

ABSTRACT

TOEFL is a proficiency test, which tests were used to measure the English language skills a person without directly linked to the learning process. TOEFL includes four aspects: listening comprehension, structure and written expression, reading comprehension, and test of written English (TWE). Currently available media that can be used in studying TOEFL. In TOEFL test, a person tends to buy books and their TOEFL CD intraktifnya or have to take the test sector in institutions that are less efficient , especially in terms of time and cost. Therefore, it needs a mobile application that can help users to determine the ability and TOEFL with practical learning media that can be used anywhere and anytime.

In this study, the methodology used is GRAPPLE (Guidelines For Rapid Application Engineering). Later, the user can input the name that will be used to record the highest score and get the questions in the form of listening TOEFL (can output voice), structure, and reading. Scoring assessment process carried out calculations using the conversion table in accordance with the guidelines calculation TOEFL TOEFL (listening, structure, reading). The output is in the form of a user obtained.

Build application-based learning media toefl test android using Eclipse editor. Using the MySQL database management server. While supporting the display or user interface to make it more interesting.

Keywords: Application , TOEFL , and GRAPPLE.