

ENGLISH GUESSING PICTURES GAME FOR 4TH GRADE ELEMENTARY SCHOOL STUDENTS USING MACROMEDIA FLASH 8

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ABSTRACT

This research was purposed to produce and examine the appropriateness of English Guessing Pictures Game for 4th Grade Elementary School Students. This game contains about english vocabularies for 4th grade students, that was expected to help students in knowing and learning about english vocabularies. This game developed by using Macromedia Flash 8.

This research use Research and Development (R&D) was developed by Lee and Owen. The steps in this research were consist of analysis, design, development, implementation and evaluation. Analysis was break into two parts needs assessment and front-end analysis. Needs assessment was for collecting whole datas, front-end analysis was for analyze all datas that were collected. Its analysis were audience analysis, technology analysis, media analysis, and extant-data analysis. Design consist of material collecting, made storyboard and flowchart. Development consist of game building, experts judgement and revision. Before doing experts judgement, performed former examine use black box testing method to know mistakes that were in game. Experts judgement performed by media experts and material experts, this examination called by alpha testing. Implementation was step which examination according to user (students) or well known as beta testing. This examination was done in SD N Caturtunggal 7 which involving 33 of 4th grade students. Data collecting method was using questionnaires. Data analysis uses analysis descriptive by changing evaluation total scores into appropriateness percentage interval.

Results of data analysis show that appropriateness by media experts got 85,75% which included in high appropriate category. Result value from material experts got 86,25% which included in high appropriate category. Result of data analyzing from field try out (beta testing) by students got 87,14% which included. So then, can be concluded that english guessing pictures game for 4th grade elementary school student was appropriate to be used.

Keywords: English, Educational game, Guessing Pictures