

**THE DEVELOPMENT OF WEBSITE GAME-BASED ENGLISH  
LEARNING MEDIA FOR FIFTH GRADE ELEMENTARY SCHOOL  
STUDENT IN FIRST SEMESTER**

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**ABSTRACT**

Gamification is a technology-based learning method that can help increase students' enthusiasm for learning English. However, its use still needs to be improved as a learning method, especially for young learners. To solve this problem, this research aims to develop a game-based learning English media website for fifth-grade elementary school students. The Design and Development (D&D) and ADDIE model development research methods were applied to this research. Five stages must be carried out: analysis, design. Development, implementation, and evaluation. An English teacher and five elementary school fifth-grade students became the research subjects. This research collects data using observation, interviews, questionnaires, and document analysis. Furthermore, the data were analyzed using quantitative and qualitative methods. Based on the results of the analysis, there are four relevant topics to be developed into game form, namely *"What Grade are You in?"*, *"Where is the Teacher Office?"*, *"I have a Fever,"* and *"She has a long Hair."* The expert judgements were carried out in this study to determine the validity of the product being developed. Based on the product validity test, the results show that the product is considered valid as an English language learning medium. Furthermore, product implementation was implemented for an English teacher and five students in fifth-grade elementary school. Based on the teacher and student evaluation questionnaire results, it was found that games were considered effective as learning media.

**Keywords:** Education in the Industrial Revolutionary Era 4.0, technology, gamification, young learners

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## ABSTRAK

Gamifikasi merupakan salah satu metode pembelajaran berbasis teknologi yang dapat membantu meningkatkan semangat belajar siswa dalam pembelajaran Bahasa Inggris. Namun, penggunaannya masih sangat minim dijadikan sebagai metode pembelajaran khususnya bagi young learners. Untuk menemukan solusi terkait masalah ini, tujuan dari penelitian ini yaitu mengembangkan website game-based learning English media untuk siswa kelas V Sekolah Dasar. Metode penelitian *Design and Development (D&D)* dan *ADDIE* pengembangan model diaplikasikan pada penelitian ini. Terdapat lima tahapan yang harus dilakukan: analisis (*analysis*), desain (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). Seorang guru Bahasa Inggris dan lima orang siswa kelas V Sekolah Dasar menjadi subjek dalam penelitian. Pengumpulan data pada penelitian ini menggunakan metode observasi, wawancara, kuisioner, dan analisis dokumen. Selanjutnya, data dianalisis menggunakan metode kuantitatif dan kualitatif. Berdasarkan hasil analisis, terdapat 4 topik yang relevan untuk dikembangkan kedalam bentuk game yaitu “*What Grade are You in?*”, “*Where is the Teacher Office?*”, “*I have a Fever*”, dan “*She has a long Hair*”. Penilaian para ahli dilakukan pada penelitian ini untuk mengetahui validitas dari produk yang dikembangkan. Berdasarkan uji validitas produk, didapatkan hasil bahwa produk dinilai sangat valid (sebagai media pembelajaran bahasa Inggris). Selanjutnya, implementasi produk dilakukan kepada seorang guru Bahasa Inggris dan lima orang siswa kelas V Sekolah Dasar. Berdasarkan hasil kuisioner evaluasi guru dan siswa, didapatkan hasil bahwa *game* dinilai efektif sebagai media pembelajaran.

**Kata Kunci:** Pembelajaran di Era Revolusi Industri 4.0, teknologi, gamifikasi, *young learners*