

ABSTRACT

DESIGN ANDROID-BASED ENGLISH-BASED VOCABULARY LEARNING GAME FOR TRANSPORTATION TOOLS

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The education sector has a strategic and primary role in the continuity and development of learning in schools which is influenced by the learning process. Based on the results of interviews and filling out observation sheets by teachers at SD Negeri 2 Kotaliman located in the village of Kotaliman Banyumas regarding the application of English learning, English learning has so far used Student Books and LKS learning media. The two learning media are considered ineffective which causes a lack of student interest so that interesting teaching aids are needed in learning English, especially vocabulary mastery. Vocabulary mastery is something important for students to know the meaning of words in a sentence and students will certainly have no difficulty understanding the contents of a sentence. Problem of the lack of alternative learning media other than student books and worksheets, another alternative learning media is needed. Games can be one of the alternative learning media, so in this research a learning game design was carried out that refers to the material in student books, namely transportation material. The development of this game uses the MDLC method and is made using Construct 2 which is a game engine for making HTML 5-based games specifically on 2-dimensional platforms. For the testing phase in this study using black box testing which has a focus on functional specifications for software with the results of application testing running well and usability testing using SUS method produces a value of 75,073 in the Excellent category with grade scale B

Keywords: *Game, Transportation, English Vocabulary, MDLC, Construct 2.*