

STUDENTS' PERCEPTION ON THE USE OF CAKE APPLICATION AS DIGITAL MEDIA FOR LEARNING ENGLISH

Amiruddin
Universitas Negeri Semarang
Semarang

amiruddin07@students.unnes.ac.id

Abstract

This study aimed to find out how students' perception toward the implementing of Cake Application as digital media for learning English. Therefore, the research problem was "what are the students perceptions toward the use of Cake application as digital media for learning English". This study was conducted by using qualitative method. The sample of this study were 25 students in the fourth semester of primary school teacher education study program of Universitas PGRI Palembang. The data collection technique was questionnaire. Based on the data, most students had positive perception towards the use of Cake application as digital media for learning English. The result showed that almost all of the students agreed that Cake application gave benefits and contribution in learning English. By using this application students felt enjoyable in learning English and they had an opportunity to improve their English whenever they want to learn it. Therefore, the use of Cake application is able to be applied to help students improve their English.

Keywords – digital media, English learning, students' perception, Cake application

Introduction

As the well-received international language, English has grown to develop into the world's largest communication and popular language. English is taught in schools as a formal subject, particularly in Indonesia. Learning English is essential if one wants to speak it internationally, as it is now widely spoken throughout the world. Additionally, understanding and using English is one of the crucial competencies that students need in order to attain academic success.

According to Sari (2021), many people have used English to promote their life goals as it has emerged as a global language for communication. According to Pustika (2021), many facets of human life, including education, technology, travel, health, and economics, use the English language, demonstrating how integrated it is into people's daily lives. The importance of English nowadays is underscored by the fact that numerous job sectors want candidates with strong English skills. A

native English speaker can find it simpler to communicate with foreigners. They may even land a senior position in a major corporation. Larson (1998) stated that English is the key of transferring information; this can help activate the creation processes in every part of life, along with the capacity based on that type of knowledge.

When someone uses English as a common language for communication among speakers of various native tongues, they are said to be using it as a *lingua franca*. English has been used as a bridge language when individuals or groups from various linguistic backgrounds come together and require a common language to comprehend and communicate with one another. English is frequently used in transnational commerce, diplomacy, academic conferences, air traffic control, tourism, and online communication. English has developed into a useful tool for promoting worldwide relationships and enabling international communication.

Technology is used to transmit knowledge. Technology in education can help students reach their learning objectives (Nurillahwaty, 2022). Students can use technology to learn more and become more knowledgeable. Technology in education is expected to be used to help teachers and students with the learning activities that take place in classrooms, enabling teachers to better explain or provide material to their students without having to spend additional time assessing the learning outcomes that have been assigned.

Digital technological advancements have made a number of tools and resources accessible, which can be used to enhance language learning. The rapid development of multimedia and interactive digital technology unites people in multiuser workspaces where they can interact with other voices in multiple and varied multimodal channels and communicate, share, and externalize their opinions in public settings. Technology has an impact on how individuals perceive and connect with one another, according to Wegerif (2015). Technology can therefore play a critical role in assisting students' creative pursuits, as well as incorporating them in group knowledge creation and meaning creation.

Digital technologies open up new potential for producing and illustrating the connections between language and cognition in order to express creative ideas across several mediums. Ntelioglou et al. (2014) claim that the multimodal integration of technologies promotes the twenty-first century skill in two ways: it promotes wider literacy beyond fundamental literacy skills by incorporating various modes of meaning-making and communication (such as auditory, visual, linguistic, spatial, and body modes); and on the other hand, it provides pedagogical support to students so they can maximize their literacy and language learning.

Technology is playing an increasingly important role in education, and in the age of globalization, it is unavoidable. How effectively a school uses Information and Communication Technology (ICT) in accordance with its needs demonstrates the advancement of that institution. Applications, web pages, software, and machine learning are a few examples of how technology can be used to support teaching and learning activities.

The function of technology is quite significant because the modern era demanded lecturers and teachers to use technology in their classes. A number of components of education, including teaching, learning, and research, have benefited from the expansion of technology, which in reality serves as a major necessity (Aminatun, 2019; Pustika, 2020; Mandasari and Wahyudin, 2021). One method teachers can deal with technology is through using media in the classroom (Oktaviani and Sari, 2020; Sari, 2020). In essence, the use of the media in the teaching and learning of English will motivate and focus students (Sinaga and Oktaviani, 2020). Additionally, it provides more information regarding a particular topic and clarifies the broader setting of the classroom.

The Implementations of Cake applications have been mentioned in a number of studies. The following studies discuss the use of cake applications in English language instruction:

Paramita et al (2022) in his study claims that compared to traditional techniques, using cake can enhance student learning achievements. The users of this program can access a variety of functions at any time and from any location. This application is quite useful and will be the ideal tool for English language learners. However, whether or not all of these benefits will be able to enhance student learning outcomes such that students can be said to be successful in accomplishing learning goals or acquiring learning mastery is still up for debate. Fitria et.al

(2021) states that Students feel at ease and enthusiastic about learning to speak utilizing the cake program. Octavianita (2022) also states that because of Cake is easy to use and has so many features that help with speaking skills improvement, learners are interested in utilizing it. Similarly, Nuraeni (2020) on the conclusion mentions that one of great and modern application to utilize as supplemental material for speaking lessons is Cake Application. It encourages pupils to participate actively and joyfully in their classroom learning. Using the Cake app, students can concentrate more on learning to talk and don't have to worry about making mistakes when they practice speaking because the program provides them with immediate feedback.

Based on the explanation above it can be said that the technological advances of today include a variety of applications. Numerous benefits offered by those applications attract people to take advantage of them. In this study the author focused on one application in particular to investigate how it is used in learning English: the Cake Application. Therefore, the research problem was "what are the students' perceptions toward the use of Cake application as digital media for learning English".

Methodology

This study was conducted by using quantitative method. The sample of this study were 25 students in the fourth semester of primary school teacher education study program of Universitas PGRI Palembang. The data collection technique was questionnaire with likert scale, the scoring criteria are; Strongly Disagree (SDA) = 1, Disagree (DA), Agree (A) = 3, Strongly Agree (SA) = 4. The Data gained were analyzed by using percentage analysis related to every single statement in the questionare.

Finding and Discussion

This study attempts to explore student perceptions of using the Cake application as a digital medium for learning English. The researchers gave the students an opportunity to explore the functionality of the Cake application. Through the application, they will learn a lot of English. After using the application a number of times, the researchers gave them a questionnaire expressing their opinion of using the Cake application in learning English. The students were given 10 statements about their perceptions of using the Cake application as digital media in learning English. The result of the data can be seen in table 1 as follow:

Table 1. The Result of Using Cake Application Questionnaire as Digital Media in learning English

No	Statement	SA	A	DA	SDA
1	By using Cake application i have more opportunities to improve my English	40%	52%	8%	0%
2	I am interest in learning English independently through Cake Application	36%	60%	4%	0%
3	Using Cake application increase my motivation in learning English	52%	48%	0%	0%
4	I feel enjoy learning English by using Cake application	72%	24%	0%	0%
5	I can boost my confidence to practice English by using Cake application	32%	56%	12%	0%
6	I am able to practice my English skill as many time as i want	68%	24%	8%	0%
7	The lesson is attractively delivered by using Animaker	28%	60%	12%	0%
8	Using Cake application enables me to manage my own learning	40%	56%	4%	0%
9	Cake application help me improve my English skill	56%	44%	0%	0%

10	Cake application is easy to use	72%	28%	0%	0%
----	---------------------------------	-----	-----	----	----

Based on the questionnaire, the first statement is “By using Cake application i have more opportunities to improve my English”. The data show there are 40% of students strongly agreed 52% agreed toward the statement, then only 8% disagreed and 0% of students strongly disagreed. It means that students agreed that they have a lot of opportunities to improve their English by using Cake application.

Cake is a mobile language learning application that enables users to access English lesson sources and learn at any location, at any time they want. As a result, mobile language learning applications show how contemporary technology enables English language learners to find a huge selection of content for developing language abilities online (Update, 2017). English language learners can practice their language abilities outside of the classroom or in a casual setting due to the accessibility of mobile language learning applications (Nehe et al., 2023). Mobile language learning programs, according to Savill-Smith, are more learner-centered. This is brought on by the simplicity and convenience of online learning, which encourages students to take part in their education and adjust it to their individual requirements (Savill-smith, 2004). In short, the Cake application is handy and widely available, enabling students to learn English whenever they want and wherever they are. Whether at their homes, on the move, or during break times, students are able to access language learning materials and practice their English.

From the second statement the data shows that 36% students strongly agreed, 60% agreed, and 4% disagreed, then no one strongly disagreed. It can be interpreted that the students have interest in learning

English independently through Cake Application.

According to Ben-Itzhak (2002), mobile-assisted language learning (MALL) is the practice of using mobile technology to facilitate language learning. It is a tool for language acquisition in an informal setting that is both materially and financially accessible. Students will have experience accessing a variety of things outside of formal education to develop language skills based on their learning needs by using mobile language learning applications (akmak, 2019). MALL can support both individual and group learning. Students can exchange and study the language together as they are introduced to language-learning tools and resources, or they can use the obtained information adaptively to learn on their own. Mobile technology supports language acquisition by offering a variety of resources and tools that encourage students to be more motivated, independent, placed (site-specific), and socially engaging (Kim & Kwon, 2012). Students can therefore take charge of their own learning, practice self-discipline, and learn independently by using Cake applications.

Based on the statement number three, it can be seen that there are 52% students strongly agreed and 48% agreed. Meanwhile 0% neither students disagreed nor strongly disagreed. It can be said that Cake application is able to increase students' motivation in learning English. This claim was supported by a study published by Hamdani and Puspitorini in 2022. According to the study's findings, using the Cake application to practice communicating effectively helped students overcome their speaking skills challenges and increased their enthusiasm to do so. In their second study, Pulungan and Siregar (2020), discovered that students were inspired to fully participate and exhibit their most impressive speaking abilities

when speaking was taught and learned utilizing the Cake App. Students can converse with peers in English with confidence as a result. This result supports Harmer's (2015) claim that students will benefit from using digital media by speaking up more readily in the form of words, phrases, or even sentences when they are engaged in a conversation. Gamification components like points, badges, and leaderboards are incorporated into the Cake application. Students are encouraged to perform activities, get rewards, and advance levels by making learning feel like playing a game. The competitive element can draw learners in and make learning fun.

Based on the statement number four, it shows that there are 72% students strongly agreed and 24% students agreed to this statement. Whereas 0% students disagreed nor strongly disagreed. Meaning that students feel enjoy using Cake application to learn English. The Cake The software enables learners to learn through a variety of senses, such as sight, sound, and even touch. They can use touchscreens to interact, watch videos, listen to audio files, and perform hands-on activities while using digital tools. This multisensory method improves understanding, memory, and general learning enjoyment.

Statement number five shows that there are 32% students strongly agreed, 56% students agreed, 12% disagreed, and 0% strongly disagreed to this statement. It can interpret that students are able to boost their confidence to practice English by means of Cake application. Students who learn through cake application have a comfortable and accepting environment in which to practice their English. They can make mistakes without worrying about looking foolish because the applications emphasize giving students constructive criticism and guiding them in the right direction. Students can develop

their confidence and take opportunities when using English in this encouraging setting.

From the statement number six it can be seen that 68% students stongly agreed, 24% agreed, and 8% disagreed. Meanwhile 0% student chose strongly disagreed. Based on this result it can be said that the students are able to practice their English skill as many time as they want by using cake application. Instead of flipping through entire books to locate the needed information, students can enjoyably explore new things with Cake application. Additionally, individuals have immediate access to any English lesson at any time of day.

Based on statement number seven, the data show that 28% students stongly agreed, 60% students agreed, 12% students disagreed, and 0% strongly disagreed. It means that the students agree that by using Cake application make the English lesson is attractively delivered. Through interactive material, a variety of resources, personalization, collaborative work, gamification, and real-world application, Cake Application enhances the learning experience. Students can profit from these advantages and have a pleasurable and fruitful learning experience.

From the statement number eight, the data indicate that there are 40% students strongly agreed, 56% agreed, 4% disagreed, and 0% strongly disagreed that using Cake application enables them to manage their own learning. Therefore it can be said that Cake application help students manage their learning activity.

Due to the development of English language learning applications, the teaching of English is no longer limited to the classroom. In practice, students are able to customize their learning activities outside of school whenever they wish to

learn English just by using Cake application.

The statement number nine shows that 56% students strongly agreed and 44% students agreed. Meanwhile 0% students disagreed nor strongly disagreed. Based on this result it can be interpreted that Cake application help students improve their English skill.

The Cake is an advanced invention that combines speech recognition, the internet, and videos. There are numerous videos in it that are accessible through Youtube. The Cake app contains a range of videos, but what sets them apart from one another is that it has been designed to be as easy as possible for learners to grasp. This software will motivate users to continue studying by teaching English language skills through a range of realistic, fascinating, and engaging videos. This program can be used by language teachers as well as students to introduce it to them as an additional resource for enhancing English proficiency. It is not restricted to students alone.

The last statement shows that there are 72% students strongly disagreed, 28 students agreed, 0% students disagreed, and 0% students strongly disagreed that Cake application is easy to use. It can be said that the Cake app is simple to use by the students in learning English.

Cake Application can assist language teachers in acquiring and actually designing their own topics, lesson plans, references notes, assessments, evaluations forms, and test scores for the learners. They can use these resources as their instructional materials, support for literary development and support their needs in teaching, and enhance teacher and student interaction. By updating the students' performance on their student profiles within the Cake Application, it also assists language teachers in changing the conventional methods to modern method.

Both inside and outside of the classroom, the use of technology is becoming more and more crucial to the learning process. Technology is used to simplify the teaching and learning of languages. It is a resource that teachers use more and more frequently to help pupils learn languages. Students are expected to engage in independent learning, mediated through electronic platforms, both within and outside of the classroom. The teacher must be able to choose learning resources based on students' comprehension levels and, more importantly, their interests.

Numerous tools have been developed to assist non-native speakers in learning English. It enables students to interact with individuals worldwide and provides a wealth of diverse viewpoints and experiences. The Cake application is a type of newly developed technology that offers materials for language learning. The Cake application, has numerous audio or video file that can become a source in the academic world and offers a wide range of educational content.

Cake application is one of the example of artificial intelligence. The term artificial intelligence, also known as AI, has begun to rise in widespread acceptance as a tool that imitates human behavior. Artificial intelligence is still in its early stages, but it has already impacted education. People can learn with the aid of educational aids like bots because of AI technologies. In order to increase education quality, especially with regard to information and communication technology, the educational community must adapt to technological advancements. AI is being used to offer the digital learning content that is now being created.

AI will make it easier to create media and educational materials, and teachers won't need to have a comprehensive understanding of technology. Simply sorting and choosing from among the many previously available tools and software will suffice for teachers to find

those that best meet their demands. Teachers no longer have to spend a lot of time marking student work, due to AI, in terms of evaluation. Without the teacher having to go over each assignment personally, it is feasible to automatically grade student work and even get item analysis. The employment of AI in education also results in the direct grading of students. They don't have to wait long to realize how important they are. If the instructor can cut back on the time spent evaluating students, they will have more time on their hands.

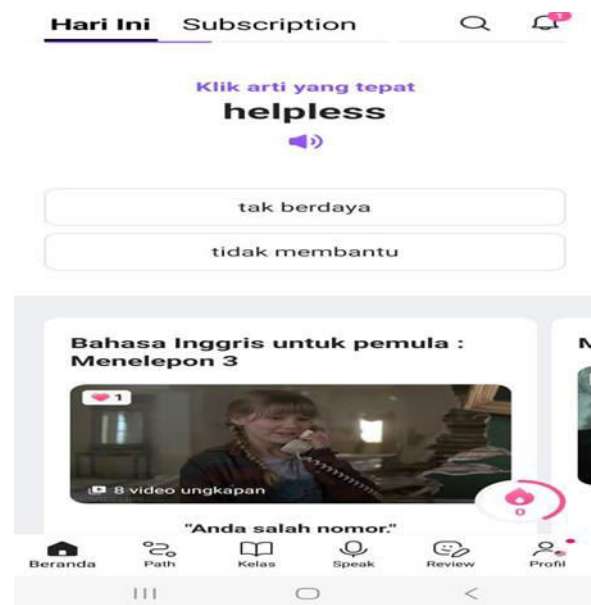
As artificial intelligence in education becomes more prevalent, there will be considerable changes in educational institutions and practices. Based on the study's findings, Sekeroglu et al. (2019) asserted that "artificial intelligence may assist teachers enhance customized learning provided to their learners." Due to artificial intelligence, underprivileged individuals, members of underrepresented groups, people with disabilities, refugees, dropouts, and residents of rural locations can all gain access to appropriate and improved learning possibilities (Pedro et al., 2019).

Lestari (2021) claims that the Cake Application is the most recent and widespread Android mobile application created by South Korea. It is a tool designed to assist users improve their English. It gives people the self-assurance and ability to talk persuasively on camera, in front of an audience, or in ordinary situations. It helps individuals and can be a lot of pleasure to listen to their recordings. The best application for learning to speak English uses video to show us an example of a word that is frequently used in conversation.

We need to sign in before we can use this program. We can sign in using either our Google account or our Facebook account. It's important to be aware that we can also utilize the guest mode, which means that we don't need to log in, but that only free episodes (oral practice materials) are

offered in this case. The Cake Application must first be downloaded from the Play Store before being used. After downloading the application, we will view the application's main page after logging in, which includes the Start menu, Search, Chat, Library, and Profile.

Figure1. Cake Application on Mobile Phone



The characteristics of the cake application include Channel. It offers a wealth of YouTube-curated English conversation, speaking themes, and idioms. We must attempt to utter the necessary phrase after seeing the channel's video. Every video contains a key phrase. Check the word's speaking capacity while you study the subject. Utilize AI speech recognition to check pronunciation. Simply record the voice to receive feedback right away. Speak. Speaking exercises that mimic conversations with non-native speakers are available through these features. We can have a chat with the native speaker using the speak features. Additionally, we can switch places in the dialogue. Speaking exercises consist of two parts. The first is listening to native speakers converse. Practice comes next; it involves a speaking session. Engage in dialogue

with native speakers. Get feedback after recording as you speak sentences at a time. Daily objectives. It totals the time spent using Cake to learn English.

As a reward for successfully completing a goal, such as the mission to meet the learning target in the program, we can earn as many stars as we like. There are tests included with the cake application. We are asked to complete sentences by adding the missing term. The sentence is one that has already been analyzed. Quiz takes the form of composing the words that are mentioned in the application in addition to asking you to fill in the missing.

In the cake application, we can select the goal we want to reach and track our learning progress by looking at the stars we've earned and the levels we've completed. The Cake English App can be used in the prespeaking, while-speaking, and postspeaking phases of primary English speaking class and includes vocabulary study, word-picture matching activities, picture story reading, and blank-filling assessments. In other words, vocabulary study is appropriate for the stage before speaking. Games that pair words with pictures can be used to practice vocabulary before speaking. Reading of picture books might take place both when speaking and after reading. Testing using blanks is appropriate for the postreading stage.

Conclusions

Based on the data, most students had positive perception towards the use of Cake application as digital media for learning English. The result showed that almost all of the students agreed that Cake application gave benefits and contribution in learning English. By using this application students felt enjoyable in learning English and they had an opportunity to improve their English whenever they want to learn it. Therefore,

the use of Cake application is able to be applied to help students improve their English.

References

- Ben-Itzhak, S. (2021). On the varying effectiveness of computer/mobile-assisted language learning. *International Journal of Education and Development Using Information and Communication Technology (IJEDICT)*, 17(3).
- Çakmak, F. (2019). Mobile learning and mobile assisted language. *Learning in Focus*, 30–48.
- Fitria, Annisa et al. (2021). The implementation of cake application in learning English speaking skills. *International Conference On Education of Suryakencana. Jurnal Unsur*. 3(2) 118-123
- Hamdani, Haris H., and Ferawaty Puspitorini. (2022). Students' perception on the use of cake application to improve speaking skill. *Journal of Applied Linguistics and Literacy*, 6 (1) 110-120, doi:[10.25157/jall.v6i1.7129](https://doi.org/10.25157/jall.v6i1.7129).
- Larson, Mildred (1998): *Meaning-based translation: A guide to cross-language equivalence 2nd ed.* University Press of America.
- Nehe, B. M., Eka Nurul Mualimah, Weny Widyawati Bastaman, Ira Arini, & Sri Purwantiningsih. (2023). Exploring English learners' experiences of using mobile language learning applications. *JTP-Jurnal Teknologi Pendidikan*, 25(1), 76-90. <https://doi.org/10.21009/jtp.v25i1.34883>
- Nuraeni, Widha Yanthi. (2020). The use of cake application in teaching speaking to senior high school students. *The 2nd Bogor English and Teacher (BEST)*, 2(1) 165-170
- Nurillahwaty, E. (2022). Peran teknologi dalam dunia pendidikan. *Prosiding*

Seminar Nasional Pendidikan Universitas PGRI Palembang 17 November 2022

- Octavianita, Ayu. (2022). The effectiveness of using Cake application in improving students speaking skills. *Jurnal Kajian Bahasa Sastra Indonesia dan Pembelajarannya*, 1(2) 80-85
- Pedro, F., Subosa, M., Rivas, A., & Valverde, P. (2019). *Artificial intelligence in education: Challenges and opportunities for sustainable development*. UNESCO.
- Pustika, R. (2021). A conversational analysis encountered by English young learners: A pedagogical experience. *Indonesian EFL Journal*. 7(1), 89-96.
- Paramita, I.G.A.P.D., Ardika, I.W.D., Setyono, E.Y., Yuliantini, N.N., Suciani, N.K.(2022). The use of cake application to improve speaking ability. *Journal of Applied Studies in Language*, 6(2)214—220
- Pulungan, A. P. & Siregar, M. (2020). Developing cake app as digital media for teaching speaking in junior high school. *Journal of Applied Linguistics of FBS UNIMED*, 9 (3), <https://doi.org/10.24114/genre.v9i3.24461>
- Sari, S. N. & Aminatun, D. (2021). Students' perception on the use of English movies to improve vocabulary mastery. *Journal of English Language Teaching and Learning*, 2(1), 16-22.
- Smith, C.S., & Attewell, J. (2004). *Mobile learning anytime everywhere*. The Learning and Skills Development Agency
- Sekeroglu, B., Dimililer, K., & Tuncal, K. (2019). Artificial intelligence in education: application in student performance evaluation. *Dilemas Contemporáneos: Educación, Política y Valores*, 7(1), pp. 1–21
- Update, T. P. (2017). *Reimagining the role of technology in education*.
- Wegerif, R. (2015). "Technology and teaching thinking," in *The Routledge International Handbook of Research on Teaching Thinking*. eds. R. Wegerif, L. Li, and J. C. Kaufman (New York: Routledge), 427–440.