

**STUDENTS' PERCEPTION ON NON-DIGITAL GAME-BASED
STUDENT WORKSHEET (ND-GBSW) FOR ENGLISH LEARNING AT
SMP NEGERI 1 GEROKGAK**

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ABSTRACT

This study aimed to investigate the students' perceptions of the Non-Digital Game-Based Student Worksheet (ND-GBSW) strategy in English learning implemented by an English teacher at SMP Negeri 1 Gerokgak. This study applied Basic Interpretative Study that involved interview data collection as the primary data, and was complemented by survey data collection as the secondary data. The instruments were developed based on the perception theories by Qiong (2017) and Robbins & Judge (2013). The participants were the 8B class students who had experienced the implementation of ND-GBSW with the Finding a Treasure game under the Narrative Text topic. Only three students were chosen to participate in the interview phase based on the high, medium, and low scores in the questionnaire phase. The quantitative data were analyzed using descriptive statistics, while the qualitative data were analyzed using Thematic Analysis from Braun and Clarke (2006). The findings showed that 8B class students generally perceived ND-GBSW with the Finding a Treasure game as an engaging activity that supported their English learning process and encouraged their collaborative skills. Several challenges occurred, particularly regarding the challenge level of the game activity and the clarity of the worksheet instructions.

Keywords: *students' perception, game-based learning, non-digital games, student worksheets*

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ABSTRAK

Penelitian ini bertujuan untuk menginvestigasi persepsi siswa terhadap strategi LKPD berbasis permainan non-digital dalam pelajaran Bahasa Inggris yang diterapkan oleh seorang guru Bahasa Inggris di SMP Negeri 1 Gerokgak. Penelitian ini menerapkan Basic Interpretative Study yang melibatkan pengumpulan data wawancara sebagai data utama dan dilengkapi dengan pengumpulan data survei sebagai data sekunder. Instrumen ini dibuat berdasarkan teori persepsi oleh Qiong (2017) dan Robbins & Judge (2013). Partisipan penelitian adalah siswa kelas 8B yang pernah mengalami penerapan LKPD berbasis permainan non-digital dengan permainan Mencari Harta Karun dalam topik Teks Narasi. Hanya tiga siswa yang dipilih untuk berpartisipasi dalam fase wawancara berdasarkan nilai tertinggi, sedang, dan terendah dari fase kuesioner. Data kuantitatif dianalisis menggunakan statistik deskriptif, sementara data kualitatif dianalisis menggunakan analisis tematik dari Braun dan Clarke (2006). Penemuan penelitian menunjukkan bahwa siswa kelas 8B secara umum mempersepsikan LKPD berbasis permainan non-digital dengan permainan Mencari Harta Karun sebagai kegiatan menarik yang mendukung proses pembelajaran bahasa Inggris dan mendorong kemampuan kolaborasi mereka. Beberapa tantangan terjadi, terutama terkait tingkat kesulitan kegiatan permainan dan kejelasan instruksi LKPD.

Kata Kunci: *persepsi siswa, pembelajaran berbasis permainan, permainan non-digital, LKPD*