

ABSTRACT

An achievement and a successful of deaf students basically affected by a communication skills. This is due to communication is performed use a specific tool namely a sign language. A communication in order to run smoothly, including in receiving lessons in school, vocabulary that understood should be diverse. But to learn vocabulary in sign language, the instrumentality used by the deaf students in SLB Negeri Slawi, District Tegal, Central Java, still traditional with a dictionary sign language. Therefore, it should be applied an E-Dictionary Sign Language in order to assist a learning process in school and to know the influence of satisfaction and achievement of learning from the use of the application. The subjects of this study is the deaf students in grade 1-9. The model used in this research is ECM (Expectation Confirmation Model) because effective to scrutinize users satisfaction in receive existence of the application. The result of hypothesis testing is significant if $T\text{-Statistic} > T\text{-Table} = 1,328$ or $P\text{-Value} < \alpha = 0,10$. This proves that Perceived Usefulness affecting Achievement significantly ($P\text{-Value} = 0,049$ and $T\text{-Statistic} = 1,721$), Perceived Usefulness affecting Satisfaction significantly ($P\text{-Value} = 0,005$ and $T\text{-Statistic} = 2,782$), Confirmation affecting Perceived Usefulness significantly ($P\text{-Value} = 0.001$ and $T\text{-Statistics} = 3.412$), and Computer Self-Efficacy affecting Perceived Usefulness significantly ($P\text{-Value} = 0.069$ and $T\text{-Statistic} = 1.537$).

Keywords: deaf students, E-Dictionary, Expectation Confirmation Model, Achievement

INTISARI

Prestasi (*achievement*) dan keberhasilan belajar siswa tunarungu pada dasarnya dipengaruhi oleh kemampuan komunikasi. Hal ini disebabkan komunikasi yang dilakukan menggunakan sarana tertentu yaitu bahasa isyarat. Agar komunikasi dapat berjalan dengan lancar, termasuk dalam menerima pelajaran di sekolah, kosakata yang dipahami harus beragam. Namun untuk mempelajari kosakata-kosakata dalam bahasa isyarat, sarana yang digunakan oleh siswa tunarungu di SLB Negeri Slawi, Kabupaten Tegal, Jawa Tengah, masih manual menggunakan buku Kamus Bahasa Isyarat. Oleh karena itu, perlu diterapkan aplikasi *E-Dictionary* Bahasa Isyarat agar dapat membantu proses belajar di sekolah tersebut serta mengetahui pengaruh kepuasan (*satisfaction*) dan prestasi belajar (*achievement*) dari penggunaan aplikasi tersebut. Subyek penelitian ini adalah siswa tunarungu kelas 1 – 9. Model yang digunakan dalam penelitian ini adalah ECM (*Expectation Confirmation Model*) karena efektif untuk meneliti kepuasan (*satisfaction*) pengguna dalam menerima keberadaan aplikasi IT tertentu. Hasil pengujian hipotesis dinyatakan signifikan apabila $T\text{-Statistik} > T\text{-Tabel}=1,328$ atau $P\text{-Value} < \alpha = 0,10$. Hal ini membuktikan bahwa *Perceived Usefulness* mempengaruhi *Achievement* secara signifikan ($P\text{-Value}=0,049$ dan $T\text{-Statistik}=1,721$), *Perceived Usefulness* mempengaruhi *Satisfaction* secara signifikan ($P\text{-Value}=0,005$ dan $T\text{-Statistik}=2,782$), *Confirmation* mempengaruhi *Perceived Usefulness* secara signifikan ($P\text{-Value}=0,001$ dan $T\text{-Statistik}=3,412$), dan *Computer Self-Efficacy* mempengaruhi *Perceived Usefulness* secara signifikan ($P\text{-Value}=0,069$ dan $T\text{-Statistik}=1,537$).

Kata kunci – tunarungu, *E-Dictionary*, *Expectation Confirmation Model*, *Achievement*