

**FLA STUDENTS' PERCEPTION ON DIGITAL MOBILE EDUCATIVE
"YOUR STORIES" GAME FOR ENGLISH LANGUAGE LEARNING**

**A Thesis Presented as a Partial Fulfillment of the Requirement to Obtain the
Bachelor Degree in the English Linguistics Study Program**



By:

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16.J2.0014

ENGLISH DEPARTMENT

FACULTY OF LANGUAGE AND ARTS

SOEGIJAPRANATA CATHOLIC UNIVERSITY

SEMARANG

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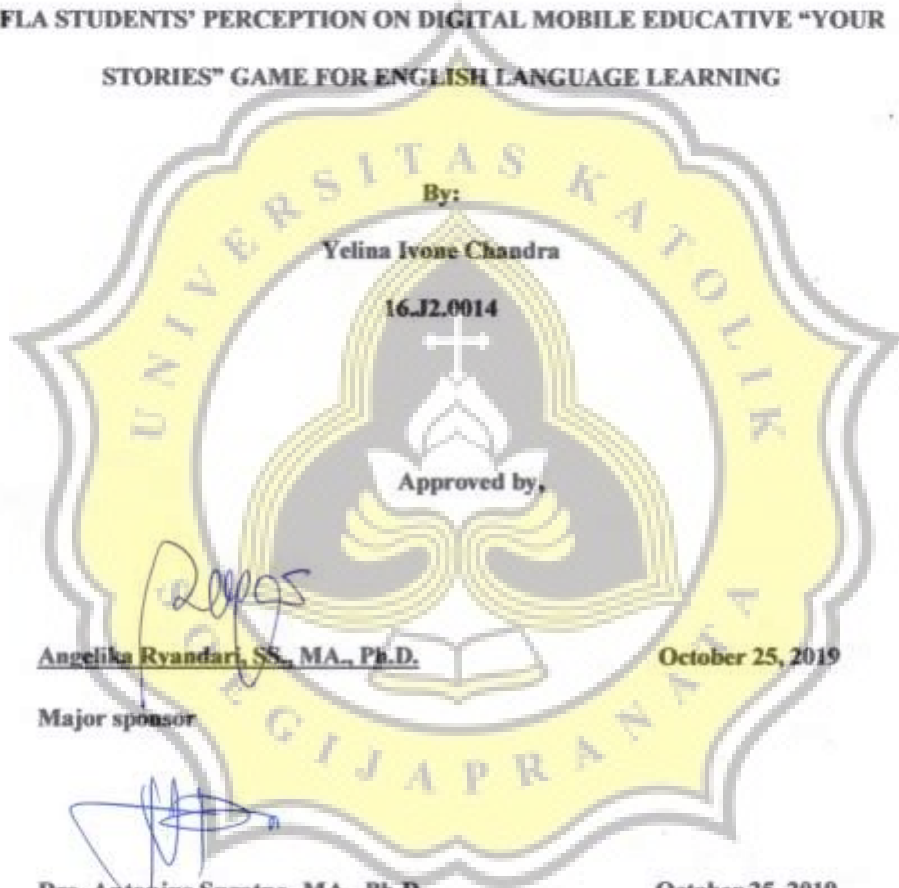
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A THESIS APPROVAL

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Approved by,


Angelika Ryandari, SS., MA., Ph.D.

October 25, 2019

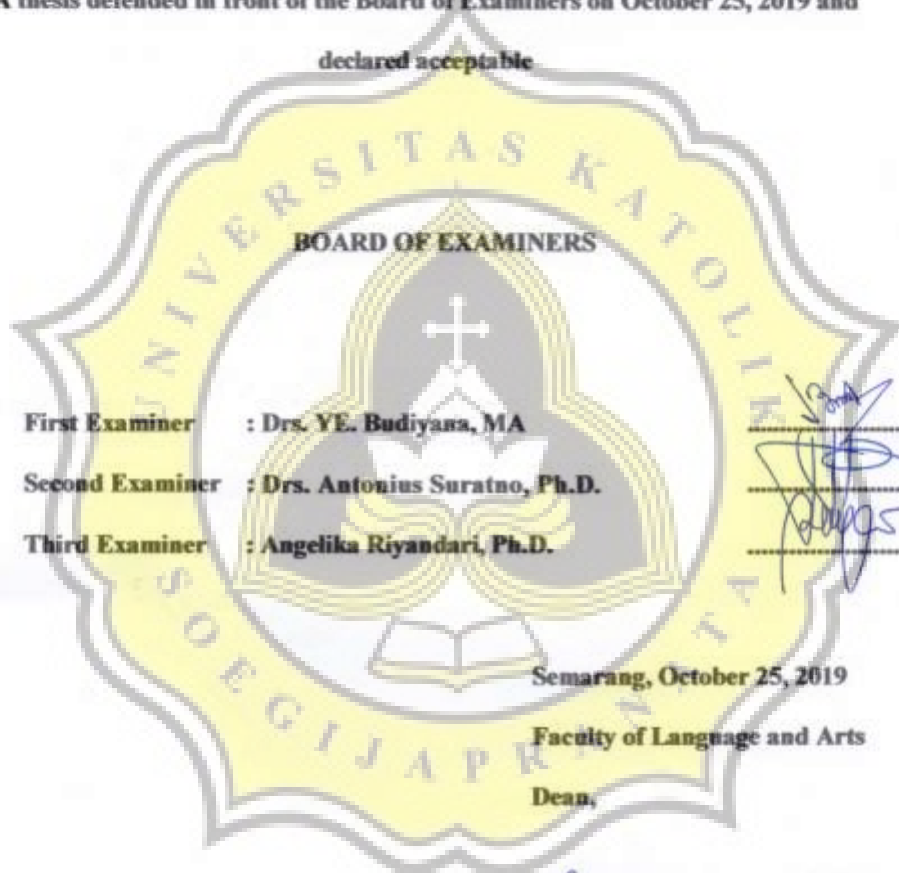
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Semarang, October 25, 2019

Faculty of Language and Arts

Dean,

A handwritten signature in blue ink, which appears to read 'Retang', is written above the name of the Dean.

B. Retang Wihangara, SS., M.Hum.

NPP. 058.1.1999.230

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The Writer,

Yelina I Ch

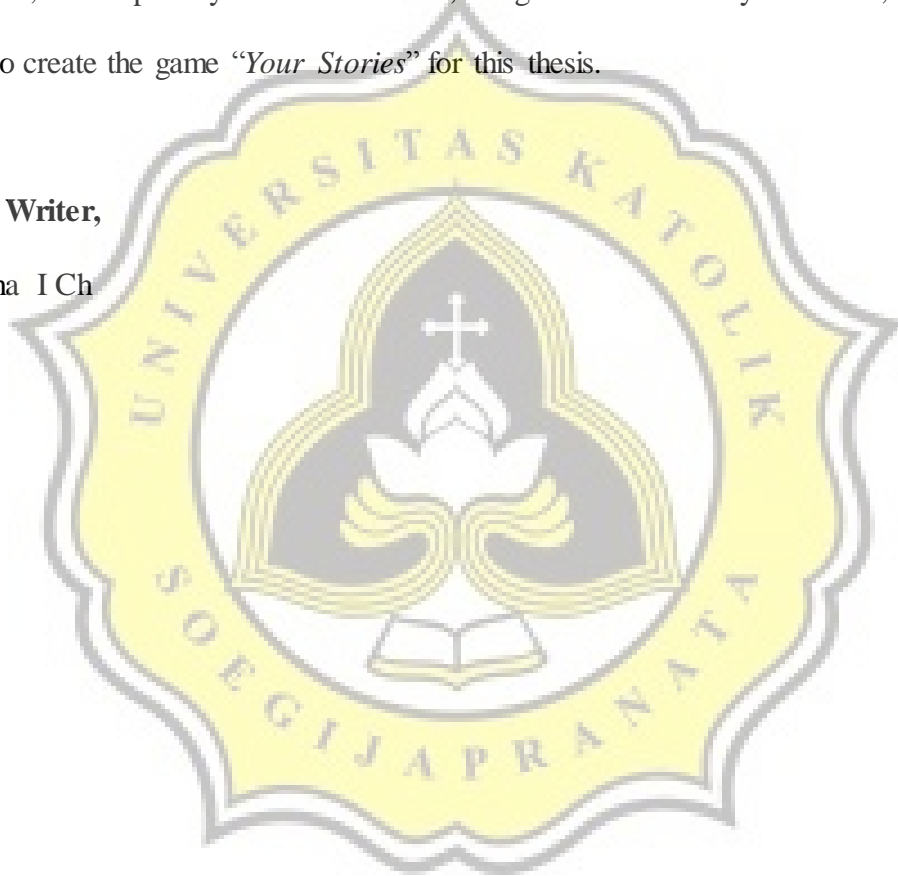
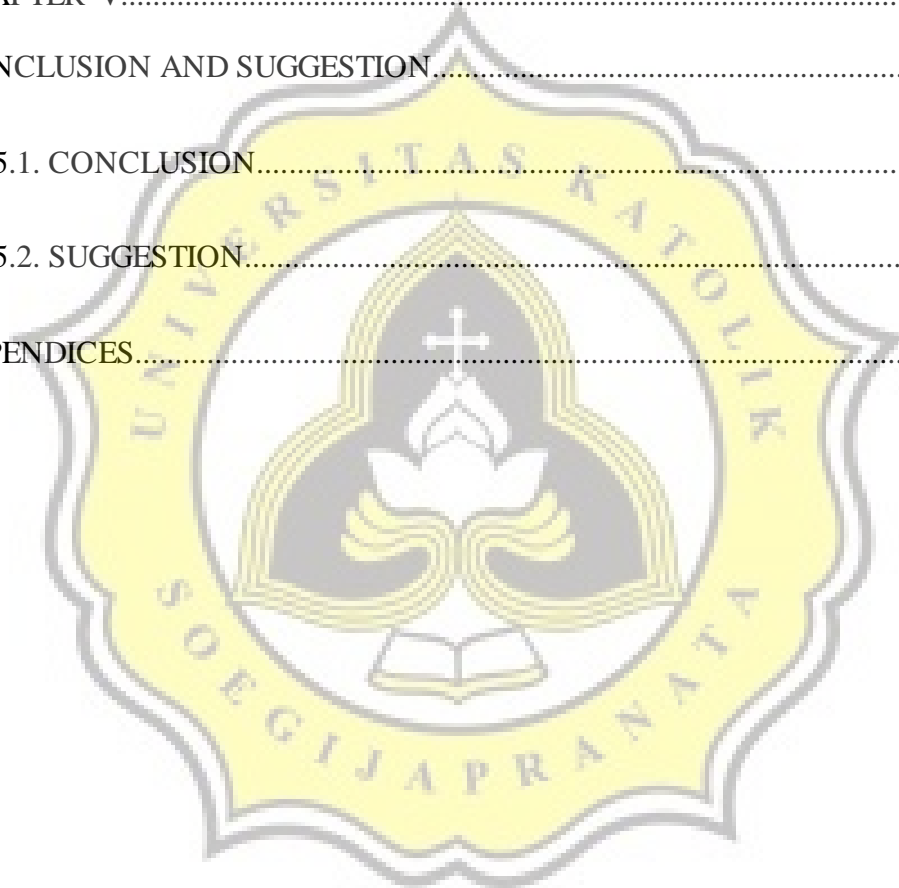


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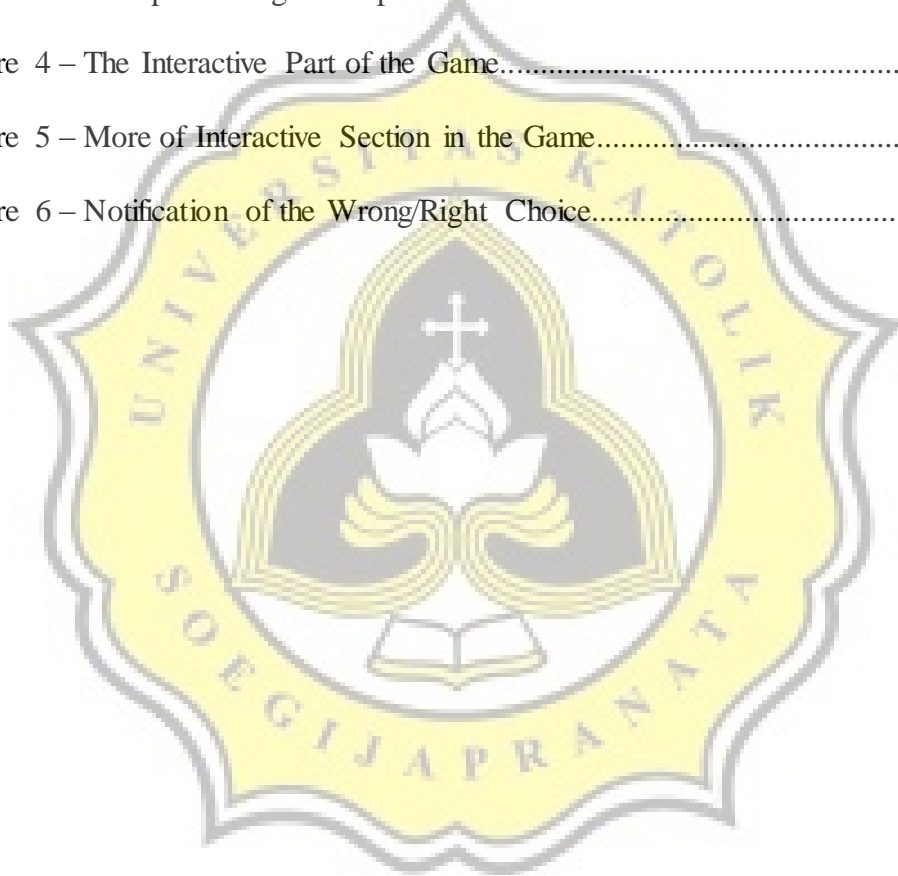


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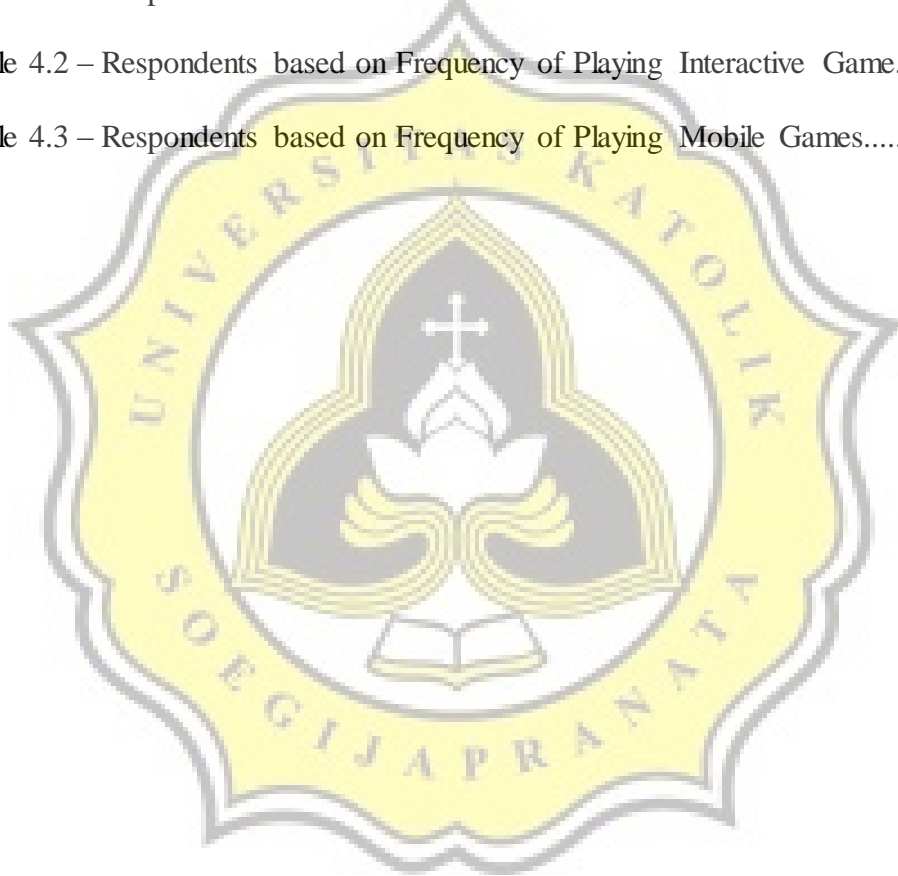
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ABSTRACT

Digital media is now known as an effective way to help learning process. This study aimed to find out how much digital interactive educative game helps the process of delivering English learning to the active students of the Faculty of Language and Art (FLA) in Soegijapranata Catholic University from batch 2016 to 2019. This study consists of making a digital mobile interactive game formed into a website as a trial media for respondents, and it is named “*Your Stories*”. This created game “*Your Stories*” is made to find out whether the game helps students’ learning receptiveness or not by scoring on students’ perception. Playing “*Your Stories*” game is only took approximately five minutes. The writer used quantitative method and successfully distributed the questionnaires through Google Form to 100 students, but the writer only retrieved 52 respondents. The writer used Likert Scale as scoring to calculate the average results (mean table). From fourteen statements attached on the questionnaire, all 52 responses show agreement and good perception toward the trial media “*Your Stories*” as digital interactive game. The result of this study highlighted on the respondents’ agreement that the trial media “*Your Stories*” helps them to learn English language.

Keywords: Interactive game, digital game, English learning, Perception

ABSTRAK

Media digital kini dikenal sebagai cara yang efektif untuk membantu proses pembelajaran. Penelitian ini bertujuan untuk mengetahui seberapa kuat permainan interaktif digital dapat membantu proses pembelajaran bahasa Inggris kepada mahasiswa aktif Fakultas Bahasa dan Seni (FBS) di Universitas Katolik Soegijapranata dari angkatan 2016 hingga 2019. Penelitian ini meliputi pembuatan permainan interaktif digital dibentuk dalam situs internet sebagai media percobaan untuk responden, dan permainan ini dinamai "*Your Stories*". Permainan "*Your Stories*" yang dibuat dipergunakan untuk mengetahui apakah permainan tersebut membantu pemahaman siswa dalam belajar atau tidak dengan menilai persepsi siswa. Bermain permainan "*Your Stories*" hanya membutuhkan waktu sekitar lima menit. Penulis menggunakan metode kuantitatif dan berhasil mendistribusikan kuesioner melalui *Google Form* kepada 100 siswa, namun penulis hanya mendapat respon dari 52 responden. Penulis menggunakan Skala Likert sebagai penilaian untuk menghitung hasil rata-rata (tabel rata-rata). Dari ke empat belas pernyataan terlampir pada kuesioner, semua 52 tanggapan menunjukkan persetujuan dan persepsi yang baik terhadap media percobaan "*Your Stories*" sebagai game interaktif digital. Hasil penelitian ini menekankan pada hasil persetujuan responden bahwa media permainan "*Your Stories*" membantu mereka dalam belajar bahasa Inggris.

Kata kunci: permainan interaktif, permainan digital, belajar Inggris, Persepsi