ABSTRACT

Attayya Falisha Qothrunnada (2025): The Use of Lit2Go in the Classroom to Improve Students' Listening Skills at SMPN 3 Cileunyi: A Pre-Experimental Study

Listening comprehension remains a key challenge in EFL (English as a Foreign Language) learning, particularly when students have limited access to authentic and engaging input. This study investigates the effectiveness of using Lit2Go, an online audio-based learning platform, to improve students' listening skills in an Indonesian junior high school context.

Grounded in Brown's (2004) view that listening involves processing spoken input, and his emphasis on authentic language exposure in instruction (Brown, 2007, as cited in Latupono & Nikijuluw, 2022), this research integrates Lit2Go as a digital media to enhance listening comprehension. In addition, learning media is seen as an important component of classroom instruction (Limin & Kundiman, 2023), supporting the integration of technology in EFL learning environments.

This study employed a pre-experimental one-group pre-test and post-test design involving eighth-grade students at SMPN 3 Cileunyi in the 2024/2025 academic year. Over four class sessions, participants engaged in listening activities using Lit2Go. Their performance was measured through pre- and post-tests.

The result showed a significant improvement in the listening performance after the intervention using Lit2Go. The mean score of the class increased from 73.182 to 82.398. A paired sample t-test was conducted to compare the pre-test and post-test mean scores, revealing a significant difference (P = 0.00 < 0.05), confirming the positive impact of the intervention.

The findings suggest that the use of Lit2Go as a learning media in classroom has a positive effect on students' listening skills. Therefore, incorporating Lit2Go into the classroom can serve as an effective strategy for language teachers aiming to enhance their students' listening skills and overall academic performance.

Keywords: Lit2Go, listening skills, EFL, digital learning media