

GRAPH&CHART: SKILLSYOU NEED APP: AN EDUCATIONAL APP IN IMPROVING STUDENTS' PERFORMANCE IN COMMUNICATIVE ENGLISH CLASSROOM PRESENTATION

Rodina Iryuni Binti Shamsudin¹, Nor Azlinda Binti Hasmin²

¹ General Studies Department, Politeknik Sultan Mizan Zainal Abidin, Dungun, Terengganu, Malaysia
E-mail: rodina.iryuni@psmza.edu.my

² General Studies Department, Politeknik Sultan Mizan Zainal Abidin, Dungun, Terengganu, Malaysia
E-mail: azlinda@psmza.edu.my

Abstract

Our daily lives now depend more and more on mobile applications, and their use is expanding quickly. Some of the most popular mobile application categories are educational apps. They have been utilised extensively in education and serve a variety of functions. It appears that smartphones and tablets, which the majority of students currently own and carry with them, make it simple to access mobile applications. Additionally, it can provide a range of learning approaches to meet the needs of varied students. The name of the mobile application created as a tool for Politeknik Sultan Mizan Zainal Abidin students in Communicative English Classroom is Graph&Chart:SkillsYouNeed app. The goal of the Graph&Chart:SkillsYouNeed app is to help students comprehend graphs and charts and describe patterns and movements so that the students can improve their presentation. This study aims to determine the extent to which students can describe trends and movements after using the Graph&Chart:SkillsYouNeed app. It investigates if the app aids in enhancing students' performance during presentations on that subject. 60 Civil Engineering students from two Communicative English 2 sessions made up the participants. They completed a set of questionnaires with 20 items, and the data was analysed using SPSS version 28. This study showed improvements in how students presented charts and graphs. Additionally, this study demonstrated that using the Graph&Chart:SkillsYouNeed app helped students produce presentations that met the criteria specified by the Polytechnic and Community College Education's Evaluation and Examination Department. As a result of the students' enhanced confidence, the app seems to have a positive effect on their ability to self-study and make effective presentations. Overall, the results of this study show that using mobile applications helps students meet their objectives for giving a good presentation and enhances their performance in learning English.

Keywords: Educational application; Graph&Chart:SkillsYouNeed app; Improve; Presentation