DEVELOPING AN ENGLISH WEB-BASED GAME AS LEARNING MEDIA FOR 6TH GRADE ELEMENTARY SCHOOL STUDENTS

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A THESIS

Had Been Proposed to

Ganesha University of Education

As One of the Requirements

To Complete a Bachelor Degree

At English Language Education Program

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PERNYATAAN

Dengan ini saya menyatakan bahwa karya tulis yang telah saya susun dengan judul **"Developing an English Web-Based Game as Learning Media for 6th Grade Elementary School Students"** ini beserta seluruh isi dan kelengkapannya adalah benar-benar karya saya sendiri dan tidak melakukan penjiplakan serta pengutipan yang tidak sesuai dengan etika penulisan yang berlaku dalam masyarakat keilmuan.

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Yang membuat pernyataan,

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MOTTO

“Everyone has their own path and pace to success.”

DEDICATIONS

This thesis is highly dedicated to:

Allah SWT

My beloved parents who always support me:

Bastari & Teti Artati

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The writer sincerely hopes that this thesis proves beneficial for individuals involved in the development of English as a Foreign Language teaching and learning. The writer is open to receiving feedback and suggestions that can enhance the quality of this thesis, and greatly appreciates any contributions in that regard.

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By:

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English Language Education

ABSTRACT

This study aims to develop an English web-based game as learning media for 6th-grade elementary school students. In the 21st century, where students are expected to master 21st century skills, the learning methods should be integrated with advancements in technology. However, it is a fact that many teachers still rely on conventional teaching methods and solely use textbooks, which can make the learning process less interactive and engaging. The subjects in this study were five students from the 6th grade of an elementary school and an English teacher. The research method used in this study is the design and development (D&D) approach proposed by Richey & Klein (2007). There are five stages that must be completed when developing the game: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. Data collection was conducted using various instruments, including an observation sheet, interview guidelines for English teacher, expert judgment sheet, and a user questionnaire sheet for English teacher and five 6th elementary students. During the analysis stage, the researcher conducted observations, interviews, and syllabus analysis. Based on this analysis, three relevant topics were identified for developing the game*: At the Shop*, *Going Green* and *Technology around Us*. The final product is a web-based game prototype that encompasses these three topics and includes quizzes related to each topic. The game can be played both online and offline. To assess the quality of the game, an expert judgment sheet and a user questionnaire were administered. The results of the conducted assessment show that the game prototype can be classified as a very valid product that feasibly used as a learning medium for 6th grade elementary school students in English lessons.

Keywords: 21st century, gamification, game, learning media, web-based game

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Oleh:

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Pendidikan Bahasa Inggris

ABSTRAK

Studi ini bertujuan untuk mengembangkan permainan berbasis web dalam bahasa Inggris sebagai media pembelajaran untuk siswa sekolah dasar kelas 6. Di abad ke-21, di mana para siswa diharapkan menguasai keterampilan abad ke-21, metode pembelajaran harus diintegrasikan dengan kemajuan teknologi. Namun, faktanya banyak guru masih mengandalkan metode pengajaran konvensional dan hanya menggunakan buku teks, yang dapat membuat proses pembelajaran menjadi kurang interaktif dan menarik. Subjek dalam penelitian ini adalah lima siswa dari kelas 6 sekolah dasar. Metode penelitian yang digunakan dalam studi ini adalah pendekatan *Design & Development* (D&D) yang diusulkan oleh Richey & Klein (2007). Ada lima tahap yang harus diselesaikan saat mengembangkan permainan: (1) analisis (analysis), (2) desain (design), (3) pengembangan (development), (4) implementasi (implementation), dan (5) evaluasi (evaluation). Pengumpulan data dilakukan menggunakan berbagai instrumen, termasuk lembar observasi, panduan wawancara kepada guru Bahasa Inggris, lembar penilaian ahli, dan kuesioner pengguna untuk guru Bahasa Inggris dan 5 siswa kelas 6 SD. Selama tahap analisis, peneliti melakukan observasi, wawancara, dan analisis silabus. Berdasarkan analisis ini, tiga topik yang relevan diidentifikasi untuk pengembangan permainan: *At the Shop, Going Green* dan *Technology around Us*. Produk akhir adalah prototype permainan berbasis web yang mencakup ketiga topik tersebut dan termasuk kuis terkait setiap topik. Permainan ini dapat dimainkan secara *online* maupun *offline*. Untuk menilai kualitas permainan, dilakukan penilaian oleh ahli dan pengisian kuesioner oleh pengguna. Hasil evaluasi yang dilakukan menunjukkan bahwa prototipe permainan dapat diklasifikasikan sebagai produk yang sangat valid dan dapat digunakan sebagai media pembelajaran yang layak untuk siswa sekolah dasar kelas 6 dalam pelajaran Bahasa Inggris.

Kata kunci: 21st century, gamification, game, learning media, web-based game

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