DESIGNING AN ANDROID-BASED APPLICATION TONGUE TWISTER FOR ADOLESCENCE STUDENTS

FINAL REPORT

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FINAL REPORT

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By

Krisna Maharani
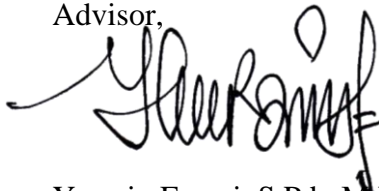
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This is to testify that the Final Report of KRISNA MAHARANI has been approved by the advisor for further approval by the Examining Comittee.
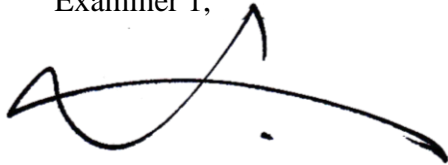
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Advisor,

Yasmin Farani, S.Pd., M.Pd.

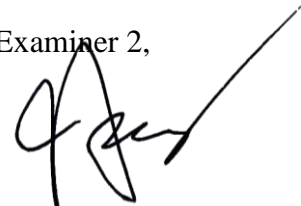This is to testify that the Final Report presented by Krisna Maharani on August 22th, 2017 has been examined.

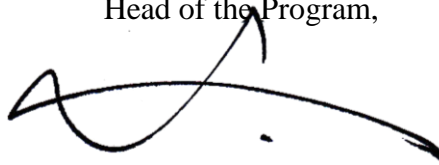Malang, August 22th, 2017

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ABSTRACT

This final report is intended to explain about Android-Based Application Tongue Twister. Android-Based Application Tongue Twister is the same as common tongue twister, this is just a new form of the way of learning tongue twister. To communicate globally, today's modern society uses the English Language as it sets as the international language. This also applies to the people of Indonesia. Many of them are good at English, but they have a problem with pronunciation. Pronunciation itself is one of important factors in communication using English. Therefore, pronunciation learning methods with tongue twister, which is considered effective, are used to help to improve learners pronunciation skills. Then, to make learning more effective, Android-Based Application Tongue Twister is built. This application which is designed by the writer is aimed to help users to practice their English especially in terms of speaking. It also has some useful features with special technology that will facilitate the users to improve their ability to speak English. It is a mobile learning application that can be installed on android devices. With its mobile nature, it can be used wherever and whenever so that its users have no restrictions when using this application.

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