



APPENDICES

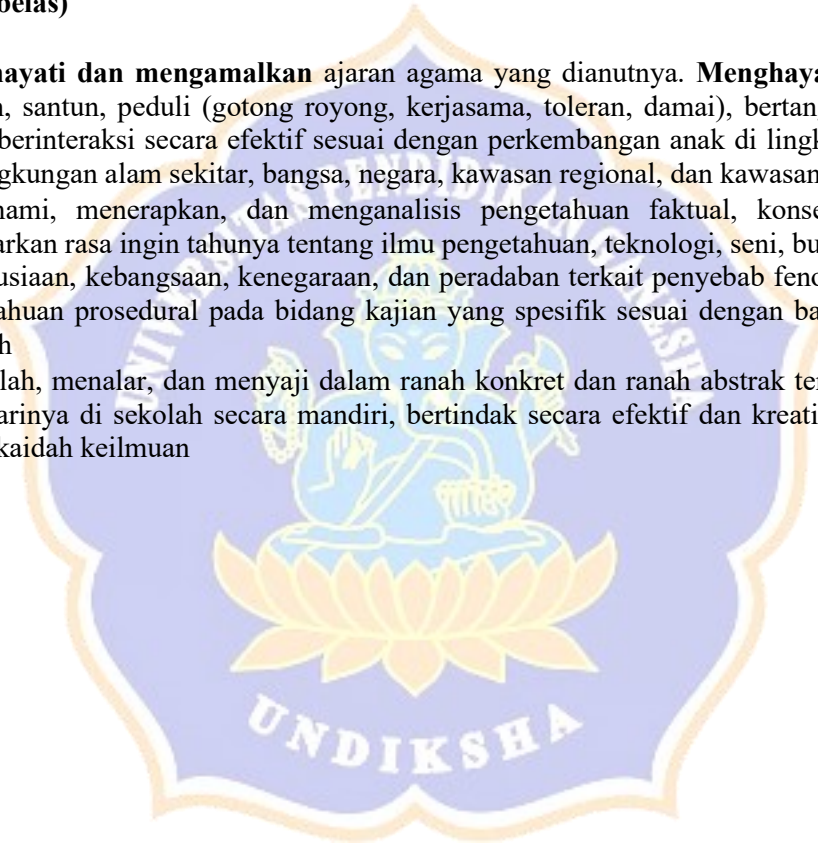
Appendix 1 English Syllabus for 11th Grade Students

Bahasa Inggris Umum

Satuan Pendidikan : SMA/MA
Kelas : XI (Sebelas)

Kompetensi Inti :

- **KI-1 dan KI-2** : **Menghayati dan mengamalkan** ajaran agama yang dianutnya. **Menghayati dan mengamalkan** perilaku jujur, disiplin, santun, peduli (gotong royong, kerjasama, toleran, damai), bertanggung jawab, responsif, dan pro-aktif dalam berinteraksi secara efektif sesuai dengan perkembangan anak di lingkungan, keluarga, sekolah, masyarakat dan lingkungan alam sekitar, bangsa, negara, kawasan regional, dan kawasan internasional”.
- **KI 3** : Memahami, menerapkan, dan menganalisis pengetahuan faktual, konseptual, prosedural, dan metakognitif berdasarkan rasa ingin tahunya tentang ilmu pengetahuan, teknologi, seni, budaya, dan humaniora dengan wawasan kemanusiaan, kebangsaan, kenegaraan, dan peradaban terkait penyebab fenomena dan kejadian, serta menerapkan pengetahuan prosedural pada bidang kajian yang spesifik sesuai dengan bakat dan minatnya untuk memecahkan masalah
- **KI4** : Mengolah, menalar, dan menyaji dalam ranah konkret dan ranah abstrak terkait dengan pengembangan dari yang dipelajarinya di sekolah secara mandiri, bertindak secara efektif dan kreatif, serta mampu menggunakan metode sesuai kaidah keilmuan



Appendix 2 Blueprint for Developing Reading Supplementary Material Developed Using Glide for 11th Grade Students

**Blueprint of Reading Supplementary Material App Based
that is Developed by Using Glide for 11th Grade Students at SMAN 1 Singaraja**

(Source: English Syllabus for 11th Grade Students 2013 Curriculum)

No.	Learning Objectives	Topics	Indicators	Text	Level Cognitive Domain				Types of Exercise	Number of Items
					C1	C2	C3	C4		
1.	1. Membandingkan fungsi sosial, struktur teks, dan unsur kebahasaan beberapa teks surat pribadi berbahasa Inggris 2. Menemukan informasi rinci dan padanan kata pada beberapa	<i>Personal letter text</i>	1. Mengidentifikasi ungkapan keakraban yang lazim digunakan dalam surat pribadi	Text 1 (Galungan day)	4	2, 3, 5		1	Essay (Open-ended)	15 items
			2. Memahami struktur teks dari surat pribadi	Text 2 (Nyepi Day)	2, 3, 4	1,		5		
			3. Memahami unsur kebahasaan surat pribadi	Text 3 (Metatah Ceremony)	1, 5	3, 4	2			
			4. Menganalisis unsur-unsur eksposisi surat pribadi							

	jenis teks dalam Bahasa Inggris.									
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Appendix 3 Instrument Validation Sheet

Topic : ICT Material Development

Title : Developing Reading Supplementary Material App Based Developed by Using Glide For 11th Grade Students of Senior High School in the North Bali

Link media : <https://socalture.glideapp.io>

Summary : This research is conducted in order to develop reading supplementary material for 11th grade students of personal letter text material about local culture. The study is conducted at SMAN 1 Singaraja. This research uses Design and Development (DnD) research method by Richey and Klein. The supplementary material is developed in form of apps that can be run in iOS, Android, and websites. The development of the app will be using Glide that consist of *Home*, *Objective*, *Material*, *Exercise*, and *Chat* tabs. The evaluation of the app later on will be using Expert Judgement (Content and Media Evaluation Sheet) adapted in Findawati and Suprianto (2014), and User Experience Questionnaire (UEQ) by Hinderks et. al (2017).

Original Content and Expert Judgement

1. Media Expert Judgement

The Content Expert Evaluation Sheet below was by Findawati and Suprianto (2014).

No	Pernyataan	Sangat Bagus	Bagus	Kurang	Sangat Kurang
1	Kejelasan petunjuk penggunaan program				
2	Keterbacaan teks/tulisan				

3	Kualitas tampilan gambar				
4	Sajian animasi				
5	Komposisi warna				
6	Kejelasan suara				
7	Daya dukung musik				

2. Expert Judgement

The Content Expert Evaluation Sheet below by Findawati and Suprianto (2014).

No	Pernyataan	Sangat Bagus	Bagus	Kurang	Sangat Kurang
1	Kejelasan tujuan pembelajaran				
2	Relevansi tujuan pembelajaran dengan SK/KD/Kurikulum				
3	Cakupan dan kedalaman tujuan pembelajaran				
4	Ketepatan penggunaan strategi pembelajaran				
5	Interaktivitas				
6	Pemberian motivasi belajar				
7	Kontekstualitas dan aktualitas				
8	Kelengkapan dan kualitas bahan bantuan belajar.				
9	Kesesuaian materi dengan tujuan pembelajaran				
10	Kedalaman materi				

11	Kemudahan untuk dipahami				
12	Sistematis, runut, dan alur logika jelas.				
13	Kejelasan uraian, pembahasan, contoh, simulasi dan latihan.				
14	Konsistensi evaluasi dengan tujuan pembelajaran.				
15	Ketepatan dan ketetapan alat evaluasi				
16	Pemberian umpan balik terhadap hasil evaluasi				

The Dimension of Each Item Statement

According to Findawati and Suprianto (2014), there are two dimensions of evaluating learning media including Software Engineering aspect and Learning Design aspect. The software engineering aspect measures the effectiveness and efficiency of the development of learning media that include several dimensions such as reliability, maintainability, usability, appropriateness, compatibility. Meanwhile, the learning design aspect measures the clarity and relevancy of the between learning objective and content of the media. The aspect includes the dimension of clarity, relevancy, depth, appropriateness, interactivity, and motivation.

NO	DIMENSION	DEFINITION
1	Software Engineering Aspect (Media Expert Judgements)	Software engineering is defined as the degree the suitability of chosen platform to the development of the product.
2	Learning Design Aspect (Content Expert Judgements)	Learning design is defined as the degree of correct use of learning strategies

NO	DIMENSION	SUB DIMENSION	DEFINITION
1	Software Engineering	Reliability	The degree of how reliable is the applications/games.
		Interactivity	The degree of how good and interactive the games/applications' displays.
		Compatibility	The degree of how compatible the application/games can be played.
		Appropriateness	The degree of how the applications/games is appropriate with the content.
2	Learning Design	Clarity	The degree of how clear is the learning objectives.
		Interactivity	The degree of how the games/applications' displays interact with the users.
		Contextuality	The degree of how depth the games/applications containing the learning material.
		Motivation	The degree of how the game/application motivating the users
		Consistency	The degree of how consistent of the game/application with the learning objectives.
		Usability	The degree of how convenience the game/application to be accessed.

The blueprints of media and expert judgments

1. Content Expert Evaluation Sheet

The content expert evaluation sheet is adapted from Findawati and Suprianto, (2014).

No	Instrument's Name	Indicators	Item Statements
	Content Expert evaluation sheet.	Clarity	1. The learning objectives stated clearly
		Interactivity	2. Interactivity in design
		Contextuality	3. The learning objectives in accordance with Core Competence (KI)/ Basic Competence (KD)
			4. The scope and depth of learning objectives
			5. Contextuality between learning objectives and app
		Motivation	6. Carry motivation
		Usability	7. Compatibility of the learning strategies
8. Ease to understanding learning			
Consistency	9. Suitability of the questions with the learning material		

1. *Media expert evaluation sheet*

The media expert evaluation sheet is adapted from Findawati and Suprianto, (2014)

No	Instrument's Name	Indicators	Item Statements
1	Media Expert evaluation sheet	Reliability	1. Clarity Instructions use program 2. Effectiveness of the learning media
		Compatibility	3. Compatibility in smartphones and web
		Usability	4. The ease of application management

			5. The ease to operate and use
	Interactivity		6. Utilization of interactive design 7. Sound clarity 8. Creativity of the design
	Appropriateness		9. Appropriate selection of application or software or tool types for development



INSTRUMENT VALIDATION

1. Content Expert Evaluation

The Content Expert Evaluation Sheet below was adapted from Findawati and Suprianto (2014). In Findawati and Suprianto's study about interactive teaching multimedia materials, the media was tested using two validation tools which are materials and media/tools validation. The material has been tested against several criteria. The researchers in this study adapted these criteria to the media they developed. This is because their research media is similar to this research media. Moreover, in examining the media they have seven points to be considered in their research. In this study, the researcher will add three additional points based on the media condition.

This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.

No	Name of Instrument	Criteria	Relevant	Irrelevant	Comments
1.	Content expert evaluation sheet	a. The learning objectives stated clearly	√		
		b. Interactivity in design	√		
		c. The learning objectives in accordance with KI/KD	√		
		d. The scope and depth of learning objectives	√		

	e. Contextuality between learning objectives and the app	√		
	f. Boost motivation	√		
	g. Compatibility of the learning strategies	√		
	h. Ease to understanding learning	√		
	i. Suitability of the questions with the learning material	√		

2. Media Expert Evaluation

The media Expert Evaluation sheet below was adapted from Findawati and Suprianto (2014). The content expert evaluation sheet below was adapted to evaluate the content of reading supplementary material that will be developed using Glide. The content of the supplementary material app based using Glide as digital supplementary will be evaluated by two experts. The instrument was adapted because the instruments is appropriate to the development of supplementary material.

This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.

No	Name of Instrument	Criteria	Relevant	Irrelevant	Comments
1.	Media Expert	a. Clarity of the program instruction	√		

evaluation sheet	b. Effectiveness of the learning media	√		
	c. Compatibility in smartphones and web	√		
	d. The ease of application management	√		
	e. Utilization of interactive design	√		
	f. Sound clarity	√		
	g. Creativity of the design	√		
	h. Appropriate selection of application or software or tool types for development	√		

Singaraja, 18 October 2022



Made Hery Santosa, Ph.D.
 NIP. 197910232003121001

Topic : ICT Material Development

Title : Developing Reading Supplementary Material App Based Developed by Using Glide For 11th Grade Students of Senior High School in the North Bali

Link media : <https://socalture.glideapp.io>

Summary : This research is conducted in order to develop reading supplementary material for 11th grade students of personal letter text material about local culture. The study is conducted at SMAN 1 Singaraja. This research uses Design and Development (DnD) research method by Richey and Klein. The supplementary material is developed in form of apps that can be run in iOS, Android, and websites. The development of the app will be using Glide that consist of *Home*, *Objective*, *Material*, *Exercise*, and *Chat* tabs. The evaluation of the app later on will be using Expert Judgement (Content and Media Evaluation Sheet) adapted in Findawati and Suprianto (2014), and User Experience Questionnaire (UEQ) by Hinderks et. al (2017).

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The Content Expert Evaluation Sheet below was by Findawati and Suprianto (2014).

No	Pernyataan	Sangat Bagus	Bagus	Kurang	Sangat Kurang
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2	Keterbacaan teks/tulisan				
3	Kualitas tampilan gambar				

4	Sajian animasi				
5	Komposisi warna				
6	Kejelasan suara				
7	Daya dukung musik				

4. Expert Judgement

The Content Expert Evaluation Sheet below by Findawati and Suprianto (2014).

No	Pernyataan	Sangat Bagus	Bagus	Kurang	Sangat Kurang
1	Kejelasan tujuan pembelajaran				
2	Relevansi tujuan pembelajaran dengan SK/KD/Kurikulum				
3	Cakupan dan kedalaman tujuan pembelajaran				
4	Ketepatan penggunaan strategi pembelajaran				
5	Interaktivitas				
6	Pemberian motivasi belajar				
7	Kontekstualitas dan aktualitas				
8	Kelengkapan dan kualitas bahan bantuan belajar.				
9	Kesesuaian materi dengan tujuan pembelajaran				
10	Kedalaman materi				
11	Kemudahan untuk dipahami				

12	Sistematis, runut, dan alur logika jelas.				
13	Kejelasan uraian, pembahasan, contoh, simulasi dan latihan.				
14	Konsistensi evaluasi dengan tujuan pembelajaran.				
15	Ketepatan dan ketetapan alat evaluasi				
16	Pemberian umpan balik terhadap hasil evaluasi				

The Dimension of Each Item Statement

According to Findawati and Suprianto (2014), there are two dimensions of evaluating learning media including Software Engineering aspect and Learning Design aspect. The software engineering aspect measures the effectiveness and efficiency of the development of learning media that include several dimensions such as reliability, maintainability, usability, appropriateness, compatibility. Meanwhile, the learning design aspect measures the clarity and relevancy of the between learning objective and content of the media. The aspect includes the dimension of clarity, relevancy, depth, appropriateness, interactivity, and motivation.

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1	Software Engineering	Reliability	The degree of how reliable is the applications/games.
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		Interactivity	The degree of how the games/applications' displays interact with the users.
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		Consistency	The degree of how consistent of the game/application with the learning objectives.
		Usability	The degree of how convenience the game/application to be accessed.

The blueprints of media and expert judgments

2. *Content Expert Evaluation Sheet*

The content expert evaluation sheet is adapted from Findawati and Suprianto, (2014).

No	Instrument's Name	Indicators	Item Statements
	Content Expert evaluation sheet.	Clarity	10. The learning objectives stated clearly
		Interactivity	11. Interactivity in design
		Contextuality	12. The learning objectives in accordance with Core Competence (KI)/ Basic Competence (KD)
			13. The scope and depth of learning objectives
			14. Contextuality between learning objectives and app
		Motivation	15. Carry motivation
		Usability	16. Compatibility of the learning strategies
	17. Ease to understanding learning		
	Consistency	18. Suitability of the questions with the learning material	

3. *Media expert evaluation sheet*

The media expert evaluation sheet is adapted from Findawati and Suprianto, (2014)

No	Instrument's Name	Indicators	Item Statements
1	Media Expert evaluation sheet	Reliability	10. Clarity Instructions use program 11. Effectiveness of the learning media
		Compatibility	12. Compatibility in smartphones and web
		Usability	13. The ease of application management 14. The ease to operate and use

		Interactivity	15. Utilization of interactive design 16. Sound clarity 17. Creativity of the design
		Appropriateness	18. Appropriate selection of application or software or tool types for development



INSTRUMENT VALIDATION

1. Content Expert Evaluation

The Content Expert Evaluation Sheet below was adapted from Findawati and Suprianto (2014). In Findawati and Suprianto's study about interactive teaching multimedia materials, the media was tested using two validation tools which are materials and media/tools validation. The material has been tested against several criteria. The researchers in this study adapted these criteria to the media they developed. This is because their research media is similar to this research media. Moreover, in examining the media they have seven points to be considered in their research. In this study, the researcher will add three additional points based on the media condition.

This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.

No	Name of Instrument	Criteria	Relevant	Irrelevant	Comments
1.	Content expert evaluation sheet	a. The learning objectives stated clearly	√		
		b. Interactivity in design	√		
		c. The learning objectives in accordance with KI/KD	√		
		d. The scope and depth of learning objectives	√		

	e. Contextuality between learning objectives and the app	√		
	f. Boost motivation	√		
	g. Compatibility of the learning strategies	√		
	h. Ease to understanding learning	√		
	i. Suitability of the questions with the learning material	√		

2. Media Expert Evaluation

The media Expert Evaluation sheet below was adapted from Findawati and Suprianto (2014). The content expert evaluation sheet below was adapted to evaluate the content of reading supplementary material that will be developed using Glide. The content of the supplementary material app based using Glide as digital supplementary will be evaluated by two experts. The instrument was adapted because the instruments is appropriate to the development of supplementary material.

This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.

No	Name of Instrument	Criteria	Relevant	Irrelevant	Comments
1.	Media Expert	a. Clarity of the program instruction	√		

evaluation sheet	b. Effectiveness of the learning media	√		
	c. Compatibility in smartphones and web	√		
	d. The ease of application management	√		
	e. Utilization of interactive design	√		
	f. Sound clarity	√		
	g. Creativity of the design	√		
	h. Appropriate selection of application or software or tool types for development	√		

Singaraja, 22 October 2022



Kadek Sintya Dewi, S.Pd., M.Pd.
NIP. 198803232015042004

Appendix 4 Expert Judgment

EXPERT JUDGMENT SHEET

Topic : ICT Material Development

Title : Developing Reading Supplementary Material App Based
Developed by Using

Glide For 11th Grade Students of Senior High School in the North
Bali

Author : Komang Wiliani

Expert : Made Hery Santosa, Ph.D

Link media : <https://socalture.glideapp.io>

Description

These evaluation sheets are used to judge the quality of *Socalture* Application developed by using Glide as the Reading Supplementary Material for 11th Grade Students in the North Bali. This app is developed to help teachers in teaching the personal letter text material for 11st grade students. Regarding to this point, I do need your response and suggestion about the content and media of this product.

1. Content Expert Evaluation

The Content Expert Evaluation Sheet below was adapted from Findawati and Suprianto (2014).

Instruction

1. This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.
2. There are 5 scopes of scoring for every component
3. Give checklist mark in the scoring column with the following information:
(5) Excellent, (4) Good, (3) Average, (2) Poor, (1) Very poor

No	Name of		Score	Total

	Instrument	Criteria	1	2	3	4	5	
1.	Content expert evaluation sheet	a. The learning objectives stated clearly				√		
		b. Interactivity in design					√	
		c. The learning objectives in accordance with KI/KD				√		
		d. The scope and depth of learning objectives				√		
		e. Contextuality between learning objectives and the app					√	
		f. Boost motivation					√	
		g. Compatibility of the learning strategies					√	
		h. Ease to understanding learning					√	
		i. Suitability of the questions with the learning material					√	

2. Media Expert Evaluation

The media Expert Evaluation sheet below was adapted from Findawati and Suprianto (2014).

Instruction

1. This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.
2. There are 5 scopes of scoring for every component
3. Give checklist mark in the scoring column with the following information:

(5) Excellent, (4) Good, (3) Average, (2) Poor, (1) Very poor

No	Name of Instrument	Criteria	Score					Total
			1	2	3	4	5	
1.	Media Expert evaluation sheet	a. Clarity of the program instruction					√	
		b. Effectiveness of the learning media				√		
		c. Compatibility in smartphones and web					√	
		d. The ease of application management					√	
		e. Utilization of interactive design					√	
		f. Sound clarity					√	
		g. Creativity of the design					√	
		h. Appropriate selection of application or software or tool types for development					√	

Comments/Suggestions:

Singaraja, 09 November 2022

Expert,

Made Hery Santosa, Ph.D.

NIP. 197910232003121001

EXPERT JUDGMENT SHEET

Topic : ICT Material Development
Title : Developing Reading Supplementary Material App Based
 Developed by Using

Glide For 11th Grade Students of Senior High School in the North
 Bali

Author : Komang Wiliani

Expert : Kadek Sintya Dewi, S.Pd., M.Pd.

Link media : <https://socalture.glideapp.io>

Description

These evaluation sheets are used to judge the quality of *Socalture* Application developed by using Glide as the Reading Supplementary Material for 11th Grade Students in the North Bali. This app is developed to help teachers in teaching the personal letter text material for 11st grade students. Regarding to this point, I do need your response and suggestion about the content and media of this product.

3. Content Expert Evaluation

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Instruction

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2. There are 5 scopes of scoring for every component
3. Give checklist mark in the scoring column with the following information:
 (5) Excellent, (4) Good, (3) Average, (2) Poor, (1) Very poor

No	Name of Instrument	Criteria	Score					Total
			1	2	3	4	5	
1.	Content expert evaluation	a. The learning objectives stated				√		

	sheet	clearly						
		b. Interactivity in design					√	
		c. The learning objectives in accordance with KI/KD				√		
		d. The scope and depth of learning objectives				√		
		e. Contextuality between learning objectives and the app					√	
		f. Boost motivation					√	
		g. Compatibility of the learning strategies					√	
		h. Ease to understanding learning					√	
		i. Suitability of the questions with the learning material					√	

4. Media Expert Evaluation

The media Expert Evaluation sheet below was adapted from Findawati and Suprianto (2014).

Instruction

1. This evaluation sheet is filled by the expert judges. Give checklist mark (√) in the scoring column and if there are comments, it can be filled in the comment column.
2. There are 5 scopes of scoring for every component
3. Give checklist mark in the scoring column with the following information:
(5) Excellent, (4) Good, (3) Average, (2) Poor, (1) Very poor

No	Name of Instrument	Criteria	Score					Total
			1	2	3	4	5	
1.	Media Expert evaluation sheet	a. Clarity of the program instruction					√	
		b. Effectiveness of the learning media				√		
		c. Compatibility in smartphones and web					√	
		d. The ease of application management					√	
		e. Utilization of interactive design					√	
		f. Sound clarity					√	
		g. Creativity of the design					√	
		h. Appropriate selection of application or software or tool types for development					√	

Comments/Suggestions:

Singaraja, 09 November 2022

Expert,



Kadek Sintya Dewi, S.Pd., M.Pd.

NIP. 197910232003121001

Appendix 5 Answer Distribution of UEQ per Item

Nr	Item	1	2	3	4	5	6	7	Scale
1	annoying/enjoyable	0	0	3	8	2	9	9	Attractiveness
2	not understandable/understandable	0	0	0	2	4	17	8	Perspicuity
3	dull/creative	0	4	2	5	2	6	12	Novelty
4	difficult to learn/easy to learn	0	2	2	0	11	9	7	Perspicuity
5	inferior/valuable	0	1	2	1	6	10	11	Stimulation
6	boring/exciting	0	0	0	9	7	9	6	Stimulation
7	not interesting/interesting	0	0	1	5	5	10	10	Stimulation
8	unpredictable/predictable	1	0	2	12	11	2	3	Dependability
9	slow/fast	2	1	5	12	5	3	3	Efficiency
10	conventional/inventive	0	2	2	13	2	8	4	Novelty
11	obstructive/supportive	0	1	0	3	6	12	9	Dependability
12	bad/good	0	0	0	4	6	8	13	Attractiveness
13	complicated/easy	0	0	2	6	6	10	7	Perspicuity
14	unlikable/pleasing	0	0	0	6	10	8	7	Attractiveness
15	usual/leading edge	0	0	0	8	9	10	4	Novelty
16	unpleasant/pleasant	0	0	3	3	7	11	7	Attractiveness
17	not secure/secure	0	1	2	8	5	7	8	Dependability
18	demotivating/motivating	0	0	1	3	9	10	8	Stimulation
19	does not meet expectations/meets expectations	0	0	2	10	7	6	6	Dependability
20	inefficient/efficient	0	0	3	3	10	9	6	Efficiency
21	confusing/clear	0	1	2	2	10	10	6	Perspicuity
22	impractical/practical	1	0	1	4	6	14	5	Efficiency
23	cluttered/organized	0	0	4	4	3	12	8	Efficiency
24	unattractive/attractive	0	1	2	8	7	10	3	Attractiveness

25	unfriendly/friendly	0	1	3	5	9	7	6	Attractiveness
26	conservative/innovative	0	0	1	4	6	11	9	Novelty



