

Read My Lips: Reading English Application Tool In The Development Of Middle Youth Students Thru Language Instruction Using Phonetic Sounds

Rommel C. Sanqui^{1*}, Roselyn E. Sanqui², Davidson C. Valera³

¹ Information Technology Faculty, Occidental Mindoro State College, Philippines.

² Midwifery Faculty, Occidental Mindoro State College, Philippines.

³ Information Technology, Occidental Mindoro State College, Philippines.

*Corresponding author:

Email: rommelsanquiit@gmail.com

Abstract

Reading is a key to learning skills. It enhances our learning skills. It develops comprehensions opens up a lot of answers for further learning. And the use of computer programs and applications supplements regular reading instructions. The computer application for Project R.E.A.D. M.Y. L.I.P.S (Reading English Application tool in the Development of Middle Youth students thru Language Instruction using Phonetic Sounds), is a computer based program, which provides the compilation of options such as: Phonetic Alphabet, Let's Read and Let's Play options. The system is designed to provide pre elementary English Teacher with a supplementary tool in teaching reading. The system operates on different types of computer specification. The screen resolution must be 14 inches as minimum requirements to make it easy and compatible to use. A minimum storage space is 256 MB. Installation package and executable file were made for good and easy installation and operation of the system. The system was evaluated excellent in its performance and functionality using the ISO evaluation tool for software developemnt.

Keywords: phonetic sounds, reading, computer application, language instruction tool

I. INTRODUCTION

The 21st Century is the age of information. It is the age of the proliferation of the social media gadgets such as the computer. From the time we open our eyes till we sleep, the use of computer gadgets is not become part of everyone. But knowledge is the use of these gadgets is not enough. Understanding the benefits we derived from using them is what counts. Online business scams proliferate and destroy the community. The youth spend more time in gaming parlors and sleep late for using cellphones that offer features and news application every month to complete with other brands. The results of these countless disadvantages overshadow the benefits which these gadgets aim to offer. In the Philippines setting, low budget in education lack of proficient English teacher and malnourishment contribute to the low achievement of students in local and foreign competition [3]. The common denomination of which is the lack of importance given is reading skills among Filipino. Reading is a key to learning skills [4]. It enhances our learning skills. It develops comprehensions opens up a lot of answers for further learning. As Francis Bacon put it .

“Reading market a full then “. Reading is the basis to widen ones horizon in life.

And the use of computer programs and applications supplements regular reading instructions. It was recommendable that the best approach is the teaching in England is Phonetic Phonics. It was introduced immediately to all English Schools. Reviewed foreign studies and others point to the benefits of intervention for reading such as technology based programs [7]. This blended learning suited to address the problems in grade K-12. This study aimed to develop a Computer Application for R.E.A.D. M.Y. L.I.P.S (Reading English Application tool in the Development of Middle Youth students thru Language Instruction using Phonetic Sounds) Specifically, this study aimed to:

1. Design Computer Application for R.E.A. M.Y. L.I.P.S (Reading English Application tool in the Development of Middle Youth students thru Language Instruction using Phonetic Sounds)
 - a. Contains three (3) important categories in main menu, such as: , Phonetic Alphabet; Let's Read; Let's play;
 - b. Video, interactive buttons, images and text for the better
 - c. Output for the end users;

- d. is easy to use; and
 - e. user friendly
2. Creates R.E.A.D. M.Y. L.I.P.S using Visual Basic 2013 and Adobe Photoshop for editing;
 3. Tests and improves the developed system; and
 4. Evaluate the performance of developed system according to some respondents such as: Students, Teachers, Principle and IT Experts.

II. METHODS

Project Design

The R.E.A.D M.Y. L.I.P.S is a computer base application which provides information on, phonetic alphabet, reading Three Letter Words, and Four Letter Words techniques applied in your personal computer. It also have a let's play option with two (2) different games that will help leaners in enhancing their knowledge in phonetics while playing game. This supplementary tool in reading will help our teachers who are handling English subjects in the middle youth in teaching them to read using the phonetic sounds.

Read my lips icon is displayed on the computer monitor, double click the icon to load the different categories, select the category you want from categories Phonetic Alphabet, Let's Read, and Let's Play. Phonetic sounds category contains Phonetic Alphabet learning video, Let's Read category contains two sub-directories the Three Letter Words and Four Letter Words which includes words that are common to learners, the last option which is Let's Play has two kinds of game with images, videos or illustrations with narrations, and game.

Respondents of the Study

Twenty (20) Students of San Jose Pilot Elementary School had been selected, then twenty(4) Faculties handling English subjects, One (1) School Head, and Five (5) IT experts and programmers had been invited for the evaluation of the system.

Evaluation Procedure

An evaluation survey had been distributed among 30 respondents. Asked the respondents to rate the system based on the criteria of the evaluation instruments and provide their comments and recommendations using the five-point Scale presented in Table1. The result of the evaluators had been determined and analyzed in evaluation tools. Asked the respondents to rate the system based on the criteria of the evaluation instrument using the five-point Scale as presented in Table 1 and ask to provide their comments and recommendations.

III. RESULT AND DISCUSSION

Project Description

The developed Computer Application also underwent for testing procedure to ensure the system functions based on the expected output.

Project Evaluation

All of the criteria under the content are "very good" which means that it gives clear objectives and a good selection of topics, accurate discussion of subject matter and inculcates values and knowledge

Table 1. Test Results

Devices Components	Findings
Android Version	
i3 computer	The Computer Application worked correctly
i5 computer	The Computer Application worked correctly.
i7 computer	The Computer Application worked correctly.
Screen Size	
14' inches	The READ MY LIPS application displayed correctly

Table 2. Shows the result of the evaluation regarding the system organization and design. The system organization and design performance gained an overall mean of 3.85, which is interpreted to be "very

good” which means that there is a proper sequence of topics, it uses text/image/graphics and proper organization of topics to navigate it easily.

Table 2. Content performance

Content	Mean	Descriptive Rating
Clarity of objectives	3.75	Very Good
Selection of topics	3.97	Very Good
Accuracy in the discussion of the subject matter	3.75	Very Good
Inculcation of values and knowledge	3.89	Very Good
Overall Mean	3.84	Very Good

Table 3. Shows the result of the evaluation regarding the system organization and design. The system organization and design performance gained an overall mean of 3.85, which is interpreted to be “very good” which means that there is a proper sequence of topics, it uses text/image/graphics and proper organization of topics to navigate it easily.

Table 3. Organization and Design

Organization and design	Mean	Descriptive Rating
Sequencing of topics	4.00	Very Good
Use of appropriate text/image/animation	3.80	Very Good
Topics are organized and easy to navigate	3.76	Very Good
Overall Mean	3.85	Very Good

Table 4 shows the result of the evaluation regarding the system mechanics. The system mechanics performance gained an overall mean of 3.76 which is equivalent to “very good” which means that it shows a clear presentation of illusions, there is an available mode of learning to the students, and it sustains interest in the students throughout the end.

Table 4. Mechanics performance

Mechanics	Mean	Descriptive Rating
The clarity in the presentation of the illustration	3.80	Very Good
Availability of modes of learning to the students	3.71	Very Good
Provision of mean to sustain interest throughout	3.77	Very Good
Overall Mean	3.76	Very Good

Table 5 Presents performance is important to develop in a system regarding the correct comprehension of the researchers. It gained a mean rating of 3.80 which is equivalent to “very good”. This means that it links the new concepts prior to knowledge, the correctness of technical terms and terminologies, relevance of the guide questions and samples to concepts, and correct grammar.

Table 5. Comprehensibility performance

Comprehensibility	Mean	Descriptive Rating
Linkage of new concept prior to knowledge or experience	3.86	Very Good
Correctness of technical terms and terminologies	3.63	Very Good
Relevance of the guide questions and samples to concepts	3.89	Very Good
Correctness of grammar	3.83	Very Good
Overall Mean	3.80	Very Good

Table 6 shows the functionality performance and proves that the software works properly. The software functionality obtained an overall mean of 3.86 which is equivalent to “very good”. This means that it gives the user an ease of operation, comfort, convenience, and user-friendly

Table 6. Functionality performance

Functionality	Mean	Descriptive Rating
Ease of operation	3.77	Very Good
Provision for comfort and convenience	3.74	Very Good
User-friendliness	4.06	Very Good
Overall Mean	3.86	Very Good

Table 7 shows the maintainability performance of the system. It proves that the software has ease of maintenance, provision for diagnostic tools and procedures, and provision for enhancement and modification, which obtained an overall mean of 3.69, which is equivalent to “very good”.

Table 7. Maintainability performance

Maintainability	Mean	Descriptive Rating
Ease of maintenance	3.83	Very Good
Provision for diagnostic tools and procedures	3.57	Very Good
Provision for enhancement and modification	3.66	Very Good
Overall Mean	3.69	Very Good

Table 8 shows the summary of the evaluation and its equivalent. Functionality got the highest mean of 3.86 which is equivalent to “very good” and the maintainability is the lowest with a mean of 3.69 equivalent to “very good”. The grand mean of 3.81 which is interpreted as “very good” indicates that the system is well functional, maintained, and comprehensive. Twenty (20) Students of San Jose Pilot Elementary School had been selected, then twenty(4) Faculties handling English subjects, One (1) School Head, and Five (5) IT experts and programmers had been invited for the evaluation of the system. Using the evaluation instrument with the criteria of functionality and content reliability.

Table 8. Project Evaluation

Criteria	Mean	Descriptive Rating
Content	3.84	Very Good
Organizational and design	3.85	Very Good
Mechanics	3.83	Very Good
Comprehensibility	3.84	Very Good
Functionality	3.86	Very Good
Maintainability	3.69	Very Good
Grand Mean	3.81	Very Good

Legend: 5.00 - 4.51 -Excellent 4.50 - 3.51 -Very good 3.50 - 2.51 -Good 2.50 - 1.51 -Fair 0.50 - 1.00 -Poor

IV. CONCLUSION

In consideration of the objectives of the study and the outcome results of testing and evaluation carried out, the following conclusions were derived:

1. The Computer Application for READ MY LIPS: Reading English Application tool in the Development of Middle Youth students thru Language Instruction using Phonetic Sounds was successfully designed such as:
 - a. Providing three (3) important categories Phonetics |Alphabet, Let’s Read, and Let’s Play;
 - b. Providing narration, interactive buttons, text, and better output for the end-users.
2. The READ MY LIPS application was successfully created using Visual Basic 2013 and Adobe Photoshop for editing;
3. The READ MY LIPS was successfully tested and improved based on the criteria in developing a software application; and
4. The developed system was successfully evaluated by the respondents as very good which means that the READ MY LIPS Computer Application is useful and operationally functional.

V. ACKNOWLEDGMENTS

The researchers would like to express their gratitude to the Lord God Almighty for His unending grace; our school, Occidental Mindoro State College, for sending us to training and conferences; our coworkers in the Information Technology and Midwifery Departments for giving us advice on how to complete this project quickly; and our families and friends for their financial, moral, and spiritual support. This study would not be possible without these individuals. Thank you, and may the Almighty God continue to bless us all.

REFERENCES

- [1] Anna Potocki, Annie Magnan and Jean Ecalle. (2015). *Computerized trainings in four groups of struggling readers: Specific effects on word reading and comprehension*. Research Developmental Disabilities.
- [2] Chai, Z. (2017). *Improving Early Reading Skills in Young Children Through an iPad App*. Rural Special Education Quarterly.

- [3] Cina P. Mosito, Albert M. Warnick and Emmanuel E. Ensambe. (2017). Enhancing reading abilities of learners with intellectual impairments through technology. *African Journal of Disability*.
- [4] Donna De Vaughn Kreskey and Stephen Truscott. (2016). *Is Computer-Aided Instruction an Effective Tier-One Intervention for Kindergarten Students at Risk for Reading Failure in an Applied Setting?* Contemporary School Psychology.
- [5] Elizabeth R. Kazakoff, Paul Macaruso and Pam Hook. (2007). *Efficacy of a blended learning approach to elementary school reading instruction for students who are English Learners*. Educational Technology Research and Development.
- [6] Emily Jehanne Tyler, John Carl Hughes, Michael Beverly and Richard Patrick Hasting. (2015). *Improving early reading skills for beginning readers using an online programme as supplementary instruction*. *European Journal of Psychology of Education*.
- [7] Jen Elise Prescott, Kristine Bundshuh, Elizabeth Kazakoff and Paul Macaruso. (2017). Elementary school-wide implementation of a blended learning program for reading intervention. *The Journal of Educational Research*.