

**THE DEVELOPMENT OF WEBSITE GAMES AS LEARNING MEDIA
FOR 4th-GRADE ELEMENTARY STUDENTS IN THE SECOND
SEMESTER**



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FOR 4th-GRADE ELEMENTARY STUDENTS IN THE SECOND
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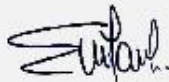
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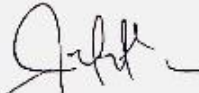
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LEMBAR PERNYATAAN

PERNYATAAN

Dengan ini menyatakan bahwa skripsi yang telah saya susun dengan judul "The Development of Website Games as Learning Media for 4th-Grade Elementary Students in The Second Semester" beserta seluruh isinya dan kelengkapannya adalah karya sendiri yang telah disusun dengan mengedepankan nilai-nilai dan kode etik penulisan karya ilmiah Universitas Pendidikan Ganesha. Saya tidak melakukan penjiplakan ataupun pengutipan tanpa mengikuti kode etik yang di terapkan oleh masyarakat keilmuan. Dengan pernyataan ini, saya siap bertanggung jawab atas segala sanksi yang nantinya dijatuhkan kepada saya apabila ditemukan adanya pelanggaran, penyalahgunaan, ataupun klaim dalam karya ilmiah yang telah saya susun ini.

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Singaraja, 10 Februari 2023

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**THE DEVELOPMENT OF WEBSITE GAMES AS LEARNING MEDIA
FOR 4th-GRADE ELEMENTARY STUDENTS IN THE SECOND
SEMESTER**

By

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ABSTRACT

This study aims to develop a website game as learning media for 4th-grade elementary students in the second semester. So many teachers did not implement technology in the learning process, especially in this 21st century. Many teachers still implement conventional methods, using only textbooks as the main source and learning media. This phenomenon means that the use of technology in the learning process is rarely implemented. However, the learning system in this 21st century must implement technology in the learning process. The subjects of this study were 4th-grade elementary students and an English teacher. The research method used is design and development (D&D) by Richey & Klein (2007). ADDIE (analysis, design, development, implementation, and evaluation) model was implemented in the design and development process. Several research instruments were used in the data collection process, namely interview guides for English teachers, observation sheets to observe the learning process in the classroom, documents analysis in the form of teaching modules and objective learning flow, expert judgment sheet for the educational experts, user questionnaire sheet for the teacher and five 4th-grade elementary students. The outcome of this research is a website game prototype. There are five material topics and quizzes in this game. The first topic is be on time; the second is I go to school after breakfast; the third is he always gets up at 5 o'clock. The fourth topic is how do you go to school? And the last topic is he goes to school by bike. The data from the expert judgment sheet and user questionnaire sheet have been collected for analysis to find out the quality and effectiveness of the games that have been developed. The results of the data analysis show that the website game prototype qualified as a very valid product. Therefore, this website game is feasible to use as a learning media for 4th-grade elementary students.

Keywords: Learning media, young learner, gamification, learning in the 21st century

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SEMESTER**

Oleh:

Kadek Kristin Karina Dewi, 191202108

Pendidikan Bahasa Inggris

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan game website sebagai media pembelajaran untuk siswa kelas 4 sekolah dasar pada semester dua. Disebabkan oleh banyak guru belum mengimplementasikan teknologi ke dalam proses pembelajaran, terutama pada abad ke 21 ini. Banyak guru masih mengimplementasikan metode konvensional yang mana hanya menggunakan buku teks sebagai sumber utama pembelajaran dan media pembelajaran. Fenomena ini berarti jika penggunaan teknologi dalam proses pembelajaran masih jarang di implementasikan. Akan tetapi, sistem pembelajaran pada abad ke 21 harus mengimplementasikan teknologi pada proses pembelajaran. Subjek pada penelitian ini adalah siswa kelas 4 sekolah dasar dan seorang guru bahasa Inggris. Metode penelitian yang digunakan dalam penelitian ini adalah desain dan pengembangan (D&D) oleh Richey & Klein (2007). ADDIE (analisis, desain, pengembangan, implementasi, dan evaluasi) model di implementasikan dalam proses desain dan pengembangan. Terdapat beberapa instrumen penelitian yang digunakan dalam proses pengambilan data, yang bernama panduan wawancara kepada guru bahasa Inggris, lembar observasi untuk mengobservasi proses pembelajaran di kelas, analisis dokumen dalam bentuk modul pembelajaran dan alur tujuan pembelajaran, lembar penilaian ahli untuk ahli pendidikan, dan lembar kuisisioner pengguna untuk guru dan lima siswa sekolah dasar kelas 4. Hasil penelitian ini adalah prototype game website. Terdapat lima topik materi dan kuis pada game ini. Topik pertama adalah *be on time*, topik kedua adalah *I go to school after having breakfast*, topik ketiga adalah *he always gets up at 5 o'clock*. Topik keempat adalah *how do you go to school?*, dan topik terakhir adalah *he goes to school by bike*. Data dari lembar penilaian ahli dan lembar kuisisioner pengguna dikumpulkan untuk di analisis untuk mengetahui kualitas dan efektivitas dari game yang telah di kembangkan. Hasil dari analisis data menunjukkan bahwa prototype game website dikualifikasi sebagai media yang sangat valid. Oleh karena itu, game website ini layak untuk digunakan sebagai media pembelajaran untuk siswa kelas 4 sekolah dasar.

Kata kunci: media pembelajaran, pelajar muda, gamifikasi, pembelajaran abad ke-21

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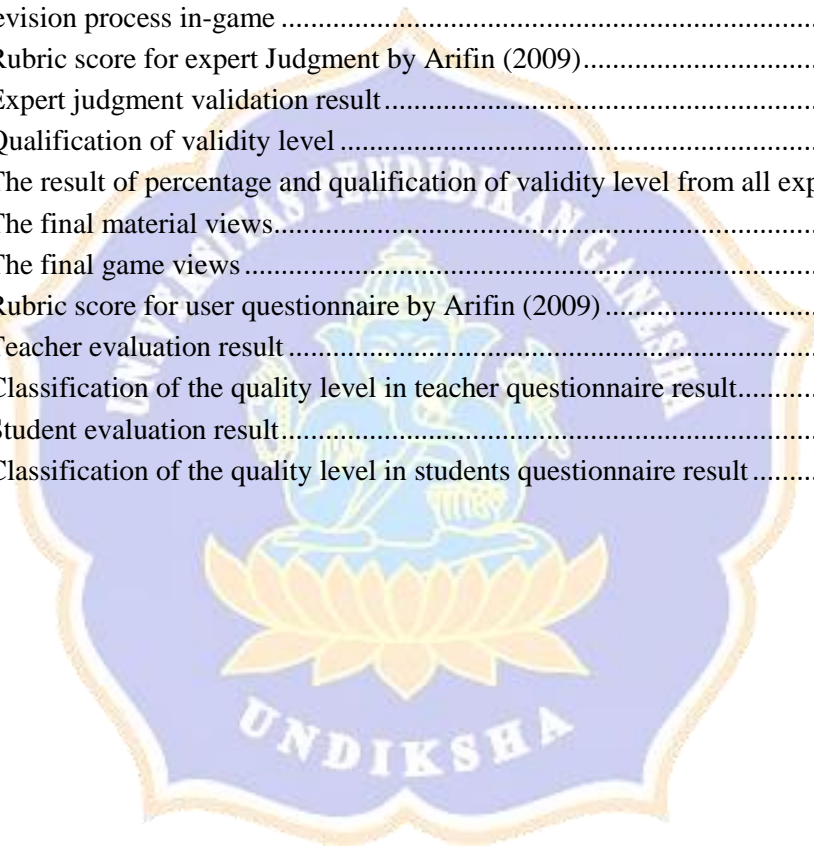
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