THE EXPLORATION OF ENGLISH EDUCATIONAL GAME SOFTWARES: THE WAYS VOCABULARY IS PRESENTED, THE QUALITY, AND THE WAYS RESPONDENTS USE THEM

A THESIS

By

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04.80.0050

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SEMARANG

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The writer realizes that there are still many weaknesses in this thesis, so criticism and suggestion would be highly appreciated. The writer hopes that this research will be useful for the further research and give advantages for the development of English teaching and learning process.
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ABSTRACT

In learning English, people can use many ways and tools as the media of teaching and learning. One of them is computer. Usually, this computer is supported by program called software. Along with the educational technique development, now there is a combination between educational purpose and game software called Educational Game Softwares.

So far, there have been a lot of Educational Game Softwares that can be easily found in the market today. Therefore, the educators should see whether the Educational Game Softwares can be readily usable to support their teaching. In this thesis, the writer focuses on English Educational Game Softwares which emphasize on English vocabulary learning for young children.

In this thesis, the writer tries to explain how English Educational Game Softwares present vocabulary, and then explores the educators’ opinion related to the criteria of English Educational Game Softwares as good media to teach vocabulary. The writer also presents the method and technique that the respondents use in teaching vocabulary using the English Educational Game Softwares.

From the data collected, first, the writer found that all of the English Educational Game Softwares under investigation adopt more than one theory in presenting vocabulary. They use illustrations, translation, synonym and enumeration. Second, from respondents’ opinions, the writer drew conclusion that all of the English Educational Game Softwares have good quality (2.59 – 2.94). Finally, it is found that the respondents apply more than one technique of teaching vocabulary.
ABSTRAK


Sejauh ini, ada banyak Educational Game Softwares yang dijual dipasaran. Oleh karena itu edukator harus melihat apakah Educational Game Software tersebut dapat benar-benar digunakan untuk mendukung pengajaran mereka. Dalam tesis ini, penulis fokus pada English Educational Game Softwares dan menekankan pada pembelajaran kosa kata bahasa Inggris pada anak.

Dalam tesis ini, penulis mencoba untuk menjelaskan bagaimana English Educational Game Software mepresentasikan kosa kata, kemudian mencari opini edukator mengenai English Educational Game Softwares. Penulis juga mencoba untuk menyajikan tentang bagaimana edukator menggunakan English Educational Game Software sebagai media untuk mengajar kosa kata bahasa Inggris.

Dari data yang didapat, pertama, penulis menemukan bahwa semua English Educational Game Softwares yang diteliti mengadopsi lebih dari satu teori penyajian kosa kata, yaitu ilustrasi, terjemahan, sinonim, dan enumerasi. Kedua, penulis dapat mengambil kesimpulan bahwa semua English Educational Game Softwares temasuk dalam kategori bagus (2.59-2.94). Dan yang terakhir, ditemukan bahwa bahwa edukator menggunakan lebih dari satu teknik/cara mengajar kosa kata.
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