

ABSTRACT

**DEVELOPMENT OF EDUCATIVE GAME-BASED
ENGLISH LEARNING MEDIA FOR CLASS VIII
STUDENTS OF SMP N 3 SLAWI**

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The design of this English educational game aims to support students in learning, because in the current era students prefer to play rather than study at school. According to students, learning is very boring because they just sit and listen to the teacher explaining the material. Therefore this development research aims to produce android-based educative game media for class VIII students of junior high school. This research uses the MDLC (Multimedia, Development, Life Cycle) stages. The output of this development is to produce a game that contains an English quiz consisting of several categories, namely listening, reading, multiple choice. the data collection method used was a questionnaire involving teachers and students. With the existence of an English language educational game as a learning media for class VIII students based on android, it is hoped that it can attract students' interest in learning and make it easier in the learning process. So that it is expected to encourage the value of students. Testing this application will later use the SUS questionnaire which will be distributed to 32 respondents in grade 8 SMP N 3 Slawi.

Keywords: Multimedia Development Life Cycle, System Usability Scale, Games, Interactive Multimedia, English