ABSTRACT

English became the first foreign language to enter Indonesia since 1967. A human need for English has begun to be seen with the number of official scientific papers that use English as well as the tight global competition. However, there are still many people who have difficulty in learning English, such as difficulty understanding tenses, differences in how to write and read letters and also mention the word. By relying on smartphone features that nowadays is the most practical gadget to use anywhere, then combined with game content that becomes the best entertainer multimedia app, learning English will be more interactive and also easy to understand. The application which is used in making game is Construct 2 and the method which is used for system development is Game Development Life Cycle version of Rido Ramadan and Yani Widyani. For testing the system could be used the black box testing and the dissemination of Questionnaire for User Interface Satisfaction to 24 respondents, with the aim of testing the usability of the system. The result is 80.83% for the whole system, meaning that the entire gaming system is very attractive to the respondents. Then, for the display the screen gets a value of 80.41%, which means that the display screen is very interesting and does not confuse the respondents. Game technology and information get 75.41%, which means that the information in the game is good enough, but still needs further development. The introduction of the game system get the number 83.75%, which means that respondents could understand the game system well. The ability of game system get a value of 71.63%, which means that there is still the ability of the system that does not work properly and still need improvement and further development. The last one is usability and user interface, get the number 76.25%, which means that the game has a good interaction with respondents.

Keywords – English, game, smartphone