

**Designing Games Software for Students at the Age of
6-8 in SD Negeri 3 Purwodadi**

A THESIS



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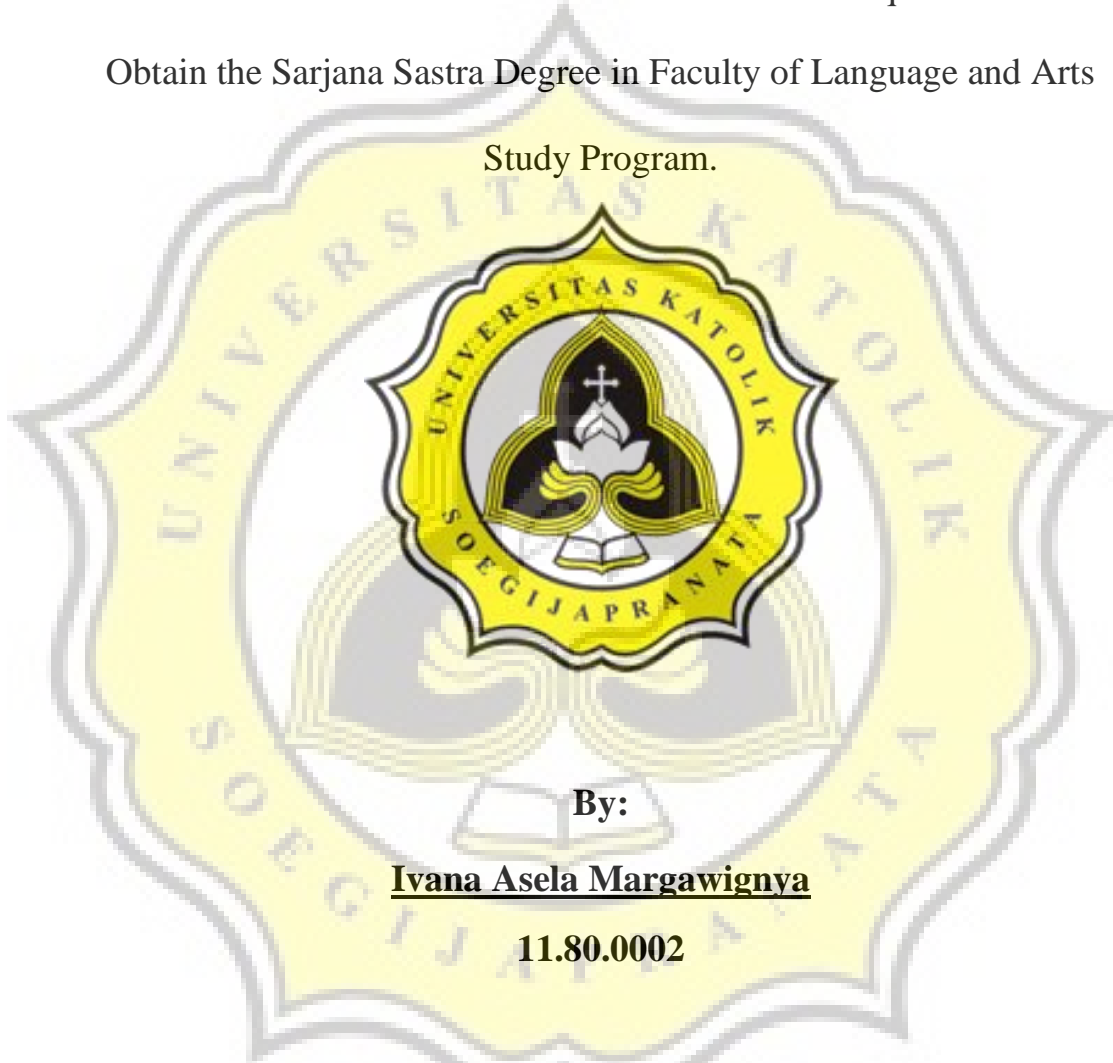
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**ENGLISH DEPARTMENT
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SOEGIJAPRANATA CATHOLIC UNIVERSITY
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2015**

A THESIS ON
Designing Software Games for Students at the Age of 6-8 in SD
Negeri 3 Purwodadi

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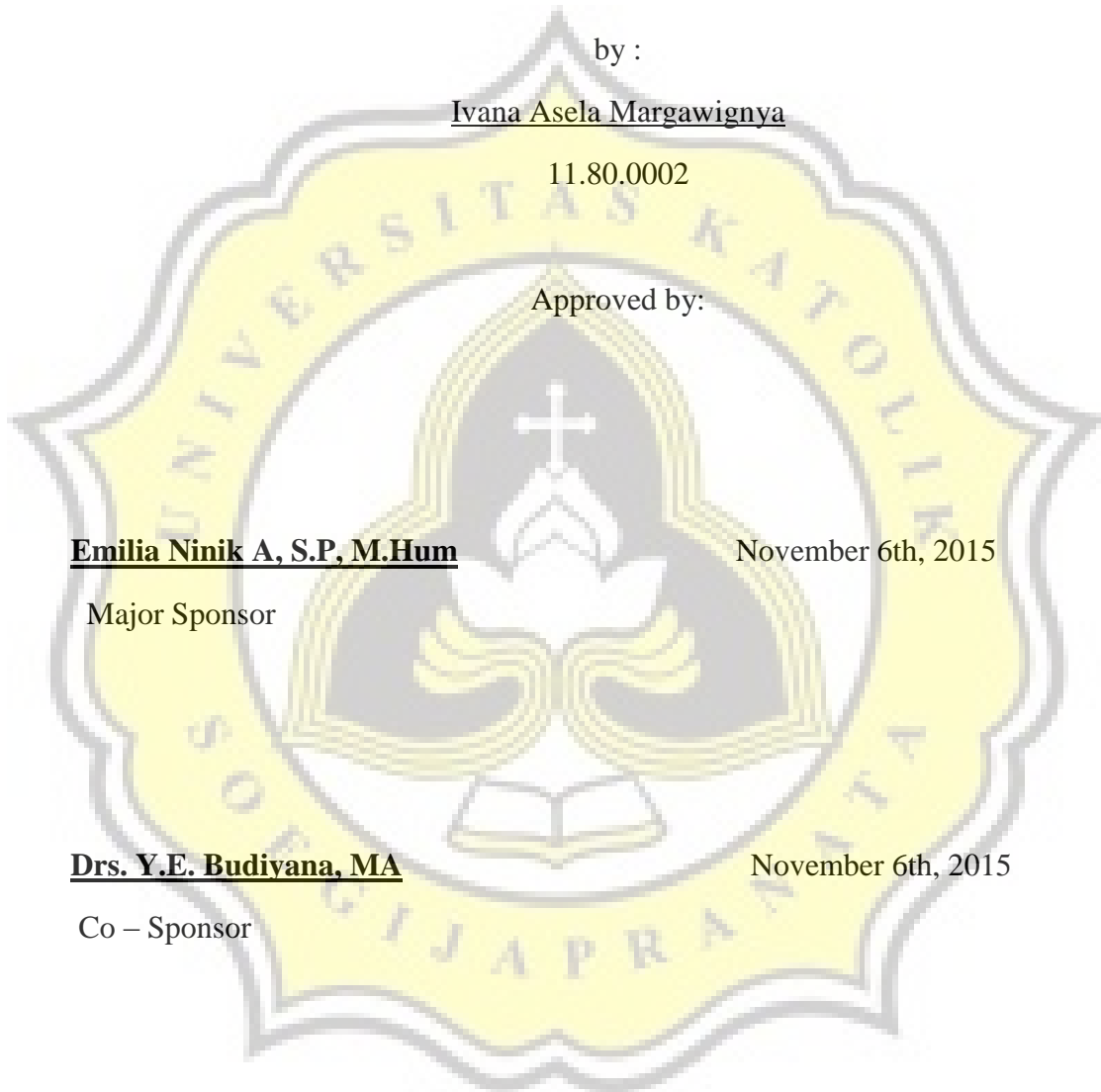
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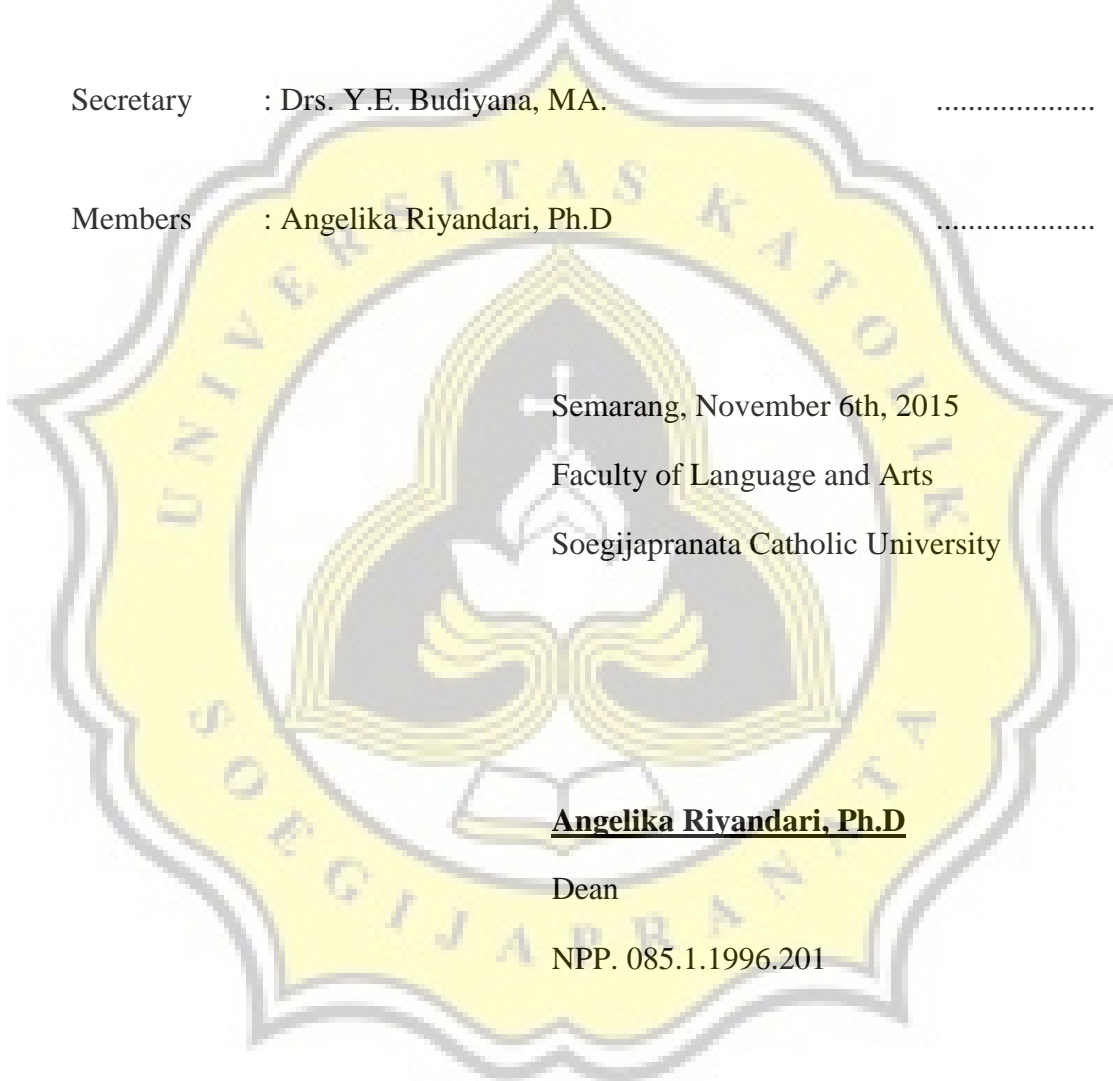
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The Writer

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ABSTRACT

In this modern era, children are familiar with the development of technology such as laptop, tablet and smartphone. Most of them use those technologies for playing the game. Technology industries provide a lot of software education games. However, not all of the English education games software is interesting and appropriate for children. In this thesis, the writer designs an appropriate game software named *English Games for Kids*. This game is designed for students at the age of 6-8 years old. The writer did the design following the steps of Research and Development Methodology by Sugiyono (2012). The writer collected the data from the previous research. The writer conducted the research and development method. The respondents in this thesis were the student at the age 6-8 years old in SD Negeri 3 Purwodadi. The writer gave 20 questionnaire to investigate what the children's problem and interest in English education games are. From the result, the writer developed *English Games for Kids* to be an appropriate one for children at the age of 6-8 years old. The writer gave the games and questionnaire to 30 respondents to know their opinion about this game. The result of the questionnaire showed a positive response of English Games for students at the age of 6-8 years old.

Keywords : Education Games Software, Technology

ABSTRAK

Di zaman yang modern ini, anak-anak sudah mengenal kemajuan teknologi seperti laptop, tablet dan smartphone. Kebanyakan dari mereka menggunakan gadget untuk bermain. Ada banyak software pembelajaran Bahasa Inggris yang dan mudah didapatkan. Namun tidak semua software pembelajaran bahasa Inggris itu menarik dan dapat diterima oleh anak-anak. Peran orang tua atau guru sangat penting untuk mengawasi dan membimbing anak dalam memilih permainan. Dalam tesis ini, penulis merancang pembuatan software games yang diberi nama *English Games for Kids* menggunakan Metode Penelitian dan Pengembangan dari Sugiyono (2012). Penulis mengumpulkan data dari penelitian sebelumnya dan melakukan penelitian dan pengembangan. Responden dalam penelitian ini adalah anak-anak yang berumur 6-8 tahun di SD Negeri 3 Purwodadi. Penulis membagikan 20 kuesioner untuk mengetahui apa saja masalah dan keinginan mereka dalam bermain game edukasi. Dari hasil penelitian tersebut, penulis membuat game *English Games for Kids* yang sesuai dengan kebutuhan anak berusia 6-8 tahun. Penulis memberikan game itu kepada 30 responden dan membagikan kuesioner untuk mengetahui pendapat mereka tentang game yang sudah dibuat oleh penulis. Hasilnya menunjukkan bahwa anak-anak menunjukkan respon yang positif terhadap game tersebut.

Kata kunci : Software Game Edukasi, Technology

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