KORESPONDENSI

Artikel disubmit pada May 17, 2023.

← →	C 🖙 e-journa	al.hamzar	wadi.ac.id/index.php/jel/author/submission/15869	* • • • • • • • • • • • • • • • • • • •
			Jung Leinen Program Studi Pendidikan Mate	Con matika
		3	HOME ABOUT USER HOME SEARCH CURRENT ARCHIVES ANNOUNCEMENTS	Author Guideliner
			Home > User > Author > Submissions > #15869 > Summary	Editorial Team
			#15869 Summary	Reviewers
			SUMMARY REVIEW EDITING	Focus and Scope
			Submission	Publication Ethics and Malpractice Statement
			Authors Andriyani Andriyani, Meita Fitrianawati, Ibrahim Alhussain Khalil, Muya Barida, Rully Ch Prahmana	Retraction and Withdrawal
			Title Stimulating mathematical communication with SPECOMATSO technology development literacy	based on digital Open Access Policy
			Original file 15869-87044-1-SM.DOCX 2023-05-17	Peer-Review Process
			Submitter Andriyani Andriyani 🖾	Copyright Notice
			Date submitted May 17, 2023 - 02:36 PM Section Articles	CrossMark Policy
			Editor Muhammad Gazali Abstract Views 185	
				How to Submit an Article
			Status Status Published Vol.9 No.2 (2023) July	Citedness by Scopus
			Initiated 2023-08-11	Visitor Statistics
			Last modified 2023-08-51	Contact Us
~	→ C 🖙 mail.go	xogle.com	/mail/u/0/?hl=en-GB#search/jurnal+elemen/FMfcgzGsmhTPBgtvspZjtMxhRgNGWRpm	🛞 Q 🏡 📕 🔕 🖪 🖸 📑 坐 🛛 😫 :
=	M Gmail		Q Telusuri dalam email 7	• Aktif ~ ⑦ 🔅 III 🔤
	/ Tulis		< E O E E O G E D :	41 dari baryak < 🗲 💌 🖪
Mail			[jel] Submission Acknowledgement (Essena) > Kotak Masuk x	e 2 .
Chat	☑ Kotak Masuk ☆ Berbintang	1.817	Shahibul Ahyan «shahibulaiyan@humzanwadi.ac.id>	Rab, 17 Mei 2023, 13.36 📩 🛧 📫 👩
Dt Meet	③ Ditunda	1	kopada saya 🗸	
	 Selengkapnya 		Dear Andrivani Andrivani:	
	Label	+	Thank you for submitting the manuscript, "Strengthening Digital Literacy:	
			SPECOMATSO Technology Development for Stimulating Mathematical Communication in Deaf Students', to Jurnal Elemen. With the online journal management extern that we are using your will be also that for the process through the	
			editorial process by logging in to the journal website:	+
			Manuscrigt URL: http://e-journal.haruzannwadi.ac.id/index.cho/jel/author/submission/15869 Username.ant/kval	
			If you have any questions, don't hesitate to me me. Thank you for	
			considering this journal as a venue for your work. Thank you.	
			Editorial Team	
			Sincerely, Shahibul Ahvan	
			Editor-in-Chief	
			Mathematics Education Department, Faculty of Mathematics and Science, Universitas Hamzanwadi ST TZCHM 7 Zhuwide Johd Madiid No. 132 Panear, Science Lambet Timure	
			Nusa Fengara Barat, Indonesia Email: jumalelemen@hamzanvadl.ac.jd	
			Website: <u>http://s-journal.hamzanwadi.ac.idindex.phpjel</u>	
				,

Artikel awal yang disubmit ke OJS pada tanggal 17 Mei 2023 adalah sebagai berikut.

Jurnal Elemen, 9(2), 1-10, July 2023 https:/doi.org/10.29408/jel.v9i2.XXXX



Check for updates

Strengthening Digital Literacy: SPECOMATSO Technology Development for Stimulating Mathematical Communication in Deaf Students

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning, particularly in conveying mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings with students with special needs. The research combined the Alessi & Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. The study produced SPECOMATSO technology for learning plane geometry and angles in mathematics. While the developed SPECOMATSO technology may not fully meet all the requirements of a comprehensive learning medium, particularly regarding fixative abilities, such as storage and editing functions, it is considered valid and practical for mathematics learning in inclusive classrooms with deaf students. This technology is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating mathematical communication in deaf students. *Jurnal Elemen*, *9*(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Individuals must navigate digital tools and resources and comprehend technology's impact on their personal and professional lives. Digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies. Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape (Meyers, Erickson, & Small, 2013).

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021. This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Increasing digital literacy is focused on students, youth, professionals, and small business operators. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe 2012; Junco 2012; Liu et al. 2011; Mehdinezhad, 2011; Pike, Kuh, & McCormick 2011).

Technology integration in education has demonstrated positive impacts (Haleem, et all 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically. Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. This change challenges many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader pedagogical potential (Fitriah 2017; Liza & Andriyanti 2020). Moreover, Andriyani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning

instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah, Ulfa, & Husna 2020; Marschark & Spencer 2007). To overcome their communication barriers, deaf students rely on sign language as a manual mode of communication ((Kautsar, Borman, & Sulistyawati 2015; Yuniati 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al. 2020). This impact is further supported by studies conducted by Effendy, Sihkabuden, & Husna (2018) and Zakia, Sunardi, & Yamtinah (2016), highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students. Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments guru (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of (Effendy et al. 2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Particularly, the limitations in accommodating the entire vocabulary and specific symbols within sign language (Syafrudin & Sujarwo, 2019) hinders the conceptual understanding of deaf students. Symbols play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning. Deaf students often encounter difficulties comprehending instructional materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al., 2002). Additionally, teachers should provide appropriate learning support and utilize supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Additionally, most communication support devices for the deaf focus on translating spoken language into text, enabling deaf individuals to understand non-sign language communication, such as speech recognition systems. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI communication designs (Fatjriyatun et al., 2021), and visual-talk introduction systems (Kumar & William, 2021). However, these technologies do not specifically cater to the needs of learning mathematics, which involves a symbolic language. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi & Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research. Figure 1 depicts the development research procedures combining the Alessi & Trollip and V-waterfall models.



Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two inclusive elementary schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality.

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product. To examine the mathematical communication skills of deaf students within an inclusive class setting, a mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were derived from the mathematical communication skills test and questionnaire on the product's usage by mathematics teachers. Qualitative data were obtained from observations, interviews, validity testing, validator suggestions, and the conversion of quantitative data into qualitative insights.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the average total product usability rating (\overline{X}), establishing the ideal average (\overline{X}_i) and ideal standard deviation (sb_i), and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score ($102 < \overline{X} \le 126$).

Results

a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools 1 and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various

types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the Speech Recognition for Mathematics Symbol (SPECOMATSO) technology, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than 50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and

symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator software in mathematical and symbolic language for learning plane geometry and angles. This software is hereinafter referred to as SPECOMATSO technology. The appearance of the SPECOMATSO technology is presented in Figure 5-6.



Figure 5. SPECOMATSO product developed

SM P205 🗴 📾 🖬 🖓 🕻 💠	_ 🗆 ×
08:51 🛎 🖸	Sal 🗎
DLAid4DSRev	٠
Kelas I	
Kelas II	
Kelas III	
Kelas IV	
Kelas V	
Kelas VI	
Kelas VII	
Kelas VIII	3.
Kelas IX	
Kelas X	
Kelas XI	
Kelas XII	
< 0 III	
 < ○ Ξ 	

Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers from SLB-C. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers at SLB Negeri 2 Bantul, with expertise in teaching students with special needs, particularly those who are deaf or hearing-impaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid

 Table 1. The validation results of SPECOMATSO

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However, regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Assessment aspects	ProspectiveProspectiveUser (CU) 1User (CU) 2		Prospective User (CU) 3	Prospective User (CU) 4		
Utility	38	35	33	33		
Ease of use	52 52		41	47		
Ease of learning	20	20	16	16		
Satisfaction	35	35	30	28		
Mean	145	142	120	124		
Total mean	132.75 (Highly practical)					

Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the

limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski dan Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of

students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology as a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from SLB-B. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their challenges in learning mathematics. Moreover, it serves as an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Author Contributions

A: Conceptualization, writing - original draft, Writing - review & editing, editing, and visualization; **MF**: Writing - review & editing, supervision; **IAK**: Writing - review & editing, validation, & supervision; **MB**: writing - original draft, Visualization; **RCIP**: validation and supervision.

References

- Alessi, S. M., and S. R. Trollip. 2001. *Multimedia for Learning: Methods and Development (3 Rd Ed.)*. Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. 2020. Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, J. Buliali, and Y. Pramudya. 2020. *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, and Syariful Fahmi. 2020. The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. *AIP Conference Proceedings* 2215(April): 60001.
- Anugerah, S. Y., S. Ulfa, and A. Husna. 2020. Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.
- Arsyad, A. 2011. Media Pembelajaran. Jakarta: Rajawali Pers.
- Asyhar, R. 2012. Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., I. N. Gita, and I. M. Suarsana. 2017. Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In *Prosiding Seminar Nasional Pendidikan Teknik Informatika Senapati*, 711, 16–22.
- Dennis et al. 2012. Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. 2016. Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., S. Sihkabuden, and A. Husna. 2018. Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, *1*(3), 213–20.
- Fatjriyatun, D., K. Joni, A. Ubaidillah, M. Ulum, and R. Alfita. 2021. Rancang Bangun Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., and M. McCabe. 2012. Facebook: Learning Tool or Distraction? *Journal of Digital Learning in Teacher Education*, 28(3), 92–98.
- Firdaus, A., L. C. Nisa, and Nadhifah. 2019. Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah. (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.

- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004
- Januszewski, A., & Molenda. (2013). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., R. I. Borman, and A. Sulistyawati. 2015. Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. *Semnasteknomedia Online*, 3(1), 4.
- Kelly, R., H. Lang, K. Mousley, and S. Davis. 2002. Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.
- Kumar, G. A., and J. H. William. 2021. Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing,* 1–21.
- Kurniasih, M. D., H. Darojati, S. B. Waluya, and Rochmad. 2020. Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. *Jurnal Kajian Pendidikan Matematika*, 5(2), 175–182.
- Leton, I., M. Lakapu, K. D. Djong, Y. O. Jagom, I. V. Uskono, and W. B. N. Dosinaeng. 2021. Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. *JNPM: Jurnal Nasional Pendidikan Matematika*, 5(1), 23–36.
- Linda, and A. Muliasari. 2021. Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. *Jurnal Penelitian Pendidikan Dan Pengajaran Matematika*, 7(1), 9–22.
- Liu, C. C., K. P. Liu, W. H. Chen, C. P. Lin, and G. D. Chen. 2011. Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., and E. Andriyanti. 2020. Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., and P. E. Spencer. 2007. *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Mehdinezhad, V. 2011. First Year Students' Engagement at the University. *International Online Journal of Educational Sciences*, 3(1), 47–66.
- Meyers, Eric M., Ingrid Erickson, and Ruth V. Small. 2013. Digital Literacy and Informal Learning Environments: An Introduction. *Learning, Media and Technology*, 38(4), 355– 67.
- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pike, G. R., G. D. Kuh, and A. C. McCormick. 2011. An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Qi, C., and D. Que. 2013. Indoor Speech Interaction System for Deaf-Mute Based on ZigBee.

In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.

- Rizki, H., Kamid, and Saharuddin. 2018. Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). *Edumatika Jurnal Riset Pendidikan Matematika*, 1(2), 21–28.
- Soedjadi, R. 2000. *Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan*. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Syafrudin, Tomy, and Sujarwo Sujarwo. 2019. Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. *Suska Journal of Mathematics Education*, 5(2), 87–94.
- Widoyoko, E. .. 2018. Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.
- Yeh, Y. F., H. K. Hsu, F. K. Hwang, and T. C. Lin. 2014. Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. 2013. Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. *Jurnal Generic*, 6(1), 29–32.
- Zakia, D. L., S. Sunardi, and S. Yamtinah. 2016. Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. *Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam*, 5(1), 23–29.

Pada tanggal 24 Juni 2023, Editor mengirimkan notifikasi di email maupun OJS terkait hasil review dari 2 reviewer (Reviewer A dan Reviewer B) terkait apa yang harus direvisi oleh penulis.

~ -	→ C 😅 mail.google.cc	om/mail/u/0/?hl=en-GB#search/jurnal+elemen/FMfcgzGsnLJIDPpFnVgr	sDQRfJRWNvbg	🐵 q 🌣 🗧 💿 🖻 🗗 🛓 🕇 🔲 👸 🗄
≡	M Gmail	Q Telusuri dalam email	幸	• Aktif ~ ⑦ 🔅 III ATERATIONEAN 🤗
	🖉 Tulis			36 dari banyak < 🗲 💌 📴
Mail	Kotak Masuk 1.817	[jel] Editor Decision - 15869 - revision (External)	Kotak Masuk ×	e Z e
Chat	☆ Berbintang	Jurnal Elemen -jurnalelemen@hamzanwadi.ac.id> kepada saya ~		Sab, 24 Jun 2023, 09.03 😭 🕤 🕴 🧭
Meet	Draf 1	🗟 Terjemahkan ke Indonesia X		±
	 Selengkapnya 	Dear Andriyani Andriyani:		-
	Label +	Thank you for submitting your manuscript, "Strengthening Digital Literacy. SPEC have assessed your submission. They feel it has potential for publication, so we	COMATSO Technology Development for Stimulating Mathematical C invite you to revise the paper and resubmit it for further review.	ommunication in Deaf Students," to Jumal Elemen. The editorial team and a group of expert reviewers
		You have four days to respond to this revised and resubmit request ending on J	ine 28, 2023. Please see the comments of Reviewer A and Reviewe	er B in your account. Please feel free to contact me with any questions. Thank you.
		Sincerely,		
		Muhammad Gazali Editorial Team		
		Universitas Hamzarıwadi mendukung Program Pemerintah Provinsi Nusa Teng dalam email ini.	ara Barat dalam penanganan sampah di Pulau Lombok. Universitas	s melalul program Campus Zero Waste menghimbau bapak ibu tidak mencetak email dan lampiran
		UNIVERSITAS IAMAZANWADI Jin TGNH Mahammad Zamuddin Abdul Madjid No 132 Pancer Seleng, Lombol Telpon: 2017 22544 Website: <u>Itan Imaga zamand ac Id</u> Email: <u></u>	Tlimur, NTB 83612	
		Thank you, I will do that. Thank you for your feedback.	hank you for informing me.	
		🔄 Balas (🕫 Teruskan		
				>



Hasil review kedua reviewer adalah sebagai berikut.

Jurnal Elemen, 9(2), 1-10, July 2023 https://doi.org/10.29408/jel.v9i2.XXXX



Check for updates

Strengthening Digital Literacy: SPECOMATSO Technology Development for Stimulating Mathematical Communication in Deaf Students

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia
 ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia
 ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia
 ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning, particularly in conveying mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings with students with special needs. The research combined the Alessi & Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. The study produced SPECOMATSO technology for learning plane geometry and angles in mathematics. While the developed SPECOMATSO technology may not fully meet all the requirements of a comprehensive learning medium, particularly regarding fixative abilities, such as storage and editing functions, it is considered valid and practical for mathematics learning in inclusive classrooms with deaf students. This technology is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

Commented [AS1]: Do not involve teachers in filling out this questionnaire?

Commented [AS2]: An explanation is needed regarding stimulating students' inclusive mathematics communication

00

Jurnal Elemen is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.

1

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating mathematical communication in deaf students. *Jurnal Elemen*, *9*(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Individuals must navigate digital tools and resources and comprehend technology's impact on their personal and professional lives. Digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies. Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape (Meyers, Erickson, & Small, 2013).

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021. This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Increasing digital literacy is focused on students, youth, professionals, and small business operators. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe 2012; Junco 2012; Liu et al. 2011; Mehdinezhad, 2011; Pike, Kuh, & McCormick 2011).

Technology integration in education has demonstrated positive impacts (Haleem, et all 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically. Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. This change challenges many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader pedagogical potential (Fitriah 2017; Liza & Andriyanti 2020). Moreover, Andriyani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning

Commented [AS3]: Is adaptation only expected to have positive implications? Precisely a solution must be found related to digital literacy which has a negative effect in all aspects

Commented [AS4]: What is the relationship between professionals, small business operators and digital literacy in education??

Commented [AS5]: Further study and analysis is needed regarding low digital literacy for teachers so that this statement can be clearly described instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah, Ulfa, & Husna 2020; Marschark & Spencer 2007). To overcome their communication barriers, deaf students rely on sign language as a manual mode of communication (Kautsar, Borman, & Sulistyawati 2015; Yuniati 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al. 2020). This impact is further supported by studies conducted by Effendy, Sihkabuden, & Husna (2018) and Zakia, Sunardi, & Yamtinah (2016), highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students. Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments guru (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of (Effendy et al. 2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Particularly, the limitations in accommodating the entire vocabulary and specific symbols within sign language (Syafrudin & Sujarwo, 2019) hinders the conceptual understanding of deaf students. Symbols play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning. Deaf students often encounter difficulties comprehending instructional Commented [AS6]: Please pay attention again about "guru'

Commented [AS7]: Is it not necessary to mention the status of the school?

Commented [AS8]: Are the results of the interview the same from the two school teachers?

materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al., 2002). Additionally, teachers should provide appropriate learning support and utilize supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Additionally, most communication support devices for the deaf focus on translating spoken language into text, enabling deaf individuals to understand non-sign language communication, such as speech recognition systems. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI communication designs (Fatjriyatun et al., 2021), and visual-talk introduction systems (Kumar & William, 2021). However, these technologies do not specifically cater to the needs of learning mathematics, which involves a symbolic language. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi & Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research. Figure 1 depicts the development research procedures combining the Alessi & Trollip and V-waterfall models.



Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

4

Commented [AS9]: Was it true that previously the tools or media that were developed did not accommodate students' abilities for inclusive students?

Commented [AS10]: The picture is not clear

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two inclusive elementary schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality.

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product. To examine the mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were derived from the mathematical communication skills test and questionnaire on the product's usage by mathematics teachers. Qualitative data were obtained from observations, interviews, validity testing, validator suggestions, and the conversion of quantitative data into qualitative insights.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the average total product usability rating (\bar{X}) , establishing the ideal average (\bar{X}_i) and ideal standard deviation (sb_i) , and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score $(102 < \bar{X} \le 126)$.

Results

a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools 1 and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various

Commented [AS11]: It needs to be explained whether this school is indeed an inclusive school or there are only a few students who are inclusive

Commented [AS12]: It is necessary to explain the instruments developed regarding the variables being measured! Especially for communication mathematics skill test.

Commented [AS13]: Does not involve teachers who understand the characteristics of inclusive students?

Commented [AS14]: Please pay attention again to the research design used.

Commented [AS15]: It is also necessary to describe the level or categorization of other variables, related to mathematical communication skills

Commented [AS16]: This is not explained in the background or in the method. In the discussion, the topic of learning plane geometry and angles appears. Need further explanation

types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the Speech Recognition for Mathematics Symbol (SPECOMATSO) technology, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than 50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and

Commented [AS17]: The development process should be described

symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

Commented [AS18]: How to identify it?

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator software in mathematical and symbolic language for learning plane geometry and angles. This software is hereinafter referred to as SPECOMATSO technology. The appearance of the SPECOMATSO technology is presented in Figure 5-6.



Figure 5. SPECOMATSO product developed

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...



Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers from SLB-C. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers at SLB Negeri 2 Bantul, with expertise in teaching students with special needs, particularly those who are deaf or hearing-impaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Table 1. The validation results of SPECOMATSO

Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion	Commented [AS19]: What aspects are being measured developed from where? The method is not described
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid	
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid	
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid	
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid	

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However, regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Table 2. The results of Technology Tracticality of ST LCOWATSO							
Assessment aspects	Prospective User (CU) 1	Prospective User (CU) 2	Prospective User (CU) 3	Prospective User (CU) 4			
Utility	38	35	33	33			
Ease of use	52	52	41	47			
Ease of learning	20	20	16	16			
Satisfaction	35	35	30	28			
Mean	145	142	120	124			
Total mean		132.75 (Hig	shly practical)				

 Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the

Commented [AS20]: Where is the level determination based

on?

Commented [AS21]: Still need a more detailed description

limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski dan Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of Commented [AS22]: The description of research results and their relation to problem solving needs to be focused on mathematical communication skills. In addition, it needs to be linked to digital literacy. students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology as a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from SLB-B. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their challenges in learning mathematics. Moreover, it serves as an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Commented [AS23]: What aspect is this based on?

Commented [AS24]: Which aspect is based on?

Author Contributions

A: Conceptualization, writing - original draft, Writing - review & editing, editing, and visualization; **MF:** Writing - review & editing, supervision; **IAK:** Writing - review & editing, validation, & supervision; **MB:** writing - original draft, Visualization; **RCIP**: validation and supervision.

References

- Alessi, S. M., and S. R. Trollip. 2001. Multimedia for Learning: Methods and Development (3 Rd Ed.). Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. 2020. Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, J. Buliali, and Y. Pramudya. 2020. *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, and Syariful Fahmi. 2020. The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. *AIP Conference Proceedings* 2215(April): 60001.
- Anugerah, S. Y., S. Ulfa, and A. Husna. 2020. Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.
- Arsyad, A. 2011. Media Pembelajaran. Jakarta: Rajawali Pers.
- Asyhar, R. 2012. Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., I. N. Gita, and I. M. Suarsana. 2017. Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In Prosiding Seminar Nasional Pendidikan Teknik Informatika Senapati, 711, 16–22.
- Dennis et al. 2012. Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. 2016. Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., S. Sihkabuden, and A. Husna. 2018. Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, *1*(3), 213–20.
- Fatjriyatun, D., K. Joni, A. Ubaidillah, M. Ulum, and R. Alfita. 2021. Rancang Bangun Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., and M. McCabe. 2012. Facebook: Learning Tool or Distraction? Journal of Digital Learning in Teacher Education, 28(3), 92–98.
- Firdaus, A., L. C. Nisa, and Nadhifah. 2019. Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah. (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.

- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004
- Januszewski, A., & Molenda. (2013). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., R. I. Borman, and A. Sulistyawati. 2015. Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. Semnasteknomedia Online, 3(1), 4.
- Kelly, R., H. Lang, K. Mousley, and S. Davis. 2002. Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.
- Kumar, G. A., and J. H. William. 2021. Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing*, 1–21.
- Kurniasih, M. D., H. Darojati, S. B. Waluya, and Rochmad. 2020. Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. Jurnal Kajian Pendidikan Matematika, 5(2), 175–182.
- Leton, I., M. Lakapu, K. D. Djong, Y. O. Jagom, I. V. Uskono, and W. B. N. Dosinaeng. 2021. Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. JNPM: Jurnal Nasional Pendidikan Matematika, 5(1), 23–36.
- Linda, and A. Muliasari. 2021. Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. Jurnal Penelitian Pendidikan Dan Pengajaran Matematika, 7(1), 9–22.
- Liu, C. C., K. P. Liu, W. H. Chen, C. P. Lin, and G. D. Chen. 2011. Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., and E. Andriyanti. 2020. Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., and P. E. Spencer. 2007. *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Mehdinezhad, V. 2011. First Year Students' Engagement at the University. *International Online Journal of Educational Sciences*, 3(1), 47–66.
- Meyers, Eric M., Ingrid Erickson, and Ruth V. Small. 2013. Digital Literacy and Informal Learning Environments: An Introduction. *Learning, Media and Technology*, 38(4), 355– 67.
- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pike, G. R., G. D. Kuh, and A. C. McCormick. 2011. An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Qi, C., and D. Que. 2013. Indoor Speech Interaction System for Deaf-Mute Based on ZigBee.

In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.

- Rizki, H., Kamid, and Saharuddin. 2018. Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). *Edumatika Jurnal Riset Pendidikan Matematika*, 1(2), 21–28.
- Soedjadi, R. 2000. *Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan*. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Syafrudin, Tomy, and Sujarwo Sujarwo. 2019. Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. Suska Journal of Mathematics Education, 5(2), 87– 94.

Widoyoko, E. .. 2018. Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.

- Yeh, Y. F., H. K. Hsu, F. K. Hwang, and T. C. Lin. 2014. Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. 2013. Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. Jurnal Generic, 6(1), 29–32.
- Zakia, D. L., S. Sunardi, and S. Yamtinah. 2016. Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam, 5(1), 23–29.

Commented [AS25]: Adjust the guidelines for writing references according to the template from this journal

Jurnal Elemen, 9(2), 1-10, July 2023 https://doi.org/10.29408/jel.v9i2.XXXX



Check for updates

Strengthening Digital Literacy: SPECOMATSO Technology Development for Stimulating Mathematical Communication in Deaf Students

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia
 ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia
 ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia
 ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning, particularly in conveying mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings with students with special needs. The research combined the Alessi & and Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. The study produced SPECOMATSO technology for learning plane geometry and angles in mathematics. While the developed SPECOMATSO technology may not fully meet all the requirements of a comprehensive learning medium, particularly regarding fixative abilities, such as storage and editing functions, it is considered valid and practical for mathematics learning in inclusive classrooms with deaf students. This technology is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

Commented [3PP1]: Please make other title that more visible and interesting

Commented [3PP2]: What SPECOMATSO?

Commented [3PP3]: The abstract should in 150 - 200 words

 \odot \odot \odot

Jurnal Elemen is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.

1

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating mathematical communication in deaf students. *Jurnal Elemen*, *9*(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Individuals must navigate digital tools and resources and comprehend technology's impact on their personal and professional lives. Digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies. Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape (Meyers, Erickson, & Small, 2013).

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021. This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Increasing digital literacy is focused on students, youth, professionals, and small business operators. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe 2012; Junco 2012; Liu et al. 2011; Mehdinezhad, 2011; Pike, Kuh, & McCormick 2011).

Technology integration in education has demonstrated positive impacts (Haleem, et all 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically. Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. This change challenges many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader pedagogical potential (Fitriah 2017; Liza & Andriyanti 2020). Moreover, Andriyani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning

Commented [3PP4]: Need reference(s)

Commented [3PP5]: Please make citations for every supporting sentence(s) that you use, do not only in the last paragraph. Please use APA Style version 7 correctly in every citation.

Use comma (,) in separating the author(s) & year.

Commented [3PP6]: ???? Only one 'I', et al. Please check others
instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah, Ulfa, & Husna 2020; Marschark & Spencer 2007). To overcome their communication barriers, deaf students rely on sign language as a manual mode of communication ((Kautsar, Borman, & Sulistyawati 2015; Yuniati 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al. 2020). This impact is further supported by studies conducted by Effendy, Sihkabuden, & Husna (2018) and Zakia, Sunardi, & Yamtinah (2016), highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students. Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments guru (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of (Effendy et al. 2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Particularly, the limitations in accommodating the entire vocabulary and specific symbols within sign language (Syafrudin & Sujarwo, 2019) hinders the conceptual understanding of deaf students. Symbols play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning. Deaf students often encounter difficulties comprehending instructional

Commented [3PP7]: Please make correct citation. Please check others.

You should make difference citation between parenthetical citation and narrative citation.

Commented [3PP8]: Please make correct citation. Please check others.

You should make difference citation between parenthetical citation and narrative citation.

materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al., 2002). Additionally, teachers should provide appropriate learning support and utilize supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Additionally, most communication support devices for the deaf focus on translating spoken language into text, enabling deaf individuals to understand non-sign language communication, such as speech recognition systems. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI communication designs (Fatjriyatun et al., 2021), and visual-talk introduction systems (Kumar & William, 2021). However, these technologies do not specifically cater to the needs of learning mathematics, which involves a symbolic language. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi & Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research. Figure 1 depicts the development research procedures combining the Alessi &-and Trollip and V-waterfall models.



Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

Commented [3PP9]: Need reference(s)

Commented [3PP10]: Please describe what SPECOMATSO is in introduction, support with the relevance theories

Commented [3PP11]: The figure is not clear, please use more clear figure so that it can be seen and read

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two inclusive elementary schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality.

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product. To examine the mathematical communication skills of deaf students within an inclusive class setting, a mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were derived from the mathematical communication skills test and questionnaire on the product's usage by mathematics teachers. Qualitative data were obtained from observations, interviews, validity testing, validator suggestions, and the conversion of quantitative data into qualitative insights.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the average total product usability rating (\bar{X}), establishing the ideal average (\bar{X}_i) and ideal standard deviation (sb_i), and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score ($102 < \bar{X} \le 126$).

Results

a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools 1 and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various

instruments that you use in this study?

Commented [3PP12]: How about the validity and reliability of

Commented [3PP13]: Please make a paragraph to introduce your results first, then write subheading

types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the Speech Recognition for Mathematics Symbol (SPECOMATSO) technology, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than 50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Commented [3PP14]: The figure is not clear, please use more clear figure so that it can be seen and read

Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and

symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator software in mathematical and symbolic language for learning plane geometry and angles. This software is hereinafter referred to as SPECOMATSO technology. The appearance of the SPECOMATSO technology is presented in Figure 5–6.



Figure 5. SPECOMATSO product developed

Commented [3PP15]: What is '-' mean?



Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

Commented [3PP16]: The figure is not clear, please use more clear figure so that it can be seen and read

Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Commented [3PP17]: The figure is not clear, please use more clear figure so that it can be seen and read

Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers from SLB-C. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers at SLB Negeri 2 Bantul, with expertise in teaching students with special needs, particularly those who are deaf or hearing-impaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Commented [3PP19]: What is SLB?

Commented [3PP20]: What is SLB? Commented [3PP21]: ??

Commented [3PP18]: The figure is not clear, please use more

clear figure so that it can be seen and read

Table 1. The validation results of SPECOMATSO

Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However, regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Assessment aspects	Prospective User (CU) 1	Prospective User (CU) 2	Prospective User (CU) 3	Prospective User (CU) 4	
Utility	38	35	33	33	
Ease of use	52	52	41	47	
Ease of learning	20	20	16	16	
Satisfaction	35	35	30	28	
Mean	145	142	120	124	
Total mean	132.75 (Highly practical)				

 Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the

limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski dan Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of

Strengthening Digital Literacy: SPECOMATSO Technology Development for ...

students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology as a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from SLB-B. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their challenges in learning mathematics. Moreover, it serves as an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Commented [3PP22]: Please use more references in discussing your results. Please discuss your every result, for instance, why comprehensiveness is invalid and others. Please use also international references

Commented [3PP23]: What is SLB?

Author Contributions

A: Conceptualization, writing - original draft, Writing - review & editing, editing, and visualization; **MF:** Writing - review & editing, supervision; **IAK:** Writing - review & editing, validation, & supervision; **MB:** writing - original draft, Visualization; **RCIP**: validation and supervision.

References

- Alessi, S. M., and S. R. Trollip. 2001. *Multimedia for Learning: Methods and Development (3 Rd Ed.)*. Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. 2020. Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, J. Buliali, and Y. Pramudya. 2020. *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, and Syariful Fahmi. 2020. The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. *AIP Conference Proceedings* 2215(April): 60001.
- Anugerah, S. Y., S. Ulfa, and A. Husna. 2020. Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.
- Arsyad, A. 2011. Media Pembelajaran. Jakarta: Rajawali Pers.
- Asyhar, R. 2012. Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., I. N. Gita, and I. M. Suarsana. 2017. Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In *Prosiding Seminar Nasional Pendidikan Teknik Informatika Senapati*, 711, 16–22.
- Dennis et al. 2012. Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. 2016. Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., S. Sihkabuden, and A. Husna. 2018. Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, *1*(3), 213–20.
- Fatjriyatun, D., K. Joni, A. Ubaidillah, M. Ulum, and R. Alfita. 2021. Rancang Bangun Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., and M. McCabe. 2012. Facebook: Learning Tool or Distraction? Journal of Digital Learning in Teacher Education, 28(3), 92–98.
- Firdaus, A., L. C. Nisa, and Nadhifah. 2019. Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah. (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.

Commented [3PP24]: Please write the complete name of the authors

- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004
- Januszewski, A., & Molenda. (2013). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., R. I. Borman, and A. Sulistyawati. 2015. Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. Semnasteknomedia Online, 3(1), 4.
- Kelly, R., H. Lang, K. Mousley, and S. Davis. 2002. Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.
- Kumar, G. A., and J. H. William. 2021. Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing*, 1–21.
- Kurniasih, M. D., H. Darojati, S. B. Waluya, and Rochmad. 2020. Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. *Jurnal Kajian Pendidikan Matematika*, 5(2), 175–182.
- Leton, I., M. Lakapu, K. D. Djong, Y. O. Jagom, I. V. Uskono, and W. B. N. Dosinaeng. 2021. Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. JNPM: Jurnal Nasional Pendidikan Matematika, 5(1), 23–36.
- Linda, and A. Muliasari. 2021. Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. Jurnal Penelitian Pendidikan Dan Pengajaran Matematika, 7(1), 9–22.
- Liu, C. C., K. P. Liu, W. H. Chen, C. P. Lin, and G. D. Chen. 2011. Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., and E. Andriyanti. 2020. Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., and P. E. Spencer. 2007. *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Mehdinezhad, V. 2011. First Year Students' Engagement at the University. International Online Journal of Educational Sciences, 3(1), 47–66.
- Meyers, Eric M., Ingrid Erickson, and Ruth V. Small. 2013. Digital Literacy and Informal Learning Environments: An Introduction. *Learning, Media and Technology*, 38(4), 355– 67.
- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pike, G. R., G. D. Kuh, and A. C. McCormick. 2011. An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Qi, C., and D. Que. 2013. Indoor Speech Interaction System for Deaf-Mute Based on ZigBee.

In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.

- Rizki, H., Kamid, and Saharuddin. 2018. Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). Edumatika Jurnal Riset Pendidikan Matematika, 1(2), 21–28.
- Soedjadi, R. 2000. Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Syafrudin, Tomy, and Sujarwo Sujarwo. 2019. Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. Suska Journal of Mathematics Education, 5(2), 87– 94.

Widoyoko, E. .. 2018. Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.

- Yeh, Y. F., H. K. Hsu, F. K. Hwang, and T. C. Lin. 2014. Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. 2013. Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. *Jurnal Generic*, 6(1), 29–32.
- Zakia, D. L., S. Sunardi, and S. Yamtinah. 2016. Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam, 5(1), 23–29.

Commented [3PP25]: Please use APA Style version 7 correctly, see the sample in the article template. For Bahasa title, you should add the English translation in the bracket sign [] after Bahasa title (please see the sample). Make sure that all the metadata is complete.

Please use more international article

Penulis membutuhkan waktu untuk merevisi artikel sesuai masukan/saran dari kedua reviewer, sehingga pada tanggal 20 Juli 2023 penulis mengirimkan hasil revisi sesuai saran kedua reviewer.

M Gmail	Q jurnal elemen X 랴	Aktif ~ ⑦ ⑧ Ⅲ AMMAD DAVEAN
🖉 Tulis	< 回 0 首 0 ④ 目 0 ④ 展 D : Author	31 dari banyak < 🔪 🖌 🗸
Kotak Masuk 1.817 ☆ Berbintang ③ Ditunda □ Draf 1 ∨ Selengkapnya	Andrivani UAD -andrivani@exponet.usrl.acide- texator.acmit + Date Editor: In the following and Billa to let you know the results of our revision, namely the revision of the combined review results from the two reviewers. Thank You Best Repards Anthre	ा २०.४ २०२३, ०१२६ 🔥 ६ i
Label +	m	
	Satu lampiran - Dipindiai dangan Gmail ()	<u>&</u>

Hasil revisi artikel sesuai review pertama dari kedua reviewer adalah sebagai berikut.

Jurnal Elemen, 9(2), 1-10, July 2023 https:/doi.org/10.29408/jel.v9i2.XXXX



Check for updates

Stimulating Mathematical Communication with SPECOMATSO Technology Development Based on Digital Literacy

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning to convey mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings. The research combined the Alessi & Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. This study produces SPECOMATSO technology that is valid and practical for learning plane geometry and angles in mathematics. Although this development still needs improvement in fixative abilities, such as storage and editing functions, it is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating mathematical communication in deaf students. *Jurnal Elemen*, *9*(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Hence, individuals must be skilled at navigating digital tools and resources and comprehending technology's impact on their personal and professional lives. According to Pratiwi & Pritanova (2017), digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. Although on the other side, the negative impact has also stalked the students. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies (Meyers, Erickson, & Small, 2013). Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape.

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021 especially for students. This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe, 2012; Junco, 2012 ; Liu et al., 2011; Mehdinezhad, 2011; Pike et al, 2011).

Technology integration in education has demonstrated positive impacts (Haleem et al, 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically. Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. According to Asari et al (2019), Indonesian people have a culture of low technological literacy, which is a challenge for many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader pedagogical potential (Fitriah, 2017; Liza & Andrivani, 2020). Moreover, Andrivani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah et al, 2020; Marschark & Spencer, 2007). To overcome

their communication barriers, deaf students rely on sign language as a manual mode of communication (Kautsar et al, 2015; Yuniati, 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al, 2020). This impact is further supported by studies, highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students (Effendi et al, 2018; Zakia et al, 2016). Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of Effendy et al (2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Remarkably, the limitations of sign language in accommodating the entire vocabulary and specific symbols within sign language hinder the conceptual understanding of deaf students (Syafrudin & Sujarwo, 2019). These symbols will be found and play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive public primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning (Krause, 2018). Deaf students often encounter difficulties comprehending instructional materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al.,

2002). Additionally, teachers should provide appropriate learning support and utilize supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Additionally, most communication support devices for the deaf focus on translating spoken language into text, enabling deaf individuals to understand non-sign language communication, such as speech recognition systems. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI communication designs (Fatjrivatun et al, 2021), and visual-talk introduction systems (Kumar & William, 2021). However, these technologies do not specifically cater to the needs of learning mathematics, which involves a symbolic language. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi & Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research. Figure 1 depicts the development research procedures combining the Alessi & Trollip and V-waterfall models.



Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two Inclusive Elementary Schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality. Inclusive schools are schools that organize learning by identifying regular students with students with special needs in one room.

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product.

All questionnaires that became instruments in this study had been tested for validity and reliability so that their feasibility was known to assess what was to be studied. The validity test was conducted to determine whether the research questionnaire was appropriate in measuring the validity and practicality of the learning technology developed in this study. At the same time, the reliability test was conducted to determine whether this research questionnaire could provide consistent results. Based on the results of testing the validity of the questionnaire instrument, it can be seen that all question items have a Product moment person correlation coefficient $(r_{xy}) > r_{table}$ (0.201). Thus, all the questions in the research questionnaire instrument can be declared valid. The reliability test results also show that all variables have a reasonably large Cronbach Alpha, which is above 0.60, so it can be said that all measuring concepts for each variable from the questionnaire are reliable. Therefore, the items in each variable concept are appropriate to be used as a measuring tool.

To examine the mathematical communication skills of deaf students within an inclusive class setting, a mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were derived from the mathematical communication skills test and questionnaire on the product's usage by mathematics teachers. Qualitative data were obtained from observations, interviews, validity testing, validator suggestions, and the conversion of quantitative data into qualitative insights.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the

average total product usability rating (\bar{X}) , establishing the ideal average (\bar{X}_i) and ideal standard deviation (sb_i) , and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score ($102 < \bar{X} \le 126$).

Results

The research and development results are presented with a discussion, namely the planning and analysis stage, design, implementation/coding, unit testing, integration testing, system testing, and acceptance testing. The description of each of these stages is presented as follows.

a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools I and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the technology to be developed for speech recognition into mathematical symbols, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than

50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the

function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator software in mathematical and symbolic language for learning plane geometry and angles. This software is here in after referred to as SPECOMATSO technology. SPECOMATSO is a technology for translating teacher speech/voice into real-time mathematical symbols in a mathematics lesson in an inclusive class setting. SPECOMATSO framework begins with system input in the form of the teacher's speech, and then the system will change the speech into a word or sentence. Finally, the existing words/sentences are translated into mathematical symbols. The appearance of the SPECOMATSO technology is presented in Figure 5 and Figure 6.



Figure 5. SPECOMATSO product developed

SM P205	0	٠		_ 🗆 ×
08:51 🛎 🖻				S al 🗎
DLAid4DSR	ev			۲
Kelas I				
Kelas II				
Kelas III				
Kelas IV				
Kelas V				
Kelas VI				
Kelas VII				
Kelas VIII				
Kelas IX				
Kelas X				
Kelas XI				
Kelas XII				
	<	0	111	
	<	0		

Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers, with expertise in teaching students with special needs, particularly those who are deaf or hearingimpaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Tuble 1. The valuation results of St Decommisso					
Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid

 Table 1. The validation results of SPECOMATSO

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However, regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Assessment aspects	Prospective User (CU) 1	Prospective User (CU) 2	Prospective User (CU) 3	Prospective User (CU) 4
Utility	38	35	33	33
Ease of use	52	52	41	47
Ease of learning	20	20	16	16
Satisfaction	35	35	30	28
Mean	145	142	120	124
Total mean	132.75 (Highly practical)			

Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the

limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski & Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

The effect of using technology in learning shows the significant role of technology in students' communication through digitizing various learning tools. Moreover, learning in exceptional schools that are intended for deaf students who have hearing and communication difficulties. Limited learning time at school and teaching materials that tend to be textual often affect the learning motivation of deaf students who need access to different educational services (Buliali, Andriyani & Pramudya, 2022). In the education of deaf students, more attention is

required, and an adaptive learning paradigm so can improve the quality of their learning (Adler et al., 2014). Therefore, various learning tools and supporting media must facilitate the needs and accommodate the unique characteristics of deaf students who depend more on vision in communicating and obtaining information during learning (Hasanah et al., 2017; Marschark et al., 2017). The device or media must be oriented toward the device's effectiveness in student communication which has been an obstacle in interacting at a learning time. In this case, communication support devices and media can be smartphone-based, like SPECOMATSO technology. With the use of smartphones in education, it is hoped that student motivation and learning outcomes can further increase because the obstacles can be minimized (Setyaningrum & Waryanto, 2018).

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology technology is a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from Inclusive Elementary Schools. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their challenges in learning mathematics. Moreover, it serves as an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript. In addition, the ethical issues, including plagiarism, misconduct, data fabrication and/or falsification, double publication and/or submission, and redundancies, have been completed by the authors.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Author Contributions

Andriyani: conceptualization & design, acquisition of data, analysis & interpretation of data, writing/drafting the article, review, and editing; **Meita Fitrianawati**: acquisition of data, analysis & interpretation of data, drafting the article, review, and editing; **Ibrahim Alhussain Khalil**: review; Muya Barida: acquisition of data, analysis & interpretation of data, drafting the article, and review; **Rully Charitas Indra Prahmana**: review and editing.

References

- Adler, H., Jacob, B., Kurz, K., & Kusha, R. (2014). Undergraduate Research in Mathematics with Hearing Impairment and Hard-Of-Hearing Students: Four Perspectives. A Journal of Mathematics, 3(7), 247–264.
- Alessi, S. M., & Trollip, S. R. (2001). *Multimedia for Learning: Methods and Development (3 Rd Ed.)*. Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. (2020). Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, Buliali, J. & Pramudya, Y. (2020). *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, & Fahmi, S. (2020). The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. AIP Conference Proceedings 2215(April): 60001.
- Anugerah, S. Y., Ulfa, S. & Husna, A. (2020). Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.
- Arsyad, A. (2011). Media Pembelajaran. Jakarta: Rajawali Pers.

- Asari, A., Kurniawan, T., Ansor, S., Bagus, A., & Rahma, N. (2019). Kompetensi Literasi Digital Bagi Guru Dan Pelajar Di Lingkungan Sekolah Kabupaten Malang. *BIBLIOTIKA: Jurnal Kajian Perpustakaan Dan Informasi*, 3, 98–104.
- Asyhar, R. (2012). Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., Gita, I. N. & Suarsana, I. M. (2017). Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In *Prosiding Seminar Nasional Pendidikan Teknik Informatika Senapati*, 711, 16–22.
- Buliali, J. L., Andriyani & Pramudya, Y. (2022). Development of Interactive Media with Augmented Reality for Prospective Solution Quota-Friendly Learning and Physical Limitation in the Pandemic Era. *Mathematics Teaching Research Journal*, 14(1), 5-40.
- Dennis, et al. (2012). Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. (2016). Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., Sihkabuden, S. & Husna, A. (2018). Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, *1*(3), 213–20.
- Fatjriyatun, D., K. Joni, Ubaidillah, A., Ulum, M., & Alfita, R. (2021). Rancang Bangun Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., & McCabe, M. (2012). Facebook: Learning Tool or Distraction? Journal of Digital Learning in Teacher Education, 28(3), 92–98.
- Firdaus, A., Nisa, L. C. & Nadhifah. (2019). Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.
- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004.
- Hasanah, A., Kusumah, Y. S., & Ulya, Z. (2017). The Development of Mathematics Learning Media for Hearing Impairment Students. *Preliminary Implementation Results*, 22(2), 1–4.
- Januszewski, A., & Molenda. (2013). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., Borman, R. I. & Sulistyawati, A. (2015). Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. *Semnasteknomedia Online*, 3(1), 4.
- Kelly, R., Lang, H., Mousley, K. & Davis, S. (2002). Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.

- Krause, C. M. (2018). Embodied geometry: Signs and gestures used in the deaf mathematics classroom the case of symmetry. In R. Hunter, M. Civil, B. Herbel-Eisenmann, N. Planas, & D. Wagner (Eds.), Mathematical discourse that breaks barriers and creates space for marginalized learners. (pp. 171-194). Rotterdam: Sense.
- Kumar, G. A., & William, J. H. (2021). Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing,* 1–21.
- Kurniasih, M. D., Darojati, H., Waluya, S. B., & Rochmad. (2020). Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. *Jurnal Kajian Pendidikan Matematika*, 5(2), 175–182.
- Leton, I., Lakapu, M., Djong, K. D., Jagom, Y. O., Uskono, I. V., & Dosinaeng, W. B. N. (2021). Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. *JNPM: Jurnal Nasional Pendidikan Matematika*, 5(1), 23–36.
- Linda, & Muliasari, A. (2021). Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. *Jurnal Penelitian Pendidikan Dan Pengajaran Matematika*, 7(1), 9–22.
- Liu, C. C., Liu, K. P., Chen, W. H., Lin, C. P., & Chen, G. D. (2011). Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., & Andriyanti, E. (2020). Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., & Spencer, P. E. (2007). *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Marschark, M., Paivio, A., Spencer, L. J., Durkin, A., Borgna, G., Convertino, C., & Machmer, E. (2017). Don't Assume Hearing Impairment Students Are Visual Learners. *Journal of Developmental and Physical Disabilities*, 1(29), 153–171
- Mehdinezhad, V. (2011). First Year Students' Engagement at the University. *International Online Journal of Educational Sciences*, 3(1), 47–66.
- Meyers, E. M., Erickson, I., & Small, R. V. (2013). Digital Literacy and Informal Learning Environments: An Introduction. *Learning, Media and Technology*, 38(4), 355–367.
- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pike, G. R., Kuh, G. D. & McCormick, A. C. (2011). An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Pratiwi, N., & Pritanova, N. (2017). Pengaruh Literasi Digital Terhadap Psikologis Anak Dan Remaja. Semantik. https://doi.org/10.22460/semantik.v6i1p11.2 50
- Qi, C., & Que, D. (2013). Indoor Speech Interaction System for Deaf-Mute Based on ZigBee. In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.
- Rizki, H., Kamid, & Saharuddin. (2018). Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). *Edumatika Jurnal Riset Pendidikan Matematika*, 1(2), 21–28.
- Setyaningrum, W., & Waryanto, N. H. (2018). Developing Mathematics Edutainment Media for Android Based on Students' Understanding and Interest: A Teachers' Review.

Journal of Physics: Conference Series, 983(1).

- Soedjadi, R. (2000). *Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan*. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Syafrudin, T. & Sujarwo. (2019). Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. *Suska Journal of Mathematics Education*, 5(2), 87-94.

Widoyoko, E. (2018). Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.

- Yeh, Y. F., Hsu, H. K., Hwang, F. K., & Lin, T. C. (2014). Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. (2013). Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. *Jurnal Generic*, 6(1), 29–32.
- Zakia, D. L., Sunardi, S., & Yamtinah, S. (2016). Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. *Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam*, 5(1), 23–29.

Pada tanggal 21 Juli 2023, Editor kembali mengirimkan hasil review untuk tahap kedua dari reviewer kepada penulis.

÷ -	C 😄 mail.google.com	n/mail/u/0/?hl=en-GB#search/jurnal+elemen/FMfcgzGtwDGrvGNbKWnpSzKMFhJkTvKl	() 은 수 이 이 한 1 로 신 1 🗍 :
=	M Gmail	Q, jurnal elemen X 3	• Aktif ~ ⑦ 🕸 III 🗰 🕬
2	🖉 Tulis		30 dari banyak < > 🎤 -
	Kotak Masuk 1.817	[jel] Editor Decision - 15869 - second revision (Baternal) > Kotak Masuk x	∑ ⊕ X
Chat	☆ Berbintang ① Ditunda	Jurnal Elemen -jurnaleterren@hanzanwadi.ac.kd- kepada asya +	📼 Jum, 21 Jul 2023, 08.22 🛠 🟫 🚦 🧭
Meet	Draf 1	Bg Terjemahkan ke Indonesia X	1
	 Selengkapnya 	Dear Andriyani Andriyani:	
	Label +	Thank you for submitting your manuscript, "Stimulating mathematical communication with SPECOMATSO technology deve submission. They feel it has potential for publication, so we invite you to revise the paper (second revision) and resubmit it f	opment based on digital iteracy," to Jurnal Elemen. The editorial team and a group of expert reviewers have assessed your r further review.
		You have two days to respond to this revised and resubmit request ending on 23 July 2023. Please take a look at the review	er's comments in the file I've attached below. Please don't hesitate to contact me with any questions. Thank you. +
		Sincerely,	· · · · · · · · · · · · · · · · · · ·
		Muhammad Gazali Editorial Teom	
		Universitas Hamzanwadi mandukung Program Pennsrintah Provinsi Nusa Tenggura Barat dalam penanganan sampah di Pr datan email ini. UNIVERSITAS INVARIANTI Angkon 1976 2095. Telpioni 1976 2095. Telpioni International at Id Email : universitas@hamzanwadi.at.Id Satu Lampiran - Dipinciai dengan Gmail () Satu Lampiran - Dipinciai dengan Gmail () Satu Satu Satu Satu Satu Satu Satu Satu	lau Lombok. Universitas melalui program Campus Zero Waste menghimbau bapak ibu tidak mencetak email dan lampiran

Kemudian, pada tanggal 22 Juli 2023, penulis segera mengirimkan kembali hasil revisi artikel sesuai saran reviewer pada tahap kedua.

~ ·	🗧 🔶 😋 🛤 🚛 google.com/mail/u/0/?hl=en-GB#search/jurnal+elemen/FMfcgzGtwDGrvGNbKWnpSzKMFhlkTvKl 🛛 🛞 🔍 🛧 🧧 📀 🧕 🖸 🗦 🛃 🔒			
=	M Gmail	Q jurnal elemen X 莽	• Aktif ~ ⑦ 🕄 III AAAAD DAMAAN 👰	
Mail	🖉 Tulis		30 dari banyak < > 🖍 🔹	
	Kotak Masuk 1.817	Andriyani UAD <ahr black="" light="" seco<="" second="" td="" the="" with=""><td>© 22.Jul 2023, 19.22 ✿ ᠳ ፤ 🖸</td></ahr>	© 22.Jul 2023, 19.22 ✿ ᠳ ፤ 🖸	
Chat	🛧 Berbintang	Dear Editor, We have just submitted our latest revised manuscript to OJS, and as a copy, we also sent the latest revised manuscript to this email. Please let us kno	ow if our manuscript has been successfully detected in QJS. Thank you.	
0	() Ditunda		····· /·· ··· /··	
Meet	Draf 1			
	 Selengkapnya 	Satu lampiran • Dipindai dengan Gmail ()	(£;	
	Label +		*	
		🖬 Final Revision2_L. 🥒	+	

Hasil revisi artikel sesuai review tahap kedua adalah sebagai berikut.

Jurnal Elemen, 9(2), 1-10, July 2023 https://doi.org/10.29408/jel.v9i2.XXXX





Stimulating mathematical communication with SPECOMATSO technology development based on digital literacy

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning to convey mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings. The research combined the Alessi & Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. This study produces SPECOMATSO technology that is valid and practical for learning plane geometry and angles in mathematics. Although this development still needs improvement in fixative abilities, such as storage and editing functions, it is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating

Jurnal Elemen is licensed under a <u>Creative Commons Attribution-ShareAlike 4.0 International License</u>.

mathematical communication in deaf students. *Jurnal Elemen*, 9(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Hence, individuals must be skilled at navigating digital tools and resources and comprehending technology's impact on their personal and professional lives. According to Pratiwi & Pritanova (2017), digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. Although on the other side, the negative impact has also stalked the students. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies (Meyers, Erickson, & Small, 2013). Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape.

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021 especially for students. This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe, 2012; Junco, 2012 ; Liu et al., 2011; Mehdinezhad, 2011; Pike et al, 2011).

Technology integration in education has demonstrated positive impacts (Haleem et al, 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically. Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. According to Asari et al. (2019), Indonesian people have a culture of low technological literacy, which is a challenge for many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader

Commented [3PP1]: Need reference(s)

Commented [3PP2]: Need reference(s)
pedagogical potential (Fitriah, 2017; Liza & Andriyani, 2020). Moreover, Andriyani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah et al, 2020; Marschark & Spencer, 2007). To overcome their communication barriers, deaf students rely on sign language as a manual mode of communication (Kautsar et al, 2015; Yuniati, 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al, 2020). This impact is further supported by studies, highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students (Effendi et al, 2018; Zakia et al, 2016). Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of Effendy et al (2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Remarkably, the limitations of sign language in accommodating the entire vocabulary and specific symbols within sign language hinder the conceptual understanding of deaf students (Syafrudin & Sujarwo, 2019). These symbols will be found and play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive public primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract

mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning (Krause, 2018). Deaf students often encounter difficulties comprehending instructional materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al., 2002). Additionally, teachers should provide appropriate learning support and utilize supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Additionally, most communication support devices for the deaf focus on translating spoken language into text, enabling deaf individuals to understand non-sign language communication, such as speech recognition systems. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI communication designs (Fatjriyatun et al., 2021), and visual-talk introduction systems (Kumar & William, 2021). However, these technologies do not specifically cater to the needs of learning mathematics, which involves a symbolic language. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

Commented [3PP3]: What is SIBI??

Commented [3PP4]: Please mention SPECOMATSO in your Introduction. What it is? Why you choose it to develop? What are the benefit of this technology? And others. Please describe it using relevance theories or previous research results.

Why you use SPECOMATSO term?

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi and Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research. Figure 1 depicts the development research procedures combining the Alessi & Trollip and V-waterfall models.



Commented [3PP5]: What are your reasons to combine both the approaches?

Commented [3PP6]: Please mention directly specific requirements?

Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two Inclusive Elementary Schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality. Inclusive schools are schools that organize learning by identifying regular students with students with special needs in one room.

Commented [3PP7]: This is SPECOMATSO did you mean? Please make the abbreviation

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product.

All questionnaires that became instruments in this study had been tested for validity and reliability so that their feasibility was known to assess what was to be studied. The validity test was conducted to determine whether the research questionnaire was appropriate in measuring the validity and practicality of the learning technology developed in this study. At the same time, the reliability test was conducted to determine whether this research questionnaire could provide consistent results. Based on the results of testing the validity of the questionnaire instrument, it can be seen that all question items have a Product moment person correlation coefficient (r_{xy}) > γ_{table} (0.201). Thus, all the questions in the research questionnaire instrument can be declared valid. The reliability test results also show that all variables have a reasonably large Cronbach Alpha, which is above 0.60, so it can be said that all measuring concepts for each variable from the questionnaire are reliable. Therefore, the items in each variable concept are appropriate to be used as a measuring tool.

To examine the mathematical communication skills of deaf students within an inclusive class setting, a mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were derived from the mathematical communication skills test and questionnaire on the product's usage by mathematics teachers. Qualitative data were obtained from observations, interviews, validity testing, validator suggestions, and the conversion of quantitative data into qualitative insights.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the average total product usability rating (\bar{X}), establishing the ideal average (\bar{X}_i) and ideal standard deviation (sb_i), and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score ($102 < \bar{X} \le 126$).

Commented [3PP8]: How about the validity and reliability of each instrument that you use? You just mention the validity of the questionnaire instrument. You should explain the validity and reliability for each instrument

Commented [3PP9]: How many participants/sample that you test for each quantitative and qualitative information?

Results

The research and development results are presented with a discussion, namely the planning and analysis stage, design, implementation/coding, unit testing, integration testing, system testing, and acceptance testing. The description of each of these stages is presented as follows. a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools I and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the technology to be developed for speech recognition into mathematical symbols, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than 50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic

representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator software in mathematical and symbolic language for learning plane geometry and angles. This software is here in after referred to as SPECOMATSO technology. SPECOMATSO is a technology for translating teacher speech/voice into real-time mathematical symbols in a mathematics lesson in an inclusive class setting. SPECOMATSO framework begins with system input in the form of the teacher's speech, and then the system will change the speech into a word or sentence. Finally, the existing words/sentences are translated into mathematical symbols. The appearance of the SPECOMATSO technology is presented in Figure 5 and Figure 6.



Figure 5. SPECOMATSO product developed



Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers, with expertise in teaching students with special needs, particularly those who are deaf or hearingimpaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Table 1. The validation results of SPECOMATSO

Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However,

regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Assessment aspects	Prospective User (CU) 1	Prospective User (CU) 2	Prospective User (CU) 3	Prospective User (CU) 4
Utility	38	35	33	33
Ease of use	52	52	41	47
Ease of learning	20	20	16	16
Satisfaction	35	35	30	28
Mean	145	142	120	124
Total mean	132.75 (Highly practical)			

Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski & Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

The effect of using technology in learning shows the significant role of technology in students' communication through digitizing various learning tools. Moreover, learning in exceptional schools that are intended for deaf students who have hearing and communication difficulties. Limited learning time at school and teaching materials that tend to be textual often affect the learning motivation of deaf students who need access to different educational services (Buliali, Andriyani & Pramudya, 2022). In the education of deaf students, more attention is required, and an adaptive learning paradigm so can improve the quality of their learning (Adler et al., 2014). Therefore, various learning tools and supporting media must facilitate the needs and accommodate the unique characteristics of deaf students who depend more on vision in communicating and obtaining information during learning (Hasanah et al., 2017; Marschark et al., 2017). The device or media must be oriented toward the device's effectiveness in student communication which has been an obstacle in interacting at a learning time. In this case, communication support devices and media can be smartphone-based, like SPECOMATSO technology. With the use of smartphones in education, it is hoped that student motivation and learning outcomes can further increase because the obstacles can be minimized (Setyaningrum & Waryanto, 2018).

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus

on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology as a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from Inclusive Elementary Schools. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their challenges in learning mathematics. Moreover, it serves as an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Commented [3PP10]: Please use more relevance theories and previous studies as references to discuss your results.

Commented [3PP11]: Please split this paragraph become two paragraph

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript. In addition, the ethical issues, including plagiarism, misconduct, data fabrication and/or falsification, double publication and/or submission, and redundancies, have been completed by the authors.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Author Contributions

Andriyani: conceptualization & design, acquisition of data, analysis & interpretation of data, writing/drafting the article, review, and editing; **Meita Fitrianawati**: acquisition of data, analysis & interpretation of data, drafting the article, review, and editing; **Ibrahim Alhussain Khalil**: review; Muya Barida: acquisition of data, analysis & interpretation of data, drafting the article, and review; **Rully Charitas Indra Prahmana**: review and editing.

References

- Adler, H., Jacob, B., Kurz, K., & Kusha, R. (2014). Undergraduate Research in Mathematics with Hearing Impairment and Hard-Of-Hearing Students: Four Perspectives. *A Journal* of Mathematics, 3(7), 247–264.
- Alessi, S. M., & Trollip, S. R. (2001). *Multimedia for Learning: Methods and Development (\$ Rd Ed.)*. Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. (2020). Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, Buliali, J. & Pramudya, Y. (2020). *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, & Fahmi, S. (2020). The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. AIP Conference Proceedings 2215(April): 60001.
- Anugerah, S. Y., Ulfa, S. & Husna, A. (2020). Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.

Arsyad, A. (2011). Media Pembelajaran. Jakarta: Rajawali Pers.

- Asari, A., Kurniawan, T., Ansor, S., Bagus, A., & Rahma, N. (2019). Kompetensi Literas Digital Bagi Guru Dan Pelajar Di Lingkungan Sekolah Kabupaten Malang. BIBLIOTIKA: Jurnal Kajian Perpustakaan Dan Informasi, 3, 98–104.
- Asyhar, R. (2012). Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., Gita, I. N. & Suarsana, I. M. (2017). Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In *Prosiding Seminar Nasional Pendidikan Teknik Informatika Senapati*, 711, 16–22.
- Buliali, J. L., Andriyani & Pramudya, Y. (2022). Development of Interactive Media with Augmented Reality for Prospective Solution Quota-Friendly Learning and Physical Limitation in the Pandemic Era. *Mathematics Teaching Research Journal*, 14(1), 5-40.
- Dennis, et al. (2012). Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. (2016). Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., Sihkabuden, S. & Husna, A. (2018). Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, 1(3), 213–20.
- Fatjriyatun, D., K. Joni, Ubaidillah, A., Ulum, M., & Alfita, R. (2021). Rancang Banguh Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., & McCabe, M. (2012). Facebook: Learning Tool or Distraction? Journal of Digital Learning in Teacher Education, 28(3), 92–98.

Formatted: Line spacing: single

Formatted: Space After: 0 pt, Line spacing: single

- Firdaus, A., Nisa, L. C. & Nadhifah. (2019). Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.
- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. Sustainable Operations and Computers, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004.
- Hasanah, A., Kusumah, Y. S., & Ulya, Z. (2017). The Development of Mathematics Learning Media for Hearing Impairment Students. *Preliminary Implementation Results*, 22(2), 1–4.
- Januszewski, A., & Molenda. (2013). Educational Technology: A Definition with Commentary. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., Borman, R. I. & Sulistyawati, A. (2015). Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. *Semnasteknomedia Online*, 3(1), 4.
- Kelly, R., Lang, H., Mousley, K. & Davis, S. (2002). Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.
- Krause, C. M. (2018). Embodied geometry: Signs and gestures used in the deaf mathematics classroom – the case of symmetry. In R. Hunter, M. Civil, B. Herbel-Eisenmann, N. Planas, & D. Wagner (Eds.), Mathematical discourse that breaks barriers and creates space for marginalized learners. (pp. 171-194). Rotterdam: Sense.
- Kumar, G. A., & William, J. H. (2021). Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing*, 1–21.
- Kurniasih, M. D., Darojati, H., Waluya, S. B., & Rochmad. (2020). Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. Jurnal Kajian Pendidikan Matematika, 5(2), 175–182.
- Leton, I., Lakapu, M., Djong, K. D., Jagom, Y. O., Uskono, I. V., & Dosinaeng, W. B. N. (2021). Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. JNPM: Jurnal Nasional Pendidikan Matematika, 5(1), 23–36.
- Linda, & Muliasari, A. (2021). Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. *Jurnal Penelitian Pendidikan Dan Pengajaran Matematika*, 7(1), 9–22.
- Liu, C. C., Liu, K. P., Chen, W. H., Lin, C. P., & Chen, G. D. (2011). Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., & Andriyanti, E. (2020). Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., & Spencer, P. E. (2007). *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Marschark, M., Paivio, A., Spencer, L. J., Durkin, A., Borgna, G., Convertino, C., & Machmer, E. (2017). Don't Assume Hearing Impairment Students Are Visual Learners. *Journal of Developmental and Physical Disabilities*, 1(29), 153–171
- Mehdinezhad, V. (2011). First Year Students' Engagement at the University. *International Online Journal of Educational Sciences*, 3(1), 47–66.
- Meyers, E. M., Erickson, I., & Small, R. V. (2013). Digital Literacy and Informal Learning

Environments: An Introduction. Learning, Media and Technology, 38(4), 355-367.

- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pike, G. R., Kuh, G. D. & McCormick, A. C. (2011). An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Pratiwi, N., & Pritanova, N. (2017). Pengaruh Literasi Digital Terhadap Psikologis Anak Dah Remaja. Semantik. https://doi.org/10.22460/semantik.v6i1p11.2 50
- Qi, C., & Que, D. (2013). Indoor Speech Interaction System for Deaf-Mute Based on ZigBee. In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.
- Rizki, H., Kamid, & Saharuddin. (2018). Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). Edumatika Jurnal Riset Pendidikan Matematika, 1(2), 21–28.
- Setyaningrum, W., & Waryanto, N. H. (2018). Developing Mathematics Edutainment Media for Android Based on Students' Understanding and Interest: A Teachers' Review. *Journal of Physics: Conference Series*, 983(1).
- Soedjadi, R. (2000). Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Syafrudin, T. & Sujarwo. (2019). Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. Suska Journal of Mathematics Education, 5(2), 87-94.
- Widoyoko, E. (2018). Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.
- Yeh, Y. F., Hsu, H. K., Hwang, F. K., & Lin, T. C. (2014). Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. (2013). Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. Jurnal Generic, 6(1), 29–32.
- Zakia, D. L., Sunardi, S., & Yamtinah, S. (2016). Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam, 5(1), 23–29.

Commented [3PP12]: Please use APA Style version 7 correctly. For instance, the title should in Sentence case, not Capital Each Word. In addition, if your title in Bahasa, please add the English translation in bracket sign [] after Bahasa title. Also, No need the city of the publishers.

Make sure that all the metadata of your references are complete. For example, Kautsar, I., Borman, R. I. & Sulistyawati, A. (2015) --> need complete article page. Please check others

Formatted: Indent: Left: 0 cm, Hanging: 1 cm, Line spacing: single, No widow/orphan control, Don't adjust space between Latin and Asian text, Don't adjust space between Asian text and numbers Jurnal Elemen, 9(2), 1-10, July 2023 https:/doi.org/10.29408/jel.v9i2.XXXX



Check for updates

Stimulating Mathematical Communication with SPECOMATSO Technology Development Based on Digital Literacy

Andriyani^{1*}, Meita Fitrianawati², Ibrahim A. Khalil³, Muya Barida⁴, Rully Charitas Indra Prahmana¹

¹Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ²Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia ³Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia ⁴Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

*Correspondence: <u>andriyani@mpmat.uad.ac.id</u> © The Authors 2023

Abstract

Mathematical communication is crucial in inclusive mathematics teaching and learning to convey mathematical symbols. However, teaching mathematical symbols to deaf students in inclusive classrooms has been a persistent challenge due to the lack of specialized sign language for mathematical expressions. Media, such as SPECOMATSO technology, can serve as a bridge to address this issue. This research focused on developing valid and practical SPECOMATSO technology to strengthen students' literacy and facilitate the delivery of mathematical symbols, which previously posed difficulties for teachers in inclusive settings. The research combined the Alessi & Trollip model and the V-waterfall model, encompassing seven development stages: analysis, design, implementation, unit testing, integration testing, system testing, and acceptance testing. The research instruments included observation and interview guidelines, a product validation questionnaire, and a student response questionnaire. This study produces SPECOMATSO technology that is valid and practical for learning plane geometry and angles in mathematics. Although this development still needs improvement in fixative abilities, such as storage and editing functions, it is expected to strengthen digital literacy and stimulate mathematical communication among deaf students who face challenges related to their limited auditory capabilities.

Keywords: Deaf Students, Digital Literacy, Mathematical Communication, SPECOMATSO Technology

How to cite: Andriyani, Fitrianawati, M., Khalil, I.A., Barida, M., & Prahmana, R.C.I. (2023). Strengthening digital literacy: SPECOMATSO technology development for stimulating mathematical communication in deaf students. *Jurnal Elemen*, *9*(2), 1-10. https://doi.org/10.29408/jel.v9i2.XXXX

Received: Date Month Year | Revised: Date Month Year Accepted: Date Month Year | Published: Date Month Year

Introduction

Technological advancements in the 21st century necessitate the development of essential digital skills for effective communication, accessibility, and information analysis. Hence, individuals must be skilled at navigating digital tools and resources and comprehending technology's impact on their personal and professional lives. According to Pratiwi & Pritanova (2017), digital literacy is pivotal in meeting these skill requirements and facilitating individuals' adaptation to new technologies, leading to positive implications. Although on the other side, the negative impact has also stalked the students. With digital literacy, individuals can critically evaluate the credibility and accuracy of online information, enabling them to grasp the full consequences of emerging technologies (Meyers, Erickson, & Small, 2013). Consequently, contemporary studies on digital literacy have shifted their focus from concerns about limited digital access to the lack of skills, understanding, and practical experience needed to navigate the constantly evolving digital landscape.

In education, digital literacy has emerged as a crucial skill for 21st-century students, as technology plays an increasingly significant role in their transition to society and the workforce. The importance of digital literacy is a key concern for the Indonesian government, which has taken some measures to enhance citizens' digital literacy through a national program launched in 2021 especially for students (Ratri, Iskandar, & Kurniawan, 2023). This program targets four fundamental pillars of digital literacy: digital ethics, digital safety, digital skills, and digital culture. Government support is evident through regulations and initiatives mandating the inclusion of digital literacy education in school curricula. Numerous studies have demonstrated that integrating digital tools and resources in the classroom can foster improved content learning and increased student engagement in constructing virtual communities, establishing connections, and participating in active academic collaboration (Fewkes & McCabe, 2012; Junco, 2012; Liu et al., 2011; Mehdinezhad, 2011; Pike et al., 2011).

Technology integration in education has demonstrated positive impacts (Haleem et al, 2022); however, it necessitates a certain level of digital literacy for teachers and students. Teachers require the skills and knowledge to effectively incorporate technology into their lessons, while students must be capable of using technology responsibly and ethically (Chodzirin, 2016). Furthermore, there has been a shift in the role of schools, which are now responsible for preparing all learning spaces and continually updating digital literacy skills, understanding, and practice for everyone. According to Asari et al (2019), Indonesian people have a culture of low technological literacy, which is a challenge for many schools, as several studies have revealed that teachers in Indonesia have low digital literacy. These studies indicate that teachers primarily use digital technology for teaching preparations without considering its broader pedagogical potential (Fitriah, 2017; Liza & Andriyani, 2020). Moreover, Andriyani, Karim, and Fahmi (2020) asserted that teacher preparation should be designed to encompass a variety of learning instruments with different content, enabling effective and interactive learning. However, the authors also noted that teachers encounter difficulties in designing learning instruments that cater to the needs and characteristics of students, particularly those with special needs.

Deaf students with special needs face challenges due to their limited hearing and communication abilities (Anugerah et al, 2020; Marschark & Spencer, 2007). To overcome their

communication barriers, deaf students rely on sign language as a manual mode of communication (Kautsar et al, 2015; Yuniati, 2013). Although the intellectual abilities of deaf students are comparable to those of their regular peers without hearing impairments, the limitations caused by their hearing impairments can impact their mental well-being, social interactions, and knowledge acquisition (Anugerah et al, 2020). This impact is further supported by studies, highlighting the influence of hearing limitations on the emotional, academic, and social adjustment aspects of deaf students (Effendi et al, 2018; Zakia et al, 2016). Often, deaf students face difficulties in expressing their thoughts, leading to mutual understanding challenges.

When designing teaching strategies for deaf students, it is crucial to consider the unique characteristics associated with hearing impairments (Andriyani, Buliali, & Pramudya, 2020). While inclusive schools provide equal access to education for deaf students, the differences in their characteristics compared to their hearing peers pose specific challenges, particularly in a subject like mathematics that involves abstract concepts. In an inclusive classroom, where deaf students learn together with their hearing peers, teachers must carefully consider the needs of both deaf and hearing students. This aligns with the findings of Effendy et al (2018), who emphasized the importance of providing additional support to enhance the focus and engagement of deaf students, similar to other students with disabilities, with sign language playing a critical role in this process.

The reliance on sign language among deaf students poses challenges in the learning process of mathematics. Remarkably, the limitations of sign language in accommodating the entire vocabulary and specific symbols within sign language hinder the conceptual understanding of deaf students (Syafrudin & Sujarwo, 2019). These symbols will be found and play a significant role in mathematics education, as the subject involves logical structures, rigorous rules, and symbols that lack inherent meaning (Soedjadi, 2000). These characteristics of mathematics make it challenging for deaf students to connect abstract mathematical concepts to real-life situations (Beni, Gita, & Suarsana, 2017; Dewayani, 2016).

Numerous researchers have conducted studies highlighting the challenges faced by deaf students in comprehending language and mathematical concepts, primarily on the limitations of sign language in mathematics education (Anditiasari 2020; Kurniasih et al. 2020; Leton et al. 2021; Linda & Muliasari 2021). These difficulties were also observed in two inclusive public primary schools in Yogyakarta province. In interviews conducted with mathematics teachers from these schools, it was revealed that deaf students encountered obstacles in fully engaging in mathematics learning. These challenges arise from their struggles in grasping abstract mathematical concepts and the limitations of sign language in representing the symbolic language of mathematics. Moreover, if the mathematics teacher in the inclusive classroom lacks proficiency in sign language as a means of communication for deaf students, additional support is required. Consequently, students need a companion teacher who can interpret the teacher's instructions, as the speed of the teacher's speech may exceed the students' ability to follow.

Mathematical communication, an essential component of mathematics education standards (National Council of Teachers of Mathematics, 2000), enables students to articulate, organize, and consolidate their ideas through verbal communication, visual representations, objects, symbols, or body gestures. The limitations of using sign language to convey mathematical symbols present a significant challenge, leading to potential delays in mathematics learning (Krause, 2018). Deaf students often encounter difficulties comprehending instructional materials, resulting in delayed assimilation of the topics discussed in class. Consequently, the expression of mathematical symbols is compromised for these students. Recognizing these challenges, teachers must enhance their instructional practices and receive training on effective representational strategies (Firdaus, Nisa, & Nadhifah. 2019; Kelly et al., 2002). Additionally, teachers should provide appropriate learning support and utilize

supporting tools catering to the unique characteristics and needs of deaf students (Rizki, Kamid, & Saharuddin, 2018).

Moreover, addressing the limitations of the existing communication device, Rizki, Kamid, and Saharuddin (2018) proposed using a technology-based solution called the Portable Sign Language Translator (PSLT), which translates sign language into written messages. However, this technology can only be effective if one of the users has proficiency in sign language, which is not always the case for teachers in inclusive settings. Therefore, other communication support devices needed by deaf students in inclusion settings are a technology for translating spoken language (voice) into text so that deaf individuals understand non-sign language communication without using sign language. Several initiatives have been undertaken to develop speech recognition systems for the deaf, including indoor speech interaction systems based on ZigBee (Qi & Que, 2013), speech recognition-based SIBI or Sistem Isyarat Bahasa Indonesia (Indonesian Language of Sign System) communication designs (Fatiriyatun et al., 2021), and visual-talk introduction systems (Kumar & William, 2021). However, the technologies resulting from these developments only accommodate the need for translation into text in general. They are not yet oriented towards translation into the symbolic language that many students encounter in learning abstract objects such as mathematics. Given the challenges above, there is a need to develop a mathematics learning support technology that facilitates the translation of mathematical symbols and is tailored to communicate mathematical concepts without relying on sign language. Therefore, this research aims to design a speech recognition technology for learning mathematics in inclusive classes with deaf students.

The technology for translating teacher speech in mathematical and symbolic languages developed in this study is the technology for translating teacher speech/voice into real-timely mathematical symbols in mathematics lessons in an inclusive classroom environment which after this is referred to as SPECOMATSO (Speech Recognition for Mathematical Symbols) technology. This technology is developed so that teachers do not need to teach mathematics using sign language in deaf-inclusive classroom settings. Given that not all normal teachers and students in inclusion settings can understand the meaning and use sign language communication (Pandapotan, Aulia, & Hadiyoso, 2023). Moreover, sign language cannot accommodate all common languages (vocabulary), so the vocabulary of deaf students is limited, and their understanding of concepts is hampered, including vocabulary or mathematical symbols (Syafrudin, 2019). This is in line with Sugiarti (2015), who stated limitations in terms of language (vocabulary), can be implicated in difficulties in understanding concepts. This is where SPECOMATSO is needed to bridge the translation of spoken language, which is not sign language, into a mathematical, symbolic language so that students' mathematical vocabulary increases.

Methods

This study employed a Research and Development (R&D) approach, combining the Alessi & Trollip model (Alessi & Trollip, 2001) and the V-waterfall model (Dennis et al., 2012). In this study, researchers used the Allesi & Trolip model because this model is a particular development model for multimedia products with more concise stages but detailed sub-components at the development stage. Moreover, each type of multimedia has different needs in its development. Even so, this model is weak in the trial procedure, especially in the beta test, considered the final product assessment test. Even though the criteria for the number of test subjects have not been explained in more detail in this test. So, to explore the beta test phase, it is necessary to modify it with the V-waterfall model, which has a clear workflow, especially the clarity and measurability of the series of system workflows and the various subjects involved in it. So that with this model, development can be completed following a

predetermined time allocation. In addition, the selection of the V-waterfall development model is also based on the software content contained in the SPECOMATSO technology. The V-waterfall model is a simple development model widely used in software development.

The combination of these two models integrates the planning, design, and development stages from the Alessi and Trollip model with the seven stages of development (analysis, design, implementation/coding, unit testing, integration testing, system testing, acceptance testing) according to the specific requirements of the development research consisting the instruments of test for mathematical communication skills, practicality questionnaires by teachers, observation sheets, interview questionnaires, and expert validator assessment questionnaires. Figure 1 depicts the development research procedures combining the Alessi & Trollip and V-waterfall models.



Figure 1. Combination procedure of the Alessi & Trollip model and the V-waterfall model

As illustrated in Figure 1, the development process began with the planning and analysis stages, followed by the design stage. Subsequently, the implementation (coding) stage was undertaken, followed by unit and integration testing. The final stages encompassed system testing/alpha testing and acceptance testing. The outcome of this research is the Speech Recognition for Mathematics Symbol (SPECOMATSO) technology, designed to serve as a supporting tool for mathematics learning in inclusive classrooms at the elementary level, specifically catering to the needs of deaf students. The development of this technology focused on translating teacher speech, particularly for plane geometry and angles. The research was conducted in two Inclusive Elementary Schools in Yogyakarta Province, Elementary School I and II, in Bantul Regency and Yogyakarta Municipality. Inclusive schools are schools that organize learning by identifying regular students with students with special needs in one room.

Data collection in this study involved various methods, including a mathematical communication skills test, interviews, observations, expert validation questionnaires, and student response questionnaires. Interviews and observations were employed to gather insights into the specific requirements of mathematics learning supporting tools from teachers and deaf students. Expert validation questionnaires, administered to two experts and two mathematics

teachers, aimed to evaluate the product's feasibility in terms of logical validity, encompassing construct and content aspects. Additionally, a user response questionnaire was administered to two mathematics teachers to assess the practicality of the product.

All questionnaires that became instruments in this study had been tested for validity and reliability so that their feasibility was known to assess what was to be studied. The validity test was conducted to determine whether the research questionnaire was appropriate in measuring the validity and practicality of the learning technology developed in this study. At the same time, the reliability test was conducted to determine whether this research questionnaire could provide consistent results. Based on the results of testing the validity of the questionnaire instrument, it can be seen that all question items have a Product moment person correlation coefficient $(r_{xy}) > r_{table}$ (0.201). Thus, all the questions in the research questionnaire instrument can be declared valid. The reliability test results also show that all variables have a reasonably large Cronbach Alpha, which is above 0.60, so it can be said that all measuring concepts for each variable from the questionnaire are reliable. Therefore, the items in each variable concept are appropriate to be used as a measuring tool.

The researcher conducted a logical validity test to test the validity of the mathematical communication ability test questions. Logical validity was carried out to see the validity of the test questions based on the results of the validator's reasoning. On the validity of each item, the validator tested five questions with two types of questions, so ten questions were tested for validity. The validity test by three validators was carried out for approximately two weeks, and validators immediately gave valid results with an average item validity of 3.27 also suggestions for improvement regarding the legibility of the questions. While the results of the reliability test showed a value of 0.7668, so the questions were said to be reliable.

To examine the mathematical communication skills of deaf students within an inclusive class setting, a mathematical communication skills test was administered. The collected data included both quantitative and qualitative information. Quantitative data were obtained from the results of students' mathematical communication ability tests and the results of practicality questionnaires by the teacher. Qualitative data were obtained from the results of observations, interviews, and the results of the expert validator's assessment questionnaires. Quantitative data in the form of tests were obtained from the results of mathematical communication skills on 50 students and quantitative data on practicality were obtained from 4 product users, namely mathematics teachers. Qualitative data about product validity were obtained from 4 experts, while qualitative data related to interviews and observations were obtained from 50 students.

The data analysis in this study employed a combination of qualitative and quantitative descriptive analysis. The qualitative descriptive analysis technique was used to analyze the responses from the validity questionnaire, focusing on the conformity of the responses with existing theories or provisions. On the other hand, the quantitative descriptive analysis technique was applied to analyze the data collected from the product usability questionnaire. The analysis of the product usability questionnaire involved several steps: determining the average total product usability rating (\bar{X}) , establishing the ideal average (\bar{X}_i) and ideal standard deviation (sb_i) , and converting the total average rating into a qualitative category based on the categorization guidelines outlined by Widoyoko (2012). The practicality criterion for Speech Recognition for Mathematics Symbols is considered practical if the average rating falls within the minimum practicality score $(102 < \bar{X} \le 126)$.

Results

The research and development results are presented with a discussion, namely the planning and analysis stage, design, implementation/coding, unit testing, integration testing, system testing, and acceptance testing. The description of each of these stages is presented as follows.

a) Planning and Analysis stage

At this planning and analysis stage, the researchers determined the scope of the study related to supporting technology for learning plane geometry and angles. These two materials contain several mathematical symbols that have not been accommodated in sign language or other non-verbal communication. So, it is likely that deaf students are not familiar with these symbols in their informal environment before the elementary school level. Next, the researchers also analyzed to identify the characteristics of prospective users, prepare planning documents, and create a standard product manual. Interviews were conducted with mathematics teachers and deaf students from Elementary Schools I and II. The interviews revealed that teachers faced challenges when representing certain angle symbols, angle units of measurement, and various types of plane geometry with similar shapes when using non-verbal or spoken language for communication. For instance, difficulties were encountered in expressing concepts related to squares, rectangles, degrees, and angles.

When teaching squares and rectangles, teachers must carefully articulate the distinctions between these two shapes to avoid any misconceptions among deaf students. It requires the teacher to deliver the material at a slower pace. However, in inclusive classrooms, teachers must consider the needs of other students who may not require a slower tempo. In sign language, inclusion teachers often encounter challenges in accurately conveying this symbol, leading to multiple interpretations by deaf students. For instance, when teachers form a circle using their thumb and forefinger, deaf students may interpret it as representing 'zero.' Consequently, students may make errors when writing angle units that involve specific angle measurements. Similarly, difficulties arise when representing the degree symbol, which signifies the unit of measurement for angles. The degree symbol, which should be written parallel to the angle measure, may be incorrectly represented. These errors in writing the degree symbol were revealed during interviews, as demonstrated in the sample answers presented in Figure 2.



Figure 2. Errors in Writing of Angle Measurement Unit Symbol

In addition to errors in writing the degree symbol, interviews and observations also revealed misconceptions regarding the term "angle." Many students mistakenly interpret it as referring to the corner of a geometric shape, leading to confusion about the actual definition of an angle and how to correctly write its symbol. It was observed that students frequently write the term "angle" in front of the angle's name, such as "angle ABC." This misconception is evident in students' answers, as illustrated in Figure 3.



Figure 3. Misconceptions of Writing Angle Names

The findings from interviews and observations revealed that students experienced delays in capturing important information conveyed orally by the teacher, resulting in the loss of crucial details. This further supports the analysis of user characteristics (teachers and deaf students) and helps determine the scope of the technology to be developed for speech recognition into mathematical symbols, focusing on plane geometry and angles. Additionally, the research findings highlighted the misconceptions related to the writing of angle names, further emphasizing the importance of addressing these challenges in developing the technology.

Furthermore, to strengthen the analysis of the characteristics of prospective users, the researchers administered a paper and pencil test to examine mathematical communication skills in terms of a mathematical expression, writing, and drawing aspects. The test results show that the mathematical communication skills of deaf students in both schools were poor, with the achievement of the three aspects of mathematical communication of deaf students less than 50% of the maximum score achievement. The average student test result was below 15 (the maximum score =30). The poor students' mathematical communication skills are presented in Figure 4.

Based on the analysis results, the researchers prepared a planning document and a standard product development manual outlining the product specifications based on the identified needs of deaf students and mathematics teachers in inclusive classroom settings. These specifications include the requirement for a teacher speech translator designed explicitly for learning plane geometry and angles, the need for mathematical and symbolic representations, real-time delivery of material by the teacher, storage capability for important material, and communication support tools for teachers to interact with deaf students without relying on sign language and without causing disruptions to other students. At this stage, the researchers designed the response test for prospective users and gathered relevant supporting resources.



Figure 4. Mathematical Communication Skills Test Result

b) Design stage

In the design stage, the speech recognition technology was developed based on the initial idea to address the challenges related to teacher speech translation in mathematical and symbolic language. The design process began with idea development, exploring potential solutions to meet the requirements for an Android-based speech recognition system operating in real-time. The next step involved analyzing the concepts and tasks involved in the development process. Subsequently, a flowchart was created to outline the program structure and sequence. In this stage, the system test design, unit integration test design, and unit test design were also developed to ensure the effectiveness and functionality of the technology.

c) Implementation (Coding) Stage

This stage aimed to create procedures and functions, develop a GUI (Graphical User Interface), and integrate procedures and functions. The procedures and functions created in this stage were the login procedure, the 'select role' procedure, the 'select class' procedure, the procedure for displaying text and mathematical symbols to the Android device screen, the function of receiving voice, the function of sending voice to the server (Google-Speech-to-Text), the function of receiving voice-to-text conversion results from Google-Speech-to-Text, the function of sending a text to other Android user devices, the function of receiving text messages from the sender, and the function of translating the text into mathematical symbols.

d) Unit Testing Stage

The fourth stage in this development research was testing the developed tool. This test determined whether a unit's procedures and functions were running properly according to design.

e) Integration Testing Stage

All procedures and functions in the units created must be integrated so that the first concept of the system is formed. Next, the combined units were made into a system. At the integration testing stage, the resulting system was a prototype of a teacher's speech translator

software in mathematical and symbolic language for learning plane geometry and angles. This software is here in after referred to as SPECOMATSO technology. SPECOMATSO is a technology for translating teacher speech/voice into real-time mathematical symbols in a mathematics lesson in an inclusive class setting. SPECOMATSO framework begins with system input in the form of the teacher's speech, and then the system will change the speech into a word or sentence mathematical symbol. Finally, the existing words/sentences are translated into mathematical symbols. The appearance of the SPECOMATSO technology is presented in Figure 5 and Figure 6.



Figure 5. SPECOMATSO product developed

SM P205 🙆 🛤 🖓 🖸	٠		_ 🗆 ×
08:51 🛋 🗖			S al 🗎
DLAid4DSRev			٠
Kelas I			
Kelas II			
Kelas III			
Kelas IV			
Kelas V			
Kelas VI			
Kelas VII			
Kelas VIII			
Kelas IX			
Kelas X			
Kelas XI			
Kelas XII			
1	0		
×.	0		_
<	0	=	

Figure 6. 'Select class' menu

In this fifth stage, the researchers re-tested whether the combination of procedures and functions and the GUI could run well according to the design. This test was carried out through a development tool to determine whether the teacher's speech signals when conveying plane geometry and angles can be translated into a mathematical symbol. Figure 7-8 presents an example of the materials presented through the teacher's speech signals translated into mathematical symbols via the android device of the student.



Figure 7. Presentation of plane geometry translated symbolically



Figure 8. Presentation of angles symbolically translated

f) System Testing stage

In the sixth stage, the integrated units of the SPECOMATSO system or technology underwent a validity test conducted by experts and practitioners experienced in the field/school. This stage, also known as the initial alpha stage or main testing, involves evaluating the product's content, flow, and durability. The validity of the developed SPECOMATSO technology was assessed based on the feedback and evaluation provided by two experts and two mathematics teachers. The first expert is a professor at Ahmad Dahlan University, specializing in educational technology. The second expert is a lecturer in informatics engineering at the same university. The other two experts are mathematics teachers, with expertise in teaching students with special needs, particularly those who are deaf or hearingimpaired. Table 1 presents validation assessment by the experts and mathematics teachers.

Table 1. The valuation results of ST ECOMATSO					
Assessment Aspects	Validator 1	Validator 2	Validator 3	Validator 4	Conclusion
Convenience	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Suitability	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Flexibility	Appropriate	Appropriate	Appropriate	Appropriate	Valid
Comprehensiveness	Inappropriate	Inappropriate	Inappropriate	Inappropriate	In valid

Table 1. The validation results of SPECOMATSO

Table 1 presents the validation results of the SPECOMATSO technology, indicating four validators provided valid ratings regarding convenience, suitability, and flexibility. However, regarding comprehensiveness, the technology did not meet the valid assessment due to the absence of storage and editing menus for data management. As a result, the validators suggested that the researchers re-develop the system by incorporating a data storage menu (considering cellphone storage capacity), an export data feature, an extract menu, and a data editing menu.

The achievement of the three aspects of product validation was demonstrated by the technology's suitability in terms of ease of use and execution, alignment with the learning objectives of understanding mathematical concepts for deaf students without communication constraints, and the flexibility of its design and use in real-time learning settings and inclusive environments.

g) Acceptance Testing Stage

The final stage of the SPECOMATSO technology development was the final alpha testing, examining the impact of the technology on the user's affective aspects, the level of interactivity between the user and the developed product, navigation encompassing system orientation, and features on data management and potential user scenarios when entering and exiting the system. To assess these factors, a questionnaire on technology usage was administered to prospective users, specifically mathematics teachers. Table 2 illustrates the results of the usability assessment of the SPECOMATSO technology based on feedback from mathematics teachers.

Assessment aspects	Prospective User (CU) 1	Prospective User (CU) 2	Prospective User (CU) 3	Prospective User (CU) 4	
Utility	38	35	33	33	
Ease of use	52	52	41	47	
Ease of learning	20	20	16	16	
Satisfaction	35	35	30	28	
Mean	145	142	120	124	
Total mean	132.75 (Highly practical)				

Table 2. The results of Technology Practicality of SPECOMATSO

Table 2 demonstrates that the average assessment of technology utility by two prospective users falls within the "highly practical" category, with scores exceeding 126. On the other hand, the average assessment by the other two prospective users falls within the "practical" category, with scores ranging between 102 and 126. Consequently, the evaluation from all four prospective users indicates that the product is "practical" in terms of utility, ease of use, ease of learning, and satisfaction. The overall average rating reached 132.75, suggesting a predominantly positive assessment of SPECOMATSO technology usage. Therefore, the prospective users' evaluation regarding learning using SPECOMATSO as a supportive learning medium yielded positive result, indicating a highly practical product.

Discussion

In the context of learning, the selection of appropriate instructional media encompasses several crucial aspects, such as aligning with learning goals and objectives, facilitating ease of use and acquisition, being compatible with the learning environment, and effectively conveying the intended message (Arsyad, 2011; Asyhar, 2012). The findings of this study indicate that the expert assessment of SPECOMATSO technology showed valid results for convenience, suitability, and flexibility. This is because SPECOMATSO technology addresses the need to convey mathematical materials containing symbols that are not fully accommodated in the sign language used by deaf students. Its relevance becomes more apparent when considering the limitations of mathematics teachers in inclusive classrooms who may struggle with sign language and rely solely on spoken language to deliver mathematical content. Moreover, as per the expert assessment, SPECOMATSO technology is user-friendly and caters to the specific challenges faced by deaf students in inclusive settings when trying to follow the teacher's oral explanations, particularly when the pace or inclusion of mathematical symbols poses difficulties. Hence, using teacher speech translation technology, transforming speech into text or mathematical symbols without relying on sign language, introduces a novel approach for deaf students in inclusive classroom settings. Therefore, incorporating SPECOMATSO technology in mathematics learning within inclusive classrooms fulfills several vital criteria of effective instructional media, as acknowledged by the validators.

Using SPECOMATSO technology as a learning tool for mathematics in inclusive classrooms yields positive outcomes by facilitating the communication of mathematical content containing symbols and promoting direct interaction between teachers and deaf students. This aligns with Arsyad (2011), arguing that learning media can expedite learning by overcoming

sensory, spatial, and temporal limitations between students and teachers. Effective instructional media can also enhance the clarity of message delivery and information transmission from teachers, which was previously challenging to communicate, thereby fostering direct interaction between students and their learning environment through shared experiences. With the integration of SPECOMATSO technology, both deaf and non-deaf students can engage in simultaneous learning experiences within the same inclusive classroom, regardless of their differences.

In relation to these advantages, SPECOMATSO technology successfully met the practical criteria. The outcomes of the questionnaire administered to assess the feedback of mathematics teachers following the trial activity of using SPECOMATSO technology demonstrated their strong agreement with positive statements regarding usability, user-friendliness, ease of learning, and overall satisfaction with the technology. The positive response from the mathematics teachers signifies that SPECOMATSO technology can serve as an alternative teaching tool in implementing innovative information and communication technology in mathematics instruction. Using technology and information in instructional management aligns with the practical application of Technological Pedagogical Content Knowledge (TPACK), serving as a framework for integrating technology into the learning process (Yeh et al., 2014).

In addition, Januszewski & Molenda (2013) argued that technology can enhance student performance by providing experiences focusing on improving understanding and memory retention, which are typically stored in the memory. Building on this perspective, the implementation of SPECOMATSO technology has the potential to enhance student performance, particularly in the mathematical communication skills of deaf students. Through this technology, deaf students are expected to improve their ability to express mathematical concepts using symbols or mathematical models to solve mathematical problems. SPECOMATSO technology offers a unique learning experience for deaf students, supporting the development of their mathematical communication skills. Furthermore, the use of technology to convey students' mathematical ideas can also foster their digital literacy, enabling them to effectively utilize technology and presenting opportunities for more interactive and engaging forms of mathematical communication.

The effect of using technology in learning shows the significant role of technology in students' communication through digitizing various learning tools. Moreover, learning in exceptional schools that are intended for deaf students who have hearing and communication difficulties. Limited learning time at school and teaching materials that tend to be textual often affect the learning motivation of deaf students who need access to different educational services (Buliali, Andrivani & Pramudya, 2022). In the education of deaf students, more attention is required, and an adaptive learning paradigm so can improve the quality of their learning (Adler et al., 2014). Therefore, various learning tools and supporting media must facilitate the needs and accommodate the unique characteristics of deaf students who depend more on vision in communicating and obtaining information during learning (Hasanah et al., 2017; Marschark et al., 2017). The device or media must be oriented toward the device's effectiveness in student communication which has been an obstacle in interacting at a learning time. In this case, communication support devices and media can be smartphone-based, like SPECOMATSO technology. With the use of smartphones in education, it is hoped that student motivation and learning outcomes can further increase because the obstacles can be minimized (Setyaningrum & Waryanto, 2018).

In addition to its advantages, this research also acknowledges certain limitations. One of the limitations is related to the comprehensiveness aspect of the developed technology product, particularly in storing and modifying objects/data. Due to the time-consuming nature of translating teacher speech into mathematical symbols, the research team was unable to incorporate the validator's suggestions regarding the addition of storage and editing menus. These suggestions require further investigation, considering the diverse storage capacities of students' mobile phones. Therefore, including these menus serves as a recommendation for future research. The incompleteness in terms of storage and editing menus within the SPECOMATSO technology represents a shortcoming of this study, as it does not fully fulfill the requirements of a comprehensive learning medium (Asyhar, 2012). Nevertheless, the research findings demonstrate the positive impact of SPECOMATSO technology on communication and interaction between deaf teachers and students during mathematics learning in inclusive classroom settings. To address this limitation, future research should focus on developing storage and editing menus to enhance the fixative capabilities of SPECOMATSO technology as a mathematics learning medium in inclusive classrooms with deaf students.

Conclusion

The SPECOMATSO technology developed successfully meets valid and practical criteria. Its validity is supported by the assessment of four experts, categorizing it as valid in terms of convenience, suitability, and flexibility. However, in terms of comprehensiveness, it falls short of meeting the valid assessment as it lacks storage and editing menus. On the other hand, the practicality of SPECOMATSO technology is demonstrated through the positive response of four prospective users, specifically mathematics teachers from Inclusive Elementary Schools. They rated the technology as highly practical for teaching mathematics in inclusive classrooms with deaf students. These findings indicate that the SPECOMATSO technology effectively facilitates direct communication and interaction between teachers and deaf students, addressing their mathematics learning challenges.

In this case, the SPECOMATSO technology is an alternative means to convey mathematical concepts, particularly those involving symbols not fully accommodated by sign language. Furthermore, SPECOMATSO technology is expected to enhance digital literacy and promote the mathematical communication skills of deaf students. Schools can leverage SPECOMATSO technology or similar technologies to fulfill the objectives of mathematics education in inclusive classrooms, catering to students with diverse characteristics. Future research endeavors should focus on the further development of storage and editing functions, as well as investigating the practicality of SPECOMATSO technology through student assessments and assessing its effectiveness in enhancing the mathematical communication of deaf students.

Acknowledgment

We appreciate the time, efforts, recommendations, and opinions of the anonymous reviewers and the assistant editor. We also thank Universitas Ahmad Dahlan and University of Bisha for supporting our collaborative research.

Conflicts of Interest

The authors declare no conflict of interest regarding the publication of this manuscript. In addition, the ethical issues, including plagiarism, misconduct, data fabrication and/or falsification, double publication and/or submission, and redundancies, have been completed by the authors.

Funding Statement

This work received no specific grant from any public, commercial, or not-for-profit funding agency.

Author Contributions

Andriyani: conceptualization & design, acquisition of data, analysis & interpretation of data, writing/drafting the article, review, and editing; **Meita Fitrianawati**: acquisition of data, analysis & interpretation of data, drafting the article, review, and editing; **Ibrahim Alhussain Khalil**: review; Muya Barida: acquisition of data, analysis & interpretation of data, drafting the article, and review; **Rully Charitas Indra Prahmana**: review and editing.

References

- Adler, H., Jacob, B., Kurz, K., & Kusha, R. (2014). Undergraduate Research in Mathematics with Hearing Impairment and Hard-Of-Hearing Students: Four Perspectives. A Journal of Mathematics, 3(7), 247–264.
- Alessi, S. M., & Trollip, S. R. (2001). *Multimedia for Learning: Methods and Development (3 Rd Ed.)*. Boston, MA: Allyn & Bacon, Inc.
- Anditiasari, N. (2020). Analisis Kesulitan Belajar Anak Berkebutuhan Khusus Dalam Menyelesaikan Soal Cerita Matematika. *Mathline*, 5(2), 183–194.
- Andriyani, Buliali, J. & Pramudya, Y. (2020). *Pembelajaran Matematika-Sains Bagi Anak Tunarungu*. Yogyakarta: Bintang Pustaka Madani.
- Andriyani, Karim, & Fahmi, S. (2020). The Development of a Braille Geometry Module Based on Visual Impairment Students Synthetic Touch Ability with RMT Approach. AIP Conference Proceedings 2215(April): 60001.
- Anugerah, S. Y., Ulfa, S. & Husna, A. (2020). Pengembangan Video Pembelajaran Bahasa Isyarat Indonesia (Bisindo) Untuk Siswa Tunarungu di Sekolah Dasar Luar Biasa. Jurnal Inovasi dan Teknologi Pembelajaran, 7, 76–85.
- Arsyad, A. (2011). Media Pembelajaran. Jakarta: Rajawali Pers.
- Asari, A., Kurniawan, T., Ansor, S., Bagus, A., & Rahma, N. (2019). Kompetensi Literasi Digital Bagi Guru Dan Pelajar Di Lingkungan Sekolah Kabupaten Malang. *BIBLIOTIKA: Jurnal Kajian Perpustakaan Dan Informasi*, 3, 98–104.
- Asyhar, R. (2012). Kreatif Mengembangkan Media Pembelajaran. Jakarta: Referensi Jakarta.
- Beni, K., Gita, I. N. & Suarsana, I. M. (2017). Media Pembelajaran Matematika Interaktif Untuk Siswa Tunarungu: Perancangan Dan Validasi. In *Prosiding Seminar Nasional Pendidikan*

Teknik Informatika Senapati, 711, 16–22.

- Buliali, J. L., Andriyani & Pramudya, Y. (2022). Development of Interactive Media with Augmented Reality for Prospective Solution Quota-Friendly Learning and Physical Limitation in the Pandemic Era. *Mathematics Teaching Research Journal*, 14(1), 5-40.
- Chodzirin, M. (2016). Pemanfaatan Information and Communication Technology Bagi Pengembangan Guru Madrasah Sub Urban. Jurnal Pemikiran Agama Untuk Pemberdayaan, 16(2), 309-332.
- Dennis, et al. (2012). Systems Analysis & Design with UML Version 2.0; An Object-Oriented Approach 4th Edition. John Wiley & Sons, Inc.Edition, McGraw-Hill Book, Co.
- Dewayani, D. A. (2016). Model Pembelajaran *Think Talk Write* (TTW) Terhadap Hasil Belajar Pemecahan Soal Cerita Bilangan Bulat Matematika Siswa Tunarungu. *Jurnal Pendidikan Khusus*, 8(1), 1–6.
- Effendy, P. A., Sihkabuden, S. & Husna, A. (2018). Penerapan Kurikulum 2013 Di SDLBK Bhakti Luhur Malang Pada Kelas B (Tunarungu). *Jurnal Kajian Teknologi Pendidikan*, *1*(3), 213–20.
- Fatjriyatun, D., K. Joni, Ubaidillah, A., Ulum, M., & Alfita, R. (2021). Rancang Bangun Komunikasi Sistem Isyarat Bahasa Indonesia (SIBI) Bagi Anak Tunarungu/Wicara Berbasis Speech Recognition. Jurnal Arus Elektro Indonesia, 7(2), 35–41.
- Fewkes, A. M., & McCabe, M. (2012). Facebook: Learning Tool or Distraction? Journal of Digital Learning in Teacher Education, 28(3), 92–98.
- Firdaus, A., Nisa, L. C. & Nadhifah. (2019). Kemampuan Berpikir Kritis Siswa Pada Materi Barisan Dan Deret Berdasarkan Gaya Berpikir. *KREANO: Jurnal Matematika Kreatif-Inovatif*, 10(1), 68–77.
- Fitriah (2017). The Role of Technology in Teachers' Creativity Development in English Teaching Practice 1. *TEFLIN Journal*, 29(2), 177–93.
- Haleem, A., Javaid, M., Qadri, M. A., & Suman, R. (2022). Understanding the role of digital technologies in education: A review. *Sustainable Operations and Computers*, 3, 275–285. https://doi.org/10.1016/j.susoc.2022.05.004.
- Hasanah, A., Kusumah, Y. S., & Ulya, Z. (2017). The Development of Mathematics Learning Media for Hearing Impairment Students. *Preliminary Implementation Results*, 22(2), 1–4.
- Januszewski, A., & Molenda. (2013). *Educational Technology: A Definition with Commentary*. New York: Routledge.
- Junco, R. (2012). Too Much Face and Not Enough Books: The Relationship between Multiple Indices of Facebook Use and Academic Performance. *Computers in Human Behavior*, 28, 187–98.
- Kautsar, I., Borman, R. I. & Sulistyawati, A. (2015). Aplikasi Pembelajaran Bahasa Isyarat Bagi Penyandang Tuna Rungu Berbasis Android Dengan Metode BISINDO. *Semnasteknomedia Online*, 3(1), 4.
- Kelly, R., Lang, H., Mousley, K. & Davis, S. (2002). Deaf College Students Comprehension of Realtion Language in Arithmatic Compare Problems. *Journal of Deaf Studies and Deaf Education*, 8(2), 20.
- Krause, C. M. (2018). Embodied geometry: Signs and gestures used in the deaf mathematics classroom – the case of symmetry. In R. Hunter, M. Civil, B. Herbel-Eisenmann, N. Planas, & D. Wagner (Eds.), Mathematical discourse that breaks barriers and creates

space for marginalized learners. (pp. 171-194). Rotterdam: Sense.

- Kumar, G. A., & William, J. H. (2021). Development of Visual-Only Speech Recognition System for Mute People. *Circuits, Systems, and Signal Processing*, 1–21.
- Kurniasih, M. D., Darojati, H., Waluya, S. B., & Rochmad. (2020). Analisis Gesture Siswa Tunarungu Dalam Belajar Matematika Di Tinjau Dari Gender. *Jurnal Kajian Pendidikan Matematika*, 5(2), 175–182.
- Leton, I., Lakapu, M., Djong, K. D., Jagom, Y. O., Uskono, I. V., & Dosinaeng, W. B. N. (2021). Pengembangan Bahan Ajar Berbasis Visual Dan Realistik Bagi Siswa Tunarungu. JNPM: Jurnal Nasional Pendidikan Matematika, 5(1), 23–36.
- Linda, & Muliasari, A. (2021). Analisis Kebutuhan Dan Perilaku ABK Tuna Rungu Dan Wicara Dalam Pembelajaran Matematika Dasar Di SKh Kabupaten Pandeglang. *Jurnal Penelitian Pendidikan Dan Pengajaran Matematika*, 7(1), 9–22.
- Liu, C. C., Liu, K. P., Chen, W. H., Lin, C. P., & Chen, G. D. (2011). Collaborative Storytelling Experiences in Social Media: Influence of Peer-Assistance Mechanisms. *Computers & Education*, 57, 1544–56.
- Liza, K., & Andriyanti, E. (2020). Digital Literacy Scale of English Pre-Service Teachers and Their Perceived Readiness Toward the Application of Digital Technologies. *Journal of Education and Learning*, 14(1), 74–79.
- Marschark, M., & Spencer, P. E. (2007). *Deaf Studies, Language and Education*. Oxford: Oxford University Press.
- Marschark, M., Paivio, A., Spencer, L. J., Durkin, A., Borgna, G., Convertino, C., & Machmer, E. (2017). Don't Assume Hearing Impairment Students Are Visual Learners. *Journal of Developmental and Physical Disabilities*, 1(29), 153–171
- Mehdinezhad, V. (2011). First Year Students' Engagement at the University. *International Online Journal of Educational Sciences*, 3(1), 47–66.
- Meyers, E. M., Erickson, I., & Small, R. V. (2013). Digital Literacy and Informal Learning Environments: An Introduction. *Learning, Media and Technology*, 38(4), 355–367.
- National Council of Teachers of Mathematics. (2000). Principles and Standars for school Mathematics. Reston: VA: NCTM.
- Pandapotan, B. R., Aulia, S., & Hadiyoso, S. (2023). Perancangan Sistem Penerjemah Sign Language to Text Berbasis Image Processing. *eProceedings of Applied Science*, 9(1).
- Pike, G. R., Kuh, G. D. & McCormick, A. C. (2011). An Investigation of the Contingent Relationships between Learning Community Participation and Student Engagement. *Research in Higher Education*, 52, 300–322.
- Pratiwi, N., & Pritanova, N. (2017). Pengaruh Literasi Digital Terhadap Psikologis Anak Dan Remaja. Semantik. https://doi.org/10.22460/semantik.v6i1p11.2 50
- Qi, C., & Que, D. (2013). Indoor Speech Interaction System for Deaf-Mute Based on ZigBee. In 2013 IEEE International Conference on Information and Automation (ICIA), 400–403.
- Ratri, T. M., Iskandar, S., & Kurniawan, D. T. (2023). Membangun Karakter Peserta Didik Abad 21 Melalui Selidig (Sekolah Literasi Digital). *Jurnal Lensa Pendas*, 8(1), 62-76.
- Rizki, H., Kamid, & Saharuddin. (2018). Pengembangan Lembar Kerja Peserta Didik (LKPD)Matematika Untuk Siswa Tunarungu (SDLB-B). *Edumatika Jurnal Riset Pendidikan Matematika*, 1(2), 21–28.

- Setyaningrum, W., & Waryanto, N. H. (2018). Developing Mathematics Edutainment Media for Android Based on Students' Understanding and Interest: A Teachers' Review. *Journal of Physics: Conference Series*, 983(1).
- Soedjadi, R. (2000). *Kiat Pendidikan Matematika Di Indonesia: Konstatasi Keadaan Masa Kini Menuju Harapan Masa Depan*. Direktorat Jenderal Pendidikan Tinggi, Departemen Pendidikan Nasional.
- Sugiarti, S. (2015). Upaya Meningkatkan Kosa Kata Anak Tunarungu Melalui Media Variasi Gambar Pada Siswa Kelas V/B di SLB Negeri Surakarta. *Prosiding Seminar Nasional Pendidikan, 7.* Surakarta: Kerjasama Program Studi S-3 Ilmu Pendidikan, Program Studi S-2 Pendidikan Luar Biasa Universitas Sebelas Maret. Surakarta dan ISPI Wilayah Jawa Tengah.
- Syafrudin, T. (2019). Proses Berpikir Siswa Tunarungu Dalam Menyelesaikan Masalah Matematika. *Dipresentasikan pada Seminar Nasional Pendidikan dan Ilmu Matematika* "Gerak Lincah".
- Pembelajaran Matematika di Era Intelegensi Semu," Malang
- Syafrudin, T. & Sujarwo. (2019). Pengembangan Bahan Ajar Untuk Pembelajaran Matematika Bagi Siswa Tunarungu. *Suska Journal of Mathematics Education*, 5(2), 87-94.
- Widoyoko, E. (2018). Teknik Penyusunan Instrumen Penelitian. Yogyakarta: Pustaka Pelajar.
- Yeh, Y. F., Hsu, H. K., Hwang, F. K., & Lin, T. C. (2014). Developing And Validating Technological Pedagogical Content Knowledge-Practical (TPACK-Practical) Through The Delphi Survey Technique. *British Journal of Education Technology*, 45(4), 707–22.
- Yuniati, Y. (2013). Pengembangan Perangkat Lunak Pembelajaran Bahasa Isyarat Bagi Penderita Tunarungu Wicara. *Jurnal Generic*, 6(1), 29–32.
- Zakia, D. L., Sunardi, S., & Yamtinah, S. (2016). Pemilihan Dan Penggunaan Media Dalam Pembelajaran IPA Siswa Tunarungu Kelas XI Di Kabupaten Sukoharjo. *Sainsmat: Jurnal Ilmiah Ilmu Pengetahuan Alam*, 5(1), 23–29.
Pada tanggal 23 Juli 2023, editor mengirim LOA dan invoice terkait penerimaan artikel untuk dipublikasikan di Jurnal Elemen.

🜱 Gmail	Q Telusuri dalam email	華	 Aktif 	- 🕐 😢 III AMMAD DAMLAY
Tulis	← ■ ◎ ■ 르 ◎ & ■ ⊃ = [jel]Editor Decision - 15869 - accepted	Classified > Kotak Masck x		29 dari banyak 🤇 🔪 🗸 •
Berbintang Ditunda Draf t Selengkapnya	Jurnal Elemen - jurnaletiemen@Hansarwad.ac.id- kepsös saya ~ 2 Terjemahkan ke Indonesia X Deer Andriyani et al.:		ø	Min, 23 Jul 2023, 15.42 🏠 🥎 🗄
Label +	Lan desard to principal and a <u>URBE Desard</u> shared by the oppolish p cooperative during the review process. One your memory for the oppolication fee below. Fam excited for Sincerity, Mohermand Gazati Editorial Team: 	our manuscript entitled "Bitmulating mathematical communication with SPECON will keep you informed of your anticins progress in the production process. You will move forward with your submission. Please feel fee to email me if you have an uses Trenggers Estant datam personganan sampain di Plusau Lombor. Universitat no Lombos Tomy NTS 83412	MATSO technology development based on diplial iteracy ² in our next issue, Vol. 9 vil alto nexelve proof of your menuscript for foal review. y questions. Thank you. meanu program Campus Zero Vilaste menghambau bapak ibu tolak mencetek en	No. 2, July 2023. Thank you for being so and dan temperatu datam ented as
	Telpon: 0076 2294 Woose: <u>Empilanementadi a ci</u> Email <u>uncertifaci Dimananadi a ci</u> 2 Lampiran - Dipindai dengan Gmail O <u>Uncertifaci Dimananadi a ci</u> <u>Emaili uncertifaci Dimananadi a ci</u>			± @.

LOA sebagai berikut.



JURNAL ELEMEN PROGRAM STUDI PENDIDIKAN MATEMATIKA FMIPA UNIVERSITAS HAMZANWADI

Jln. TGKH. M. Zainuddin Abdul Madjid No. 132 Pancor-Selong, Lombok Timur, NTB, 83611 Telp. (0376) 21394, 22953, Fax. (0376) 22953, Email: jurnalelemen@hamzanwadi.ac.id Website: http://e-journal.hamzanwadi.ac.id/index.php/jel

No.: 15869/jel/UH.FMIPA/2023Appendix: -Subject: Letter of Acceptance

Dear Andriyani, Meita Fitrianawati, Ibrahim A. Khalil, Muya Barida, Rully Charitas Indra Prahmana

at -

Mathematics Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia Primary Teacher Education Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia Mathematics Education Department, University of Bisha, Bisha, Saudi Arabia Guidance and Counseling Department, Universitas Ahmad Dahlan, Yogyakarta, Indonesia

Bismillahiwabihamdihi Assalamualaikum Warahmatullahi Wabarakatuh

We are pleased to inform you that Jurnal Elemen would like to publish your manuscript entitled "Stimulating mathematical communication with SPECOMATSO technology development based on digital literacy" in our next issue, Vol. 9 No. 2, July 2023. Thank you for your cooperation during the review process.

Once your manuscript is moved to publishing, our production editor will keep you informed of your article's progress in the production process. We are excited to move forward with your submission. Please feel free to email us with any questions at jurnalelemen@hamzanwadi.ac.id. Thank you.

Wallahulmuwaffiqu wal hadi ila sabilirrasyad Wassalamualaikum Warahmatullahi Wabarakatuh

Selong, July 23, 2023

Editor-in-Chief,

Shahibul Ahyan



Pada tanggal 11 Agustus 2023, editor mengirimkan pemberitahuan bahwa artikel sudah terbit pada Jurnal Elemen, Volume 9 No 2 tahun 2023 dengan link terbit artikel:

http://e-journal.hamzanwadi.ac.id/index.php/jel/article/view/15869

f Gmail	Q	Telusuri dalam email	荘			Aktif	~ ⑦	۲		AHMAN	D DAHLAN	0
Tulis	÷		1				25 dari b	banyak	<	, ,		
Kotak Masuk 1817		Article published - 15869 (Distance) 🕨 🌆	ak Maruk x							9		
≿ Berbintang) Ditunda	fem	Jurnal Elemen (jurnalelemen@hamzanwadi.ac.id+ kepada saya +				3	um, 11 Agu 21	023, 13.3(\$	¢	I	e
) Draf 1 Selengkapnya		Terjemahkan ke Indonesia ×										
		Dear Andriyani et al.										
abel +		Your article with ID 15869 was published in Vol. 9 No. 2, July 2023 Thank you.	You can access at http://e-journal.hamzanwadi.ac.id/index.php/el/article/v/ew/15869	Thank you for your cooperation during the review pr	ocess. We ar	e waiting for	your manus	script for	the next	issue.		*
		Regards,										+
		Shhaibul Ahyan Editor-in-Chief										
		Universitas Hamzariwadi mendukung Program Pemerintah Provin	si Nusa Tenggara Barat dalam penanganan sampah di Pulau Lombok. Universitas meli	alui program Campus Zero Waste menghimbau bapa	k ibu tidak m	encetak em	all dan lampi	iran dala	im email	ini.		
		UNIVERSITAS HAMZANWADI Jin. TOKHI. Muhammad Zahruddin Abdul Madjid No 132 Pancor Si Talpon: 0376 22954 Webdie: <u>inthi Ilhamzanwadi ac id</u> Email: <u>universitas@hamzanwadi.ac.id</u>	long, Lombok Timur, NTB 83612									
		Thank you for your information. Thank you so mu	ch for the great news! Thank you for your mail.									
		(+) Balas (+) Teruskan										