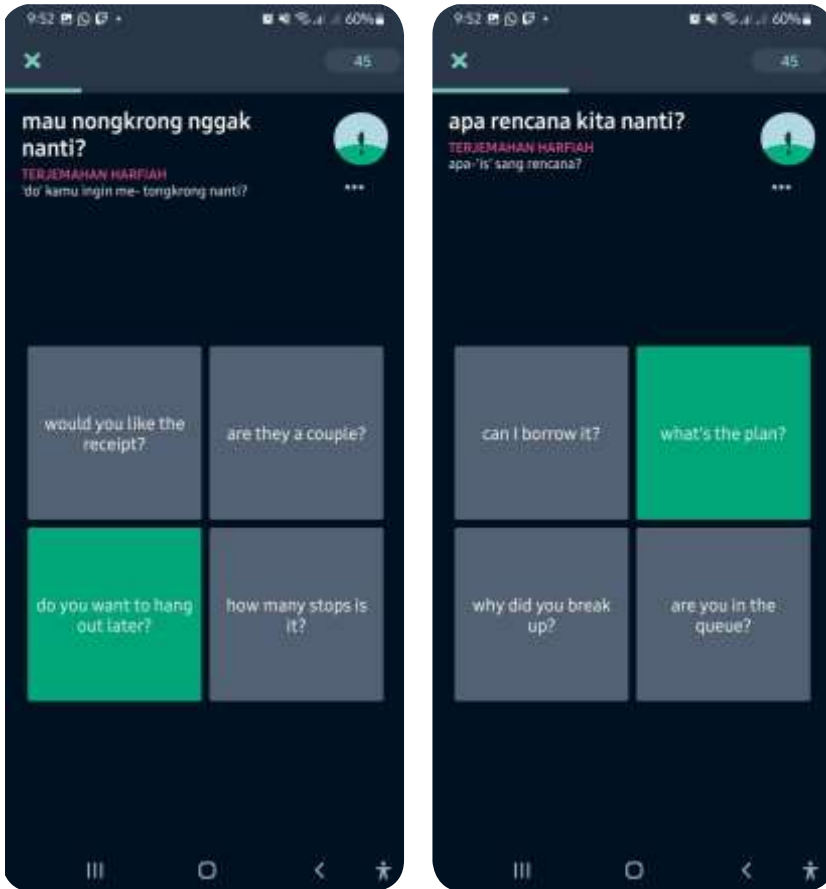
Click the sound button to hear how to pronounce it.



Click words and phrase to continue



So this is a quiz from the previous material, and answer the translation from the word. click the video then learn how to pronounce it. click button ok, got it will turn into green if it is correct.



This is another quiz and it is multiple choices quiz

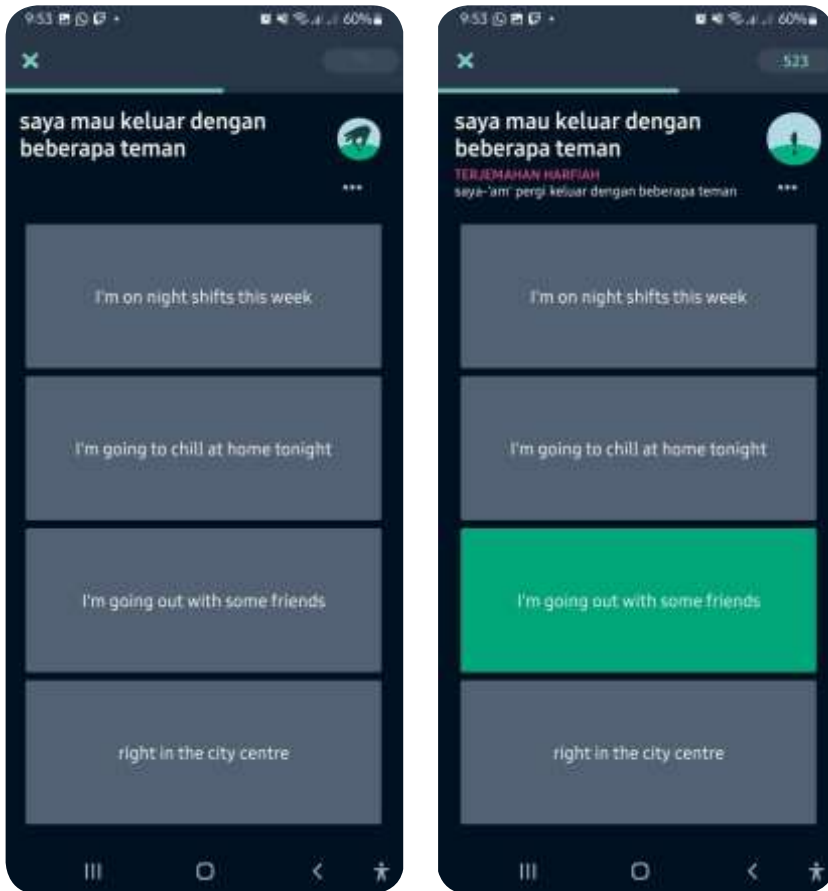




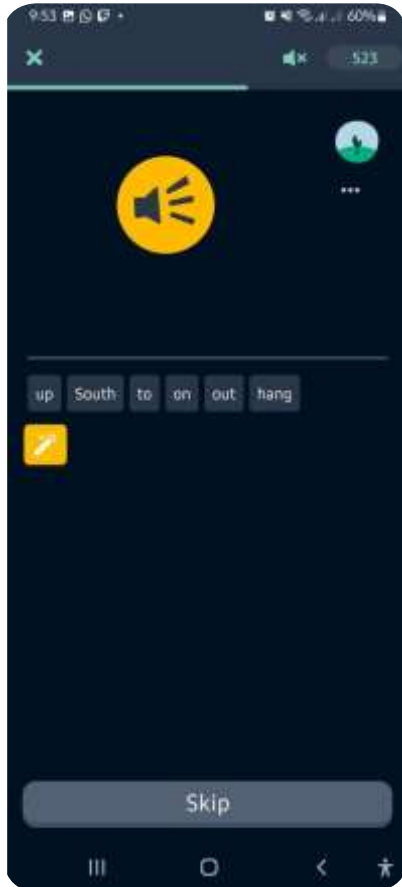
This quiz you should translate from english to indonesia



The video shows the pronunciation of the phrase. then choose the translation to bahasa indonesia.



Another example of multiple choices, it will turn green if it is correct.

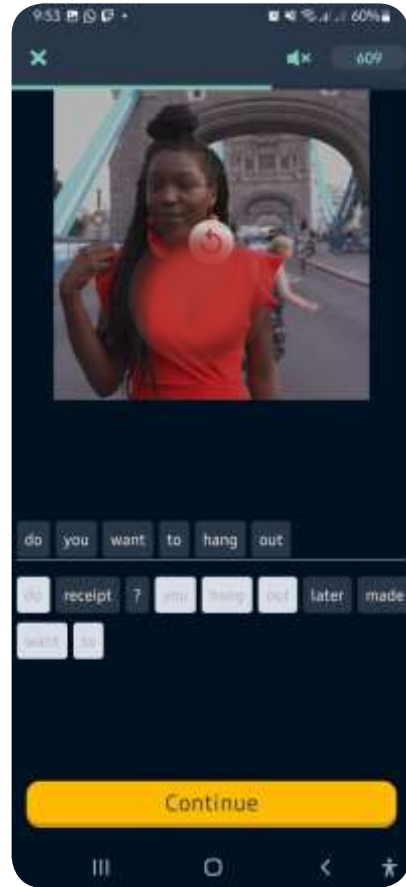


This is another style of quiz. in this quiz you have to listen by clicking the sound button then arrange the correct sentence. you can skip it if you don't know the answer.

This video shows you how to pronounce phrases.



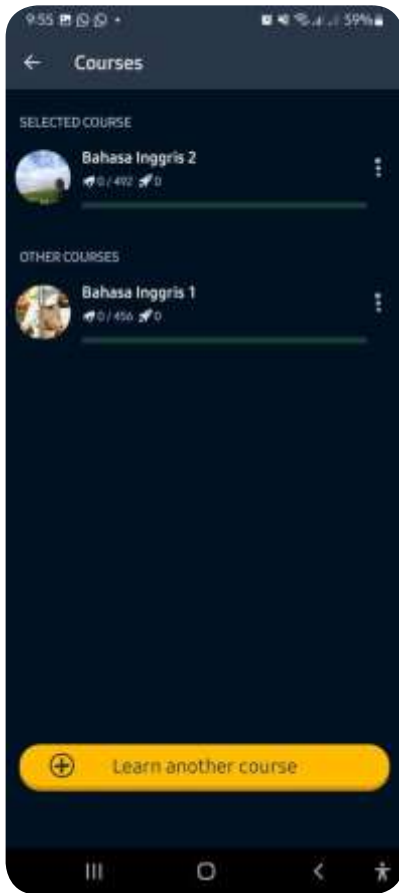
This shows only the audio.



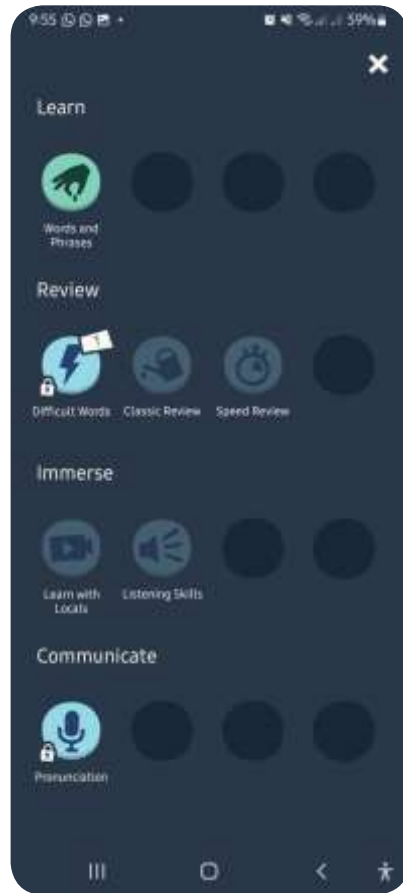
This quiz shows you a video in which you should arrange the phrase based on what she said.



This is a list of the words which you learned. You can mark it as a difficult word by clicking the thunder button.



This are lists the courses that you have been learned



This is the style of material, quiz etc.



**Description:**

Quill is an application that uses several categories: interactive comic books, VR movies, and VR creation tools. Quill is a free web application that provides learning activities for the digital writing process. Quill has 5 learning tools: Quill Connect, Quill Lesson, Quill Diagnostic, Quill Proofreader, and Quill Grammar. There are over 300 exercises for writing, grammar, and proofreading.

**Uses in Learning:**

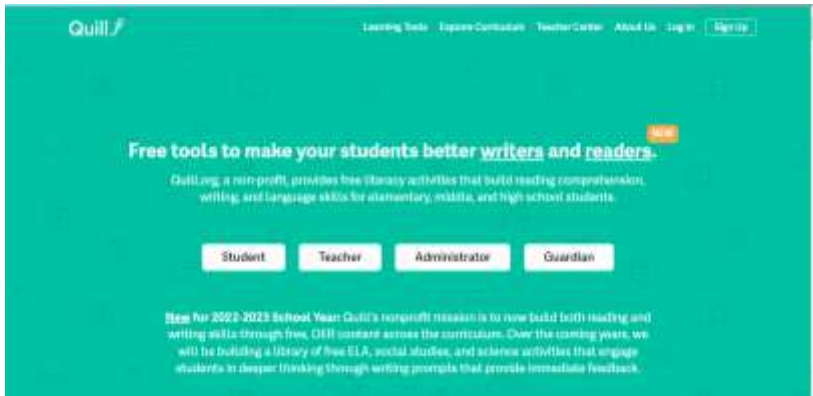
The Quill application is very suitable for English learning, especially writing, grammar, and reading skills.

**Website:**

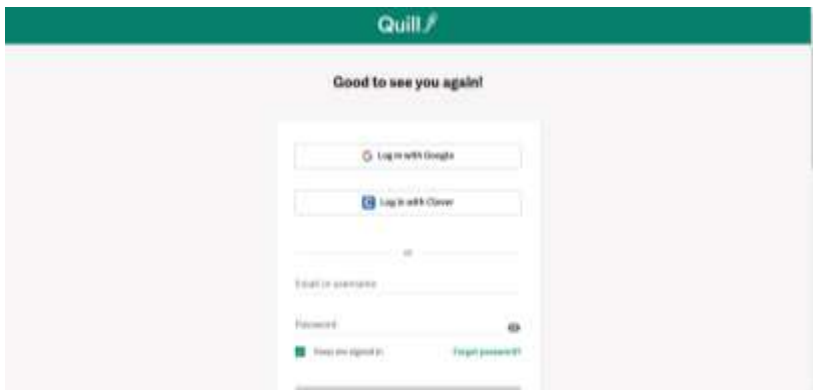
<https://www.quill.org/>



## Steps in Use:



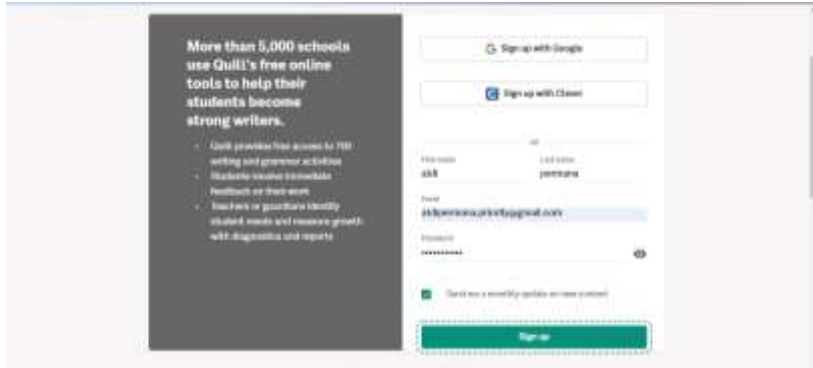
- This is the homepage of quill



- You can log in with google.



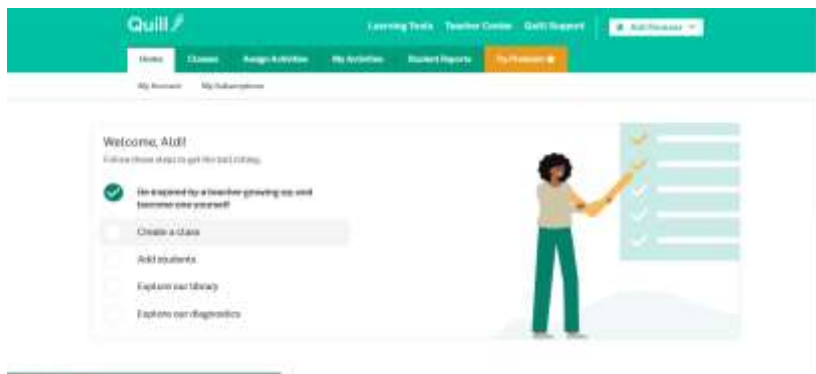
- You can choose which role you are.



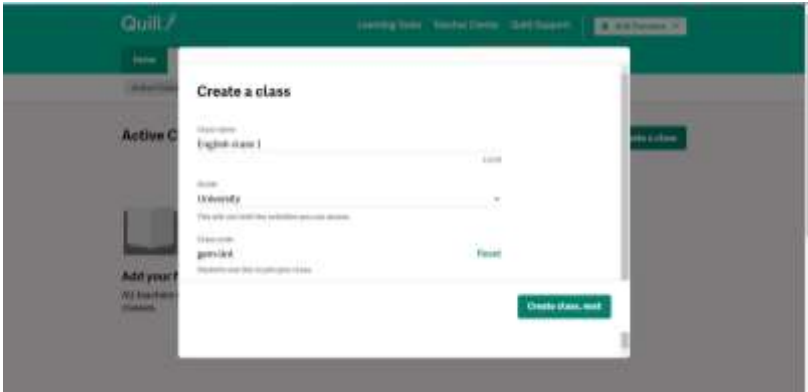
- Then sign up. fill your name, email and password.



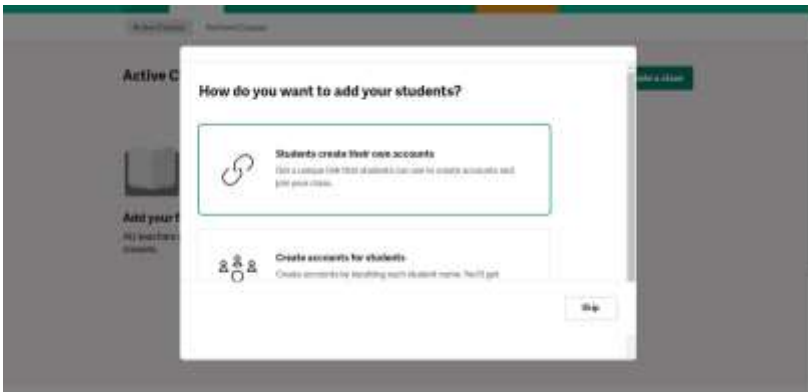
- You can find your school. If you can't find your school, you can skip it. by click skip for now.



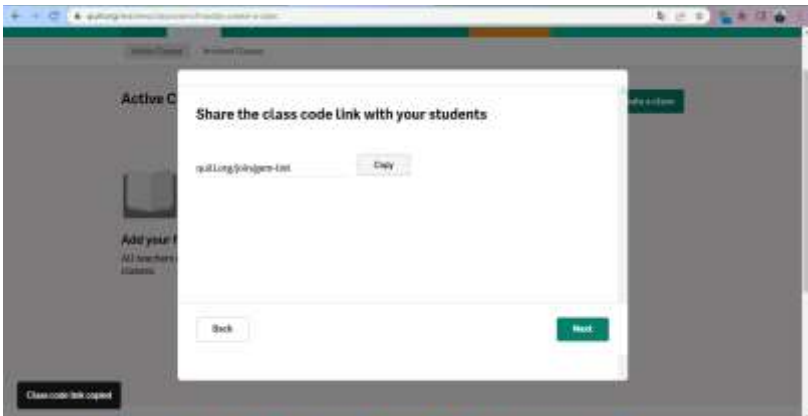
- This is the homepage after you sign up. first step is create class/



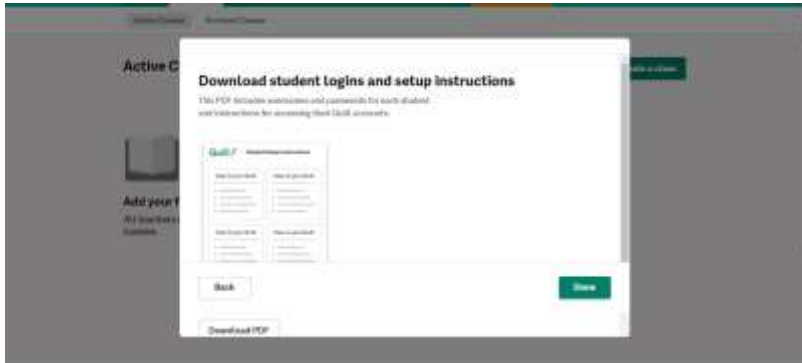
- Create your class by writing name and grade.



- You can add your student or you can share the link.



- Then copy the link.



- You can download setup instruction for your students



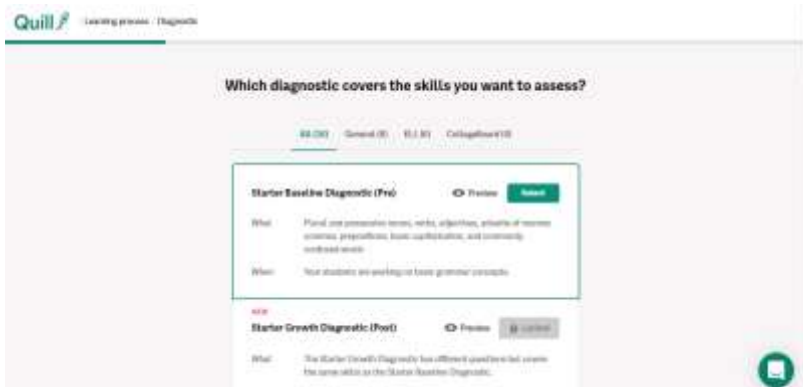
- This is an example of the instruction for students.



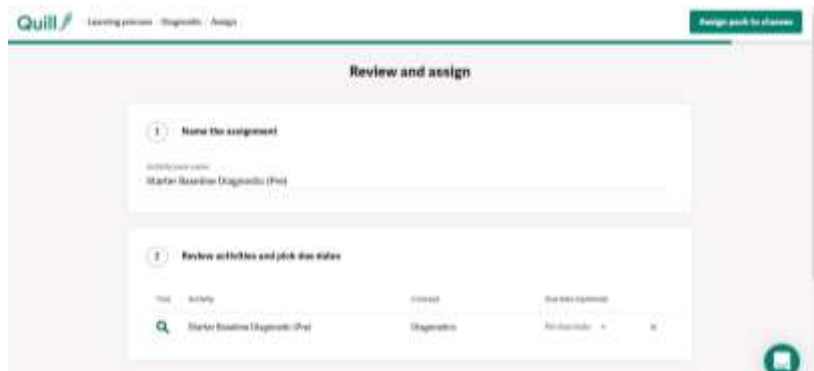
- This is the class you have created.



- This is an assigned activities menu.



- You can start giving assignments with started baseline diagnostic.



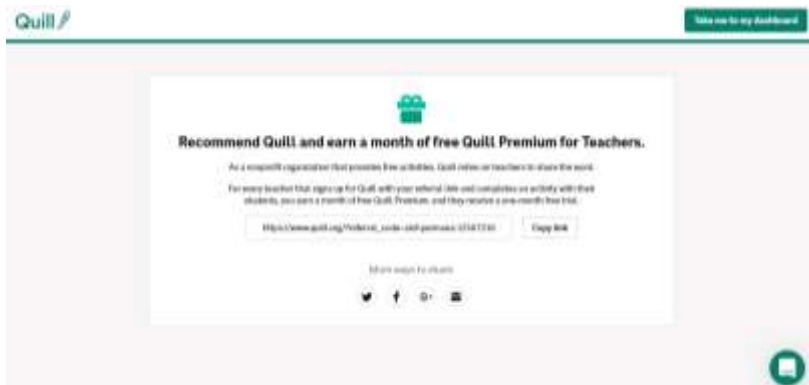
- This is the top menu of assignment



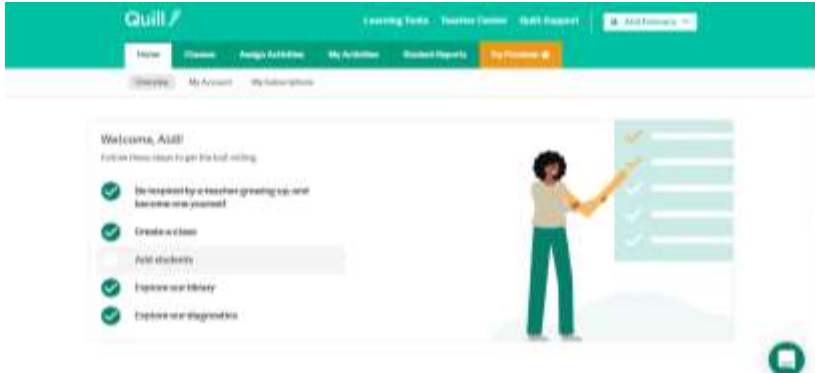
- Checklist class, then assign class



- This is an assignment. you can invite your student to the class.



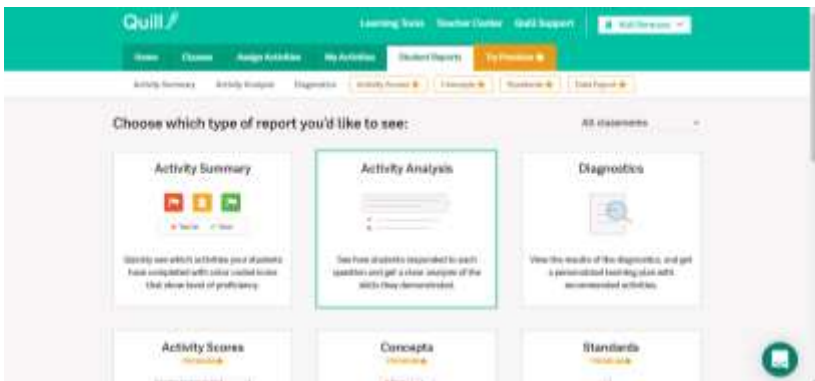
- Copy the link then share it to your students.



- All the tasks are checked. only one isn't yet. It means the task is not done yet.



- This menu shows your student who already got into your class.



- In this website you can also do analysis and diagnosis by clicking students reports.

The screenshot shows the 'Activity Summary' page for a student named Aldi Putra. At the top, there are navigation tabs: 'Activity Summary', 'Activity Analysis', 'Diagnostic', 'Activity History', 'Progress', 'Assessment', and 'Task Report'. The main content area is titled 'English class 1' and 'Starter Baseline Diagnostic (Pre)'. It features a progress bar with four segments: 'Proficient 30.00%', 'Nearly proficient 40.70%', 'Not yet proficient 29.30%', and 'Completed'. Below this, there are several cards for 'Skill Proficiency for Evidence', 'Skill Diagnostic', 'Skill Evidence', 'Skill Content', 'Skill Feedback', and 'Skill Evidence'. At the bottom, the student's name 'Aldi Putra' is displayed along with 'Total time spent: 22 min' and a 'View Activity Score' button.

- This is the student's activity summary.

The screenshot shows the 'Activity Report' page for the same student, Aldi Putra. It starts with a 'Try Premium for Free' banner. Below that, the student's name 'Aldi Putra' is shown with a 'Download Report' button. A summary table provides the following data:

Class	Overall score	Total time spent	Activities completed	Last active
English class 1	—	22 mins	1	10/10/2022

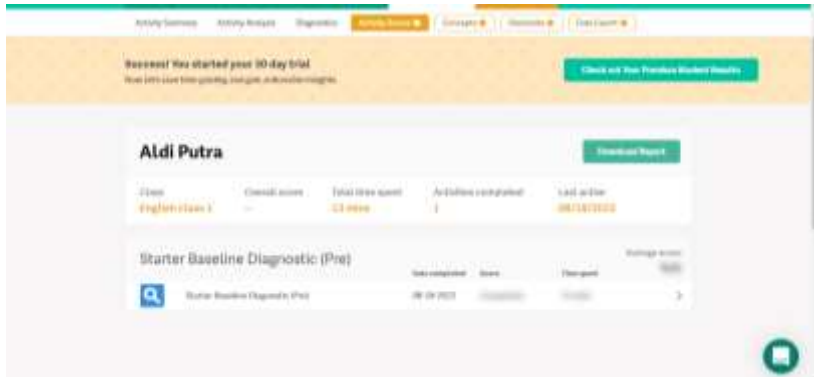
Below the table, there is a section for 'Starter Baseline Diagnostic (Pre)' with a search icon, the activity name, and a 'Download Report' button. The overall score is shown as 100%.

- This is the student's report.

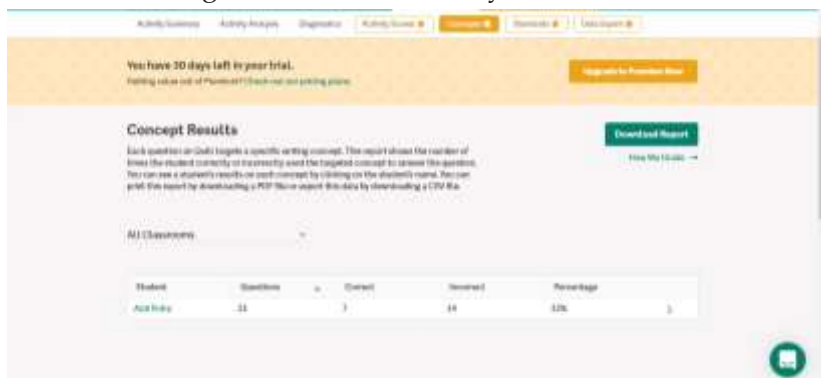
This screenshot is identical to the previous one, showing the student's report page for Aldi Putra. It highlights the 'Download Report' button next to the student's name and the 'Download Report' button in the activity summary table. The overall score is 100%.

- You can download the report by clicking download report.





- On the diagnostic menu, there is your student's score.



- This is the details of the student's result.



- This is the detail of each category

You have 30 days left in your trial.  
Getting information of Placement Check and your pricing plan.

**Concept Results: Aldi Putra**  
You can print this report by downloading a PDF file or export this data by downloading a CSV file.

Category	Name	Questions	Correct	Score	Percentage
Verb	Subject Verb Agreement	3	2	1	67%
Nouns & Pronouns	Plural on Possessive Nouns	3	3	3	100%
Adjectives & Adverbs	Comparative Adjectives	3	3	3	100%
Commonly Confused Words	Commonly Confused Words	2	1	1	50%
Capitalization	Capitalization	2	2	2	100%
Adjectives & Adverbs	Two Comparative Adjectives before a Noun	1	0	0	0%
Adjectives & Adverbs	Two Comparative Adjectives before a Noun	1	1	1	100%
Adjectives & Adverbs	Single Adjectives	1	1	1	100%
Prepositions	Prepositional Phrases	1	0	0	0%

**Download Report**

Download report as:

PDF CSV

- You can download it by clicking the download report.

English class 1 - Starter Baseline Diagnostic (Pre) - Start Date - End Date

Excellent 80-100%
Nearly proficient 60-79%
Not yet proficient 40-59%
Example

Skills Reading for Evidence  
Use a text to answer with evidence.

Skills Content  
Content assessment.

Skills Diagnostic  
Identify learning gaps.

Skills Proficiency  
To assess in classroom.

**Aldi Putra**

Start

August 2022

1 2 3 4 5 6  
 7 8 9 10 11 12 13  
 14 15 16 17 18 19 20  
 21 22 23 24 25 26 27  
 28 29 30 31

Questions used  
 0/000. How can I help you today?

- You can edit the start date and end date for the assignment.

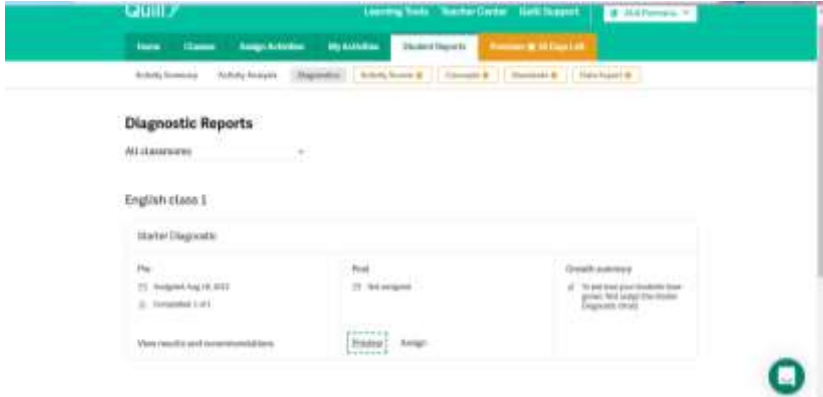
Activity Analysis

Open an activity analysis to view student progress, the correct results on each question, and the concepts students need to practice.

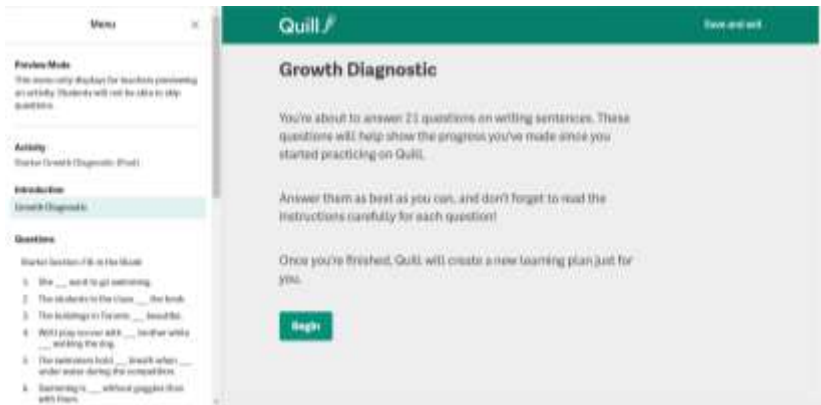
Select a classroom: All Classrooms

Assignment	Progression	Avg. Score
Starter Baseline Diagnostic (Pre)	Assigned to 1 class English class 1 (123 students)	
Starter Baseline Diagnostic (Pre)	1 of 1 student	100%

- This menu shows all of the students.



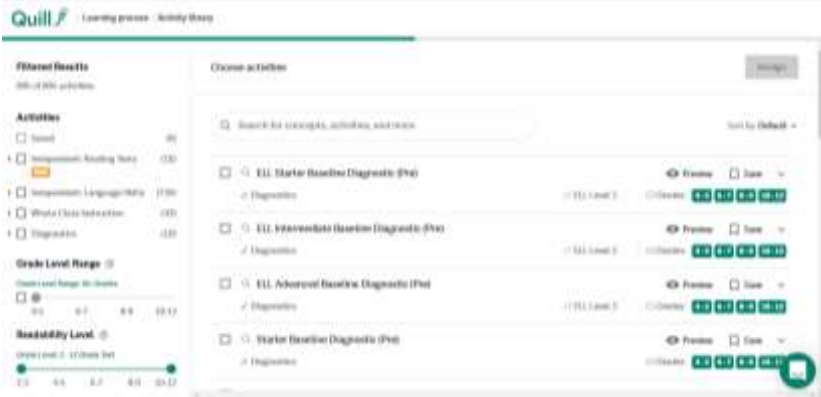
- This is a diagnostic menu. you can preview the post to see all the questions.



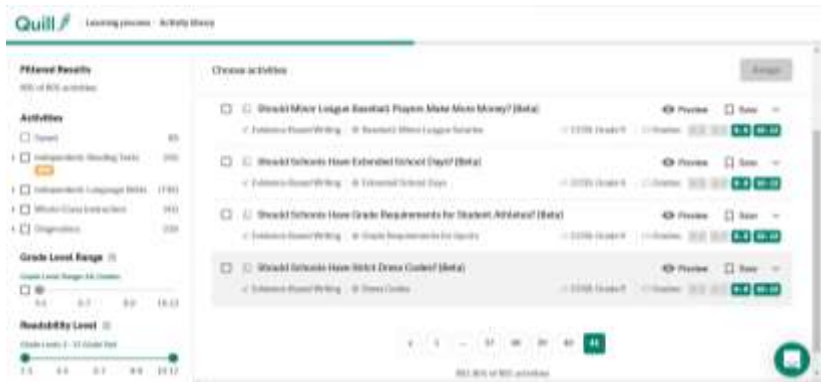
- This is the preview menu.



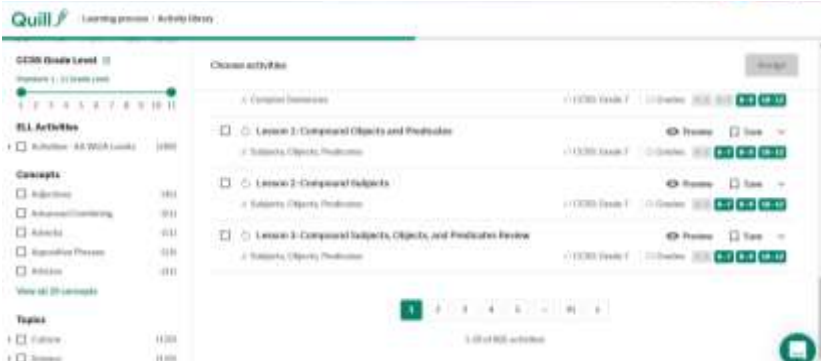
- You can try to answer the questions.



- This is a menu for showing all the levels of assignment.



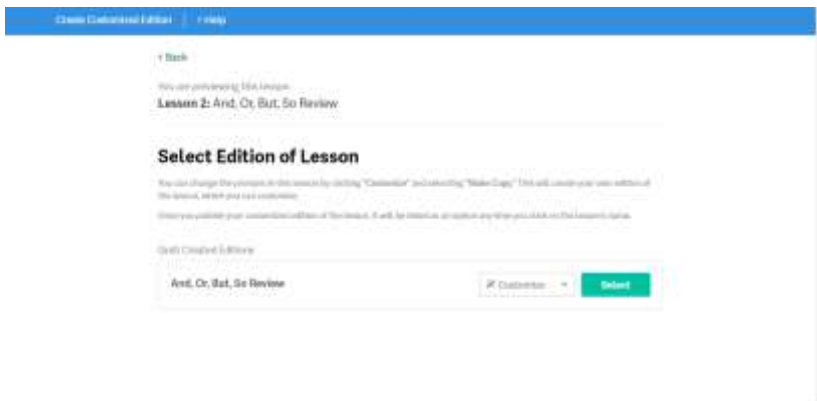
- So many assignments you can share with your class.



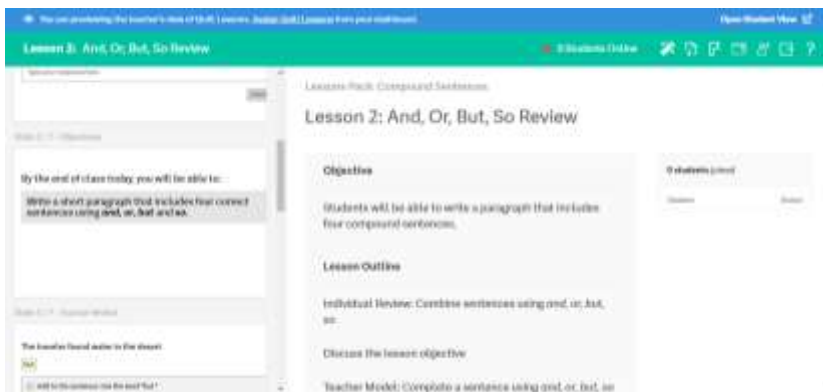
- On the left you can see the category



- This is another menu for another assignment.



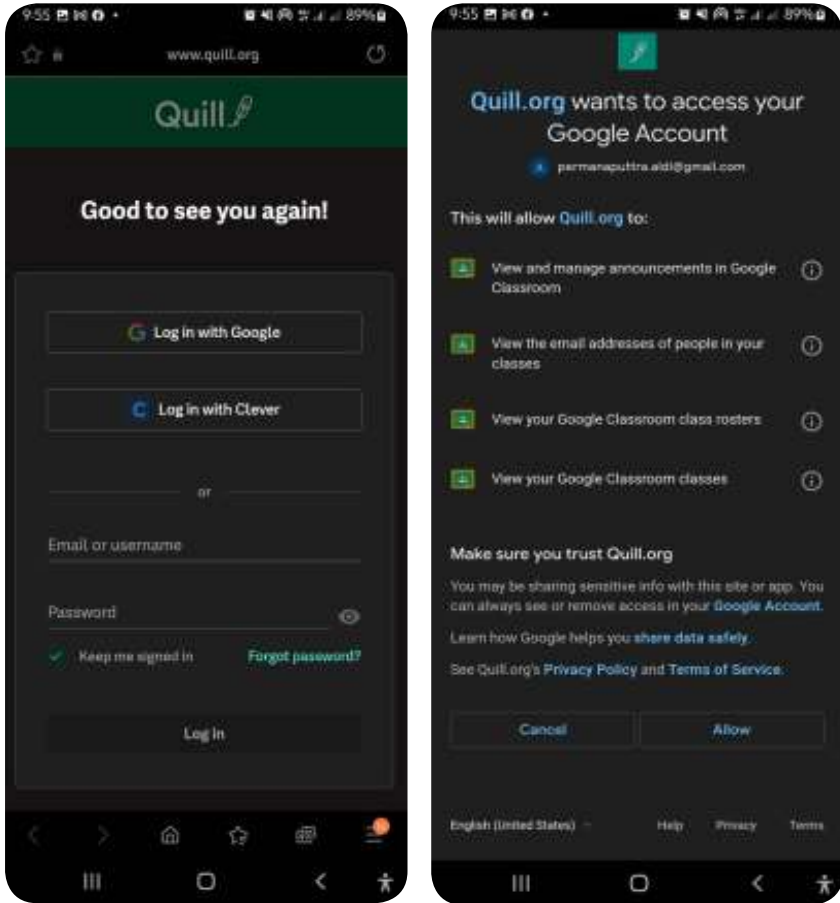
- Choose lesson two, then click select.



- This is the preview menu on lesson two.

- There is a review of questions on the left and the guide on the right.

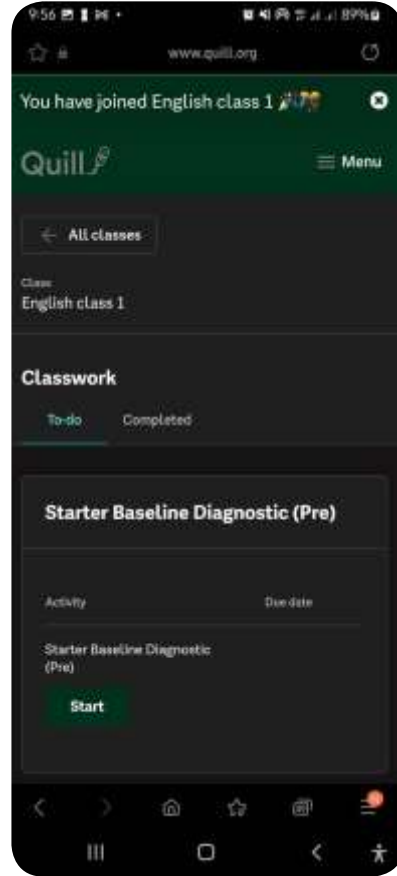
- Explanation each number while student can view the task



After you get a link from your teacher then this is the home page. log in with google for the easiest way to sign in. Then click allow.

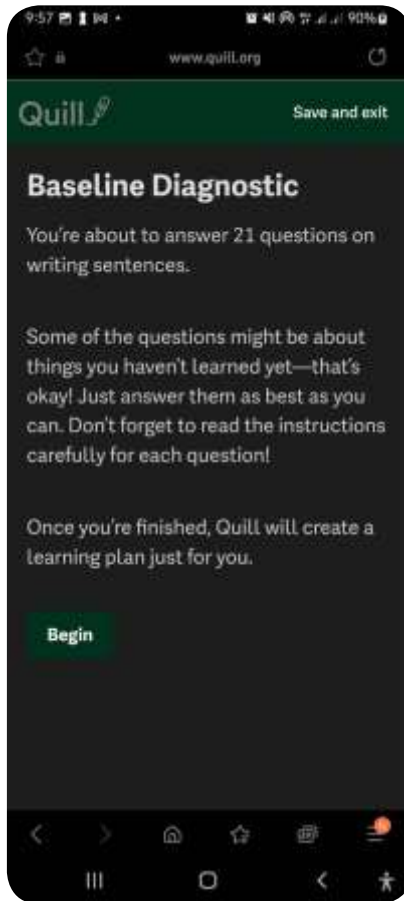


Choose student.

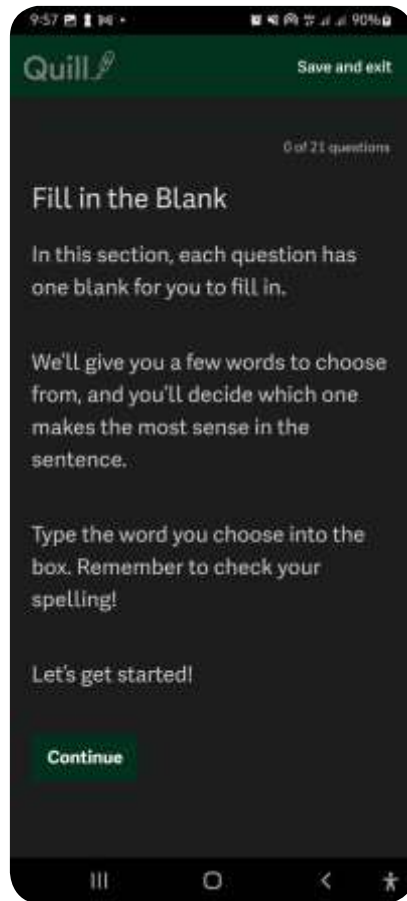


Then click start.

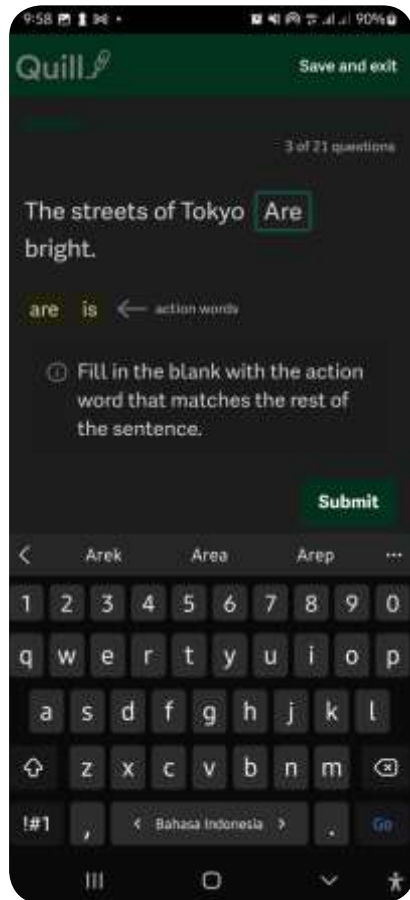
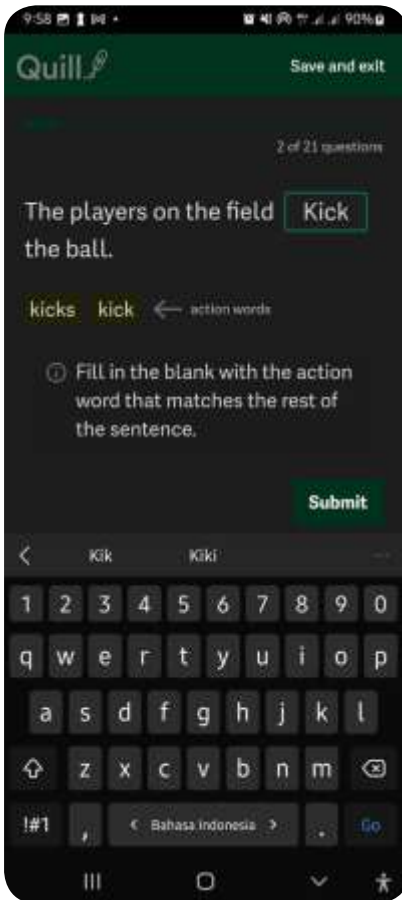




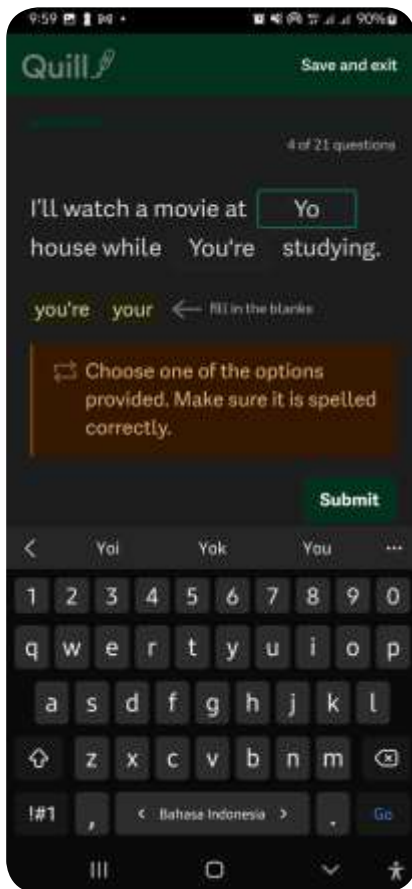
Click begin.



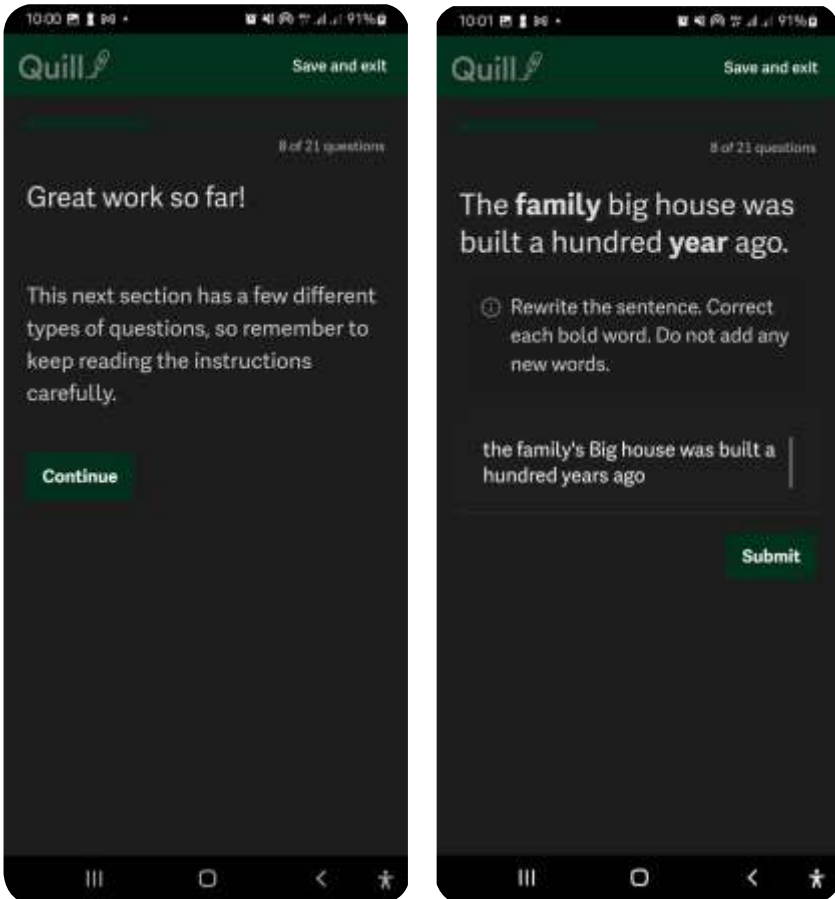
Then click continue.



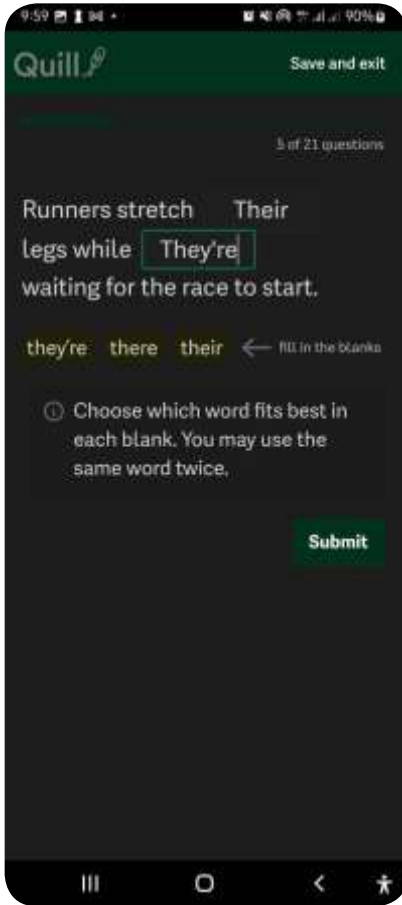
Fill in the blank based on the word that has been given. Then click submit



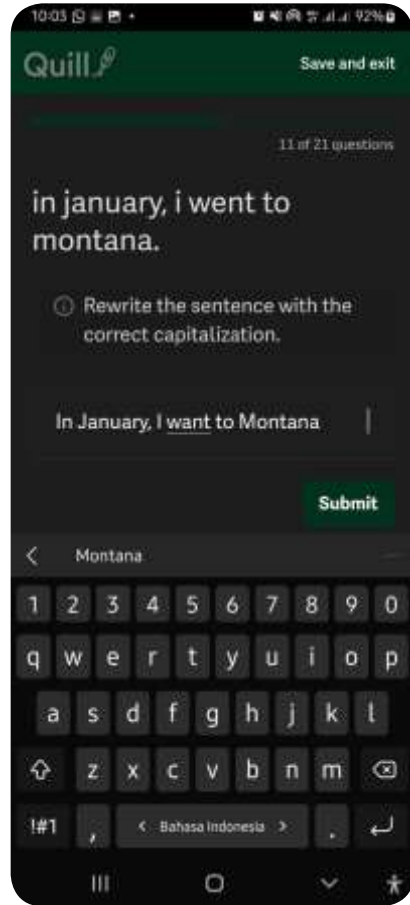
You have to type all the answers.



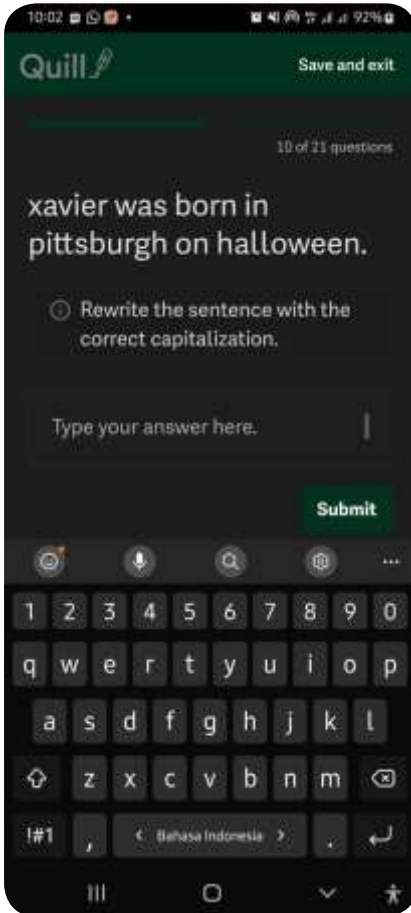
This is the information which In this example you have to tells you that after this menu write not only one word but also you will face different types the whole sentence. of questions.



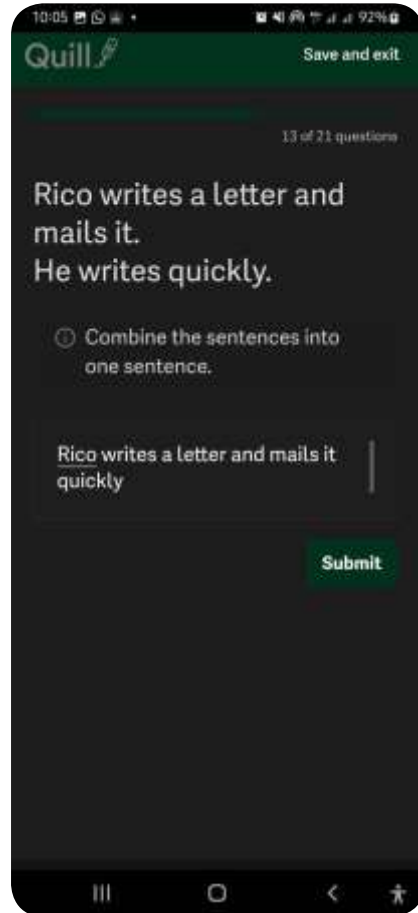
In this section there are more choices.



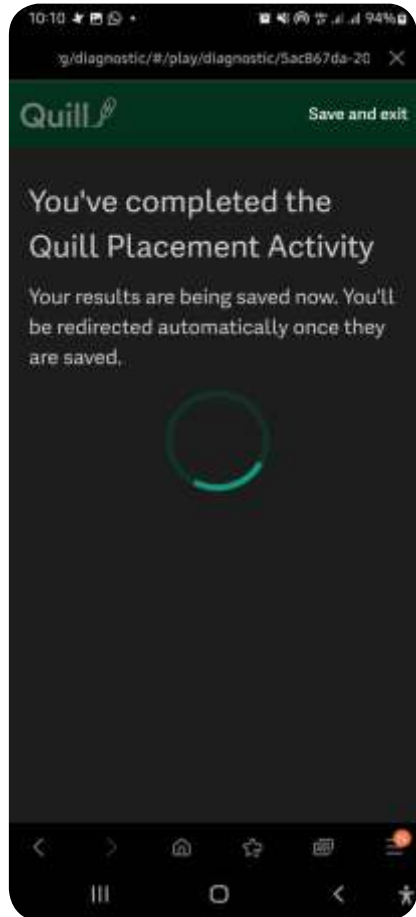
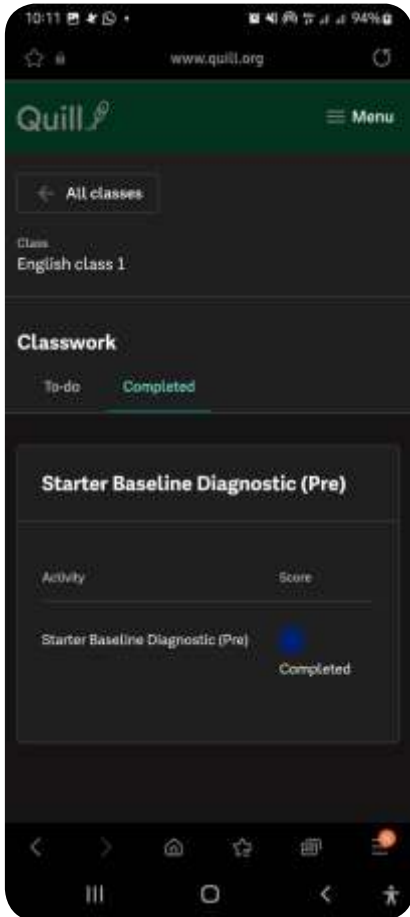
In this section you have to correct the capitalization.



In this section you have to rewrite the answer.



In this section you have to combine two sentences into one.



If you see this menu, it means you finished all the questions. Then wait for the moments to complete the activity.



# CONCLUSION

Currently, online learning is an alternative learning process that can be applied at all levels of education. Online learning requires the right media to make the learning process effective and can improve student learning innovation. There are various online learning media that can be applied in the English learning process. Among the online learning media that exist, the 12 online applications described in this book can be applied in the English learning process for all levels of education both online and offline.







# BIBLIOGRAPHY

Dadan, Dkk. *105 Digital Tools for Interactive Learning*. Alfabeta, 2020.

<https://web.seesaw.me/>

<https://info.flip.com/>

<https://lyricstraining.com/app?nr=1&~channel=web&~feature=redirect&~campaign=none&ref=https%3A%2F%2Flyricstraining.com%2F>

<https://www.lingq.com/en/>

<https://kahoot.it/>

<https://insertlearning.com/>

<https://www.classmarker.com/>

<https://miro.com/>

<https://id.padlet.com/>

<https://wordwall.net/id>

<https://www.memrise.com/>

<https://www.quill.org/>

