

# **CONSTRUCTING INTERACTIVE DIGITIZING MATERIALS IN SEMANTIC AND PRAGMATICS COURSE TO ENHANCE STUDENTS' COMPETENCE**

## **Abstract**

This research aims to: 1) construct interactive digitizing materials in Semantic and Pragmatics Course to enhance students' competence; 2) generate viable interactive digitizing materials for enhancing students' competence in Semantics and Pragmatics Course, and 3) generate interactive effective learning materials for enhancing students' competence in Semantics and Pragmatics Courses. This research addresses to development research that has been developed by Allesi & Trollip. It has already been broken down into some procedures, namely: a) planning, b) designing, and c) developing. The product testing refers to Maxim material that contributes to alpha test performed by two subject matter expert and two media experts. Data collection uses interview, observation, questionnaire for materials experts, questionnaire for media experts, students' responses of questionnaire, and test script instruments. The result of this research is interactive Power Point-based interactive learning media was declared suitable for use after being analyzed using the SBi method through the validation results of expert and practitioner validators. The learning media was declared suitable for use with an SBi assessment with an average score of 141.5 from the validator. Both assessments of the validator show the feasibility of the media in the very good category

**Keywords:** interactive digitizing materials, students' competence, Semantics and Pragmatics Course