

ABSTRAK

IMPLEMENTASI *GAME* EDUKASI INTERAKTIF UNTUK PEMBELAJARAN BAHASA *INGGRIS* DI SDN 241 PALEMBANG

(Muhammad Ilham Putra Harti 2025: 83 Halaman)

Penelitian ini bertujuan untuk merancang *game* edukasi interaktif sebagai media pembelajaran Bahasa *Inggris* bagi siswa kelas IV SDN 241 Palembang. Permasalahan yang diangkat adalah rendahnya minat dan pemahaman siswa terhadap Bahasa *Inggris* karena metode pembelajaran yang masih bersifat konvensional. *Game* ini dikembangkan menggunakan metode *Game Development Life Cycle (GDLC)* yang terdiri dari enam tahapan: *initiation*, *pre-production*, *production*, *testing*, *beta*, dan *release*. *Game* dikembangkan dalam platform Android dengan dua fitur utama, yaitu latihan (*vocabulary*, *grammar*, *reading*, dan *listening*) serta evaluasi berbentuk kuis. Pengumpulan data dilakukan melalui observasi, wawancara, studi literatur, dan penyebaran kuesioner kepada ahli media dan ahli materi. Pengujian efektivitas dilakukan melalui *pre-test* dan *post-test* terhadap siswa kelas IVB. Hasil validasi ahli media menunjukkan bahwa *game* termasuk dalam kategori layak, sedangkan hasil *pre-test* dan *post-test* menunjukkan peningkatan skor yang signifikan setelah menggunakan media ini. Selain itu, dilakukan perhitungan *effect size* dengan nilai *Hedges'g* sebesar -1.624 yang termasuk dalam kategori efek sangat besar. Dengan demikian, *game* edukasi ini terbukti efektif dalam meningkatkan pemahaman siswa terhadap materi Bahasa *Inggris* dan dapat menjadi alternatif media pembelajaran yang menarik, interaktif, dan sesuai dengan karakteristik siswa sekolah dasar.

Kata kunci: *Game* Edukasi, Bahasa *Inggris*, *GDLC*, Media Pembelajaran, Sekolah Dasar, *Android*

ABSTRACT

IMPLEMENTATION OF INTERACTIVE EDUCATIONAL GAME FOR ENGLISH LEARNING AT SDN 241 PALEMBANG

(Muhammad Ilham Putra Harti 2025: 83 Page)

This research aims to design an interactive educational game as a learning medium for English subjects for fourth-grade students at SDN 241 Palembang. The identified problem is the low interest and understanding of students towards English due to the use of conventional learning methods. The game was developed using the Game Development Life Cycle (GDLC) method, which consists of six stages: initiation, pre-production, production, testing, beta, and release. The game was developed on the Android platform with main features such as exercises (vocabulary, grammar, reading, and listening) and quizzes for evaluation. Data collection was conducted through observation, interviews, literature studies, and questionnaires distributed to media experts and material experts. The effectiveness test was carried out through pre-test and post-test on IVB grade students. The results of expert validation showed that the game belongs to the feasible category, while the pre-test and post-test results showed a significant increase in scores after using the media. In addition, the effect size calculation showed a Hedges' g value of -1.624, which is categorized as a very large effect. Therefore, the educational game was proven effective in improving students' understanding of English material and can serve as an alternative learning medium that is engaging, interactive, and suitable to the characteristics of elementary school students.

Keywords: Educational Game, English, GDLC, Learning Media, Elementary School, Android