

ABSTRACT

Mastery of English is an essential provision for children to achieve success in the future. Good English skills will open doors for children to access information, knowledge, and opportunities for greater success. One way to improve English skills is to teach English from a young age, using engaging and interactive learning media. Educational games can be one solution to increase learning interest and enrich children's English vocabulary related to objects at home. This research uses the ADDIE development method (Analysis, Design, Development, Implementation, and Evaluation). Data collection was carried out through observation, interviews, and questionnaires. Based on the results of blackbox testing, user acceptance test (UAT), as well as validation by material experts and media experts, it shows that this educational game is very feasible to use with a level of acceptance among students of 94%, and validation by material experts and media experts who gave feasibility values of 90.7% and 91.55% respectively.

Keywords: Educational game, English language, Construct 2, Household objects, Elementary school