

Using APP to assist student learning English

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Abstract: Communication is a critical skill in today's world. Students relied on technology increase, instructors worry that students are losing face to face communication skill in English. However, using technology might help students to increase their talking skills. Motivation is another factor to affect the willing of talking. Sadness and happiness are natural feeling for everyone. The feeling is born from everyone and affect everyone's behaviors and mental action. However, the effect of those emoticon using in e-learning is seldom discussed. This study is going to use an APP with 3D emoji. The 3D emoji can scan user's facial expressions, so that an emoji play user's behavior including his/her voice. It delivers students' English conversation without face to face. All participants use 3D emoji to represent their talking and communicate with other participants. The conversation will be examined by 2 experts and give it a score. After finished the study, all participants have to complete an attitude questionnaire.

Keywords: English writing, App, 3D emoji

1. Introduction

Whether the students are struggling to learn basic communication skills, or they need help in thoughtful talking. Technology can help students illustrate their ideas from brain to mouth. It is a commonly fact that app is an important factor for students in their daily life. Emotional icon is a friendly sign for many students when students write or talk in app. In this study, authors used app to assist students in learning English speaking. Emotional icons represent interesting idea and play as vocabulary to easy connect two different sentences. This study provides 3D emoji to check if those is useful when they are talking English in app.

2. Literature Review

Happiness and sadness are natural feeling for everyone to affect people's emotions. The feeling are born with everyone and affect every people's behaviors and mental action. However, the effect of 3D emoji on app is never discussed before

Previous study didn't use 3D emoji to check the relationship between communication and emotional icon. Positive feeling pictures improve learning when they compare to negative feeling pictures (Isen & Reeve, 2005). It may cause to negative outcome when learners used positive feeling pictures (Oaksford, et al. 1996). A study suggests to check students' emotional situation before they learned because their emotion affects by many different condition (Klimes, et al. 2007). Since different studies have opposite result for feeling pictures. The author does an experiment to check the result when learners use different feeling pictures.

3. Methodology

Motivation is another factor to affect the willing of talking. Sadness and happiness are natural feeling for everyone. The feeling is born from everyone and affect everyone's behaviors and mental action. However, the effect of those emoticon using in e-learning is seldom discussed. This study is going to use an APP with 3D emoji. The 3D emoji can scan user's facial expressions, so that an emoji play user's behavior including his/her voice. It delivers students' English conversation without face to face. All participants use 3D emoji to represent their talking and communicate with other participants. The conversation will be examined by 2 experts and give it a score. After finished the study, all participants have to complete an attitude questionnaire.

This study is going to use an app with feeling pictures. The system is based on theory in behavioral science. It delivers different English materials for students to read first. After that, students have to write an essay and they allow to use any feeling pictures in their essay. The essay will be examined by 3 experts and give it a score. After finished the essay, all students have to complete a questionnaire to check their feeling.

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