

ABSTRAK

Faiz Wahyu Nurhidayat MA. 2026. Gamifikasi Pembelajaran Kosakata Bahasa Inggris Berbasis Web Menggunakan *Game* Ular Tangga Di SDN Jatiroto 02. Tugas Akhir. Program Sarjana. Program Studi Teknik Informatika. Universitas Muhammadiyah Jember.

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Pembelajaran kosakata Bahasa Inggris pada siswa sekolah dasar masih menghadapi berbagai kendala, seperti rendahnya minat belajar dan kurang optimalnya hasil belajar siswa akibat penggunaan media pembelajaran yang kurang interaktif. Oleh karena itu, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis gamifikasi berupa *game* edukasi ular tangga berbasis web bernama VocaClimb untuk meningkatkan hasil belajar dan minat belajar Bahasa Inggris siswa kelas II SDN Jatiroto 02. Penelitian ini menggunakan metode *Multimedia Development Life Cycle (MDLC)* yang meliputi *tahap concept, design, material collecting, assembly, dan distribution*. Kelayakan media dievaluasi melalui validasi ahli media dan ahli materi, sedangkan efektivitas media diuji menggunakan pre-test, post-test, angket minat belajar, uji *Wilcoxon Signed-Rank Test*, dan analisis *N-Gain*. Hasil penelitian menunjukkan bahwa media VocaClimb memperoleh tingkat validitas sebesar 88,63% dari ahli media dan 95,83% dari ahli materi dengan kategori sangat valid. Hasil uji *Wilcoxon* menunjukkan nilai signifikansi sebesar 0,000 ($< 0,05$) pada hasil belajar dan minat belajar siswa, yang menunjukkan adanya peningkatan yang signifikan setelah penggunaan media pembelajaran. Selain itu, hasil analisis *N-Gain* memperoleh nilai sebesar 0,36 dengan kategori sedang. Berdasarkan hasil tersebut, dapat disimpulkan bahwa media pembelajaran berbasis gamifikasi VocaClimb layak digunakan dan cukup efektif dalam meningkatkan hasil belajar serta minat belajar Bahasa Inggris siswa sekolah dasar.

Kata Kunci: Gamifikasi, Game Edukasi, Bahasa Inggris, Vocaclimb.

ABSTRACT

Faiz Wahyu Nurhidayat MA. 2026. Web-Based Gamification of English Vocabulary Learning Using the Snakes and Ladders Game at SDN Jatiroto 02. Undergraduate Thesis. Undergraduate Program. Informatics Engineering Study Program. University of Muhammadiyah Jember.
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English vocabulary learning among elementary school students still faces various challenges, such as low learning interest and suboptimal learning outcomes due to the use of less interactive learning media. Therefore, this study aimed to develop a gamification-based learning media in the form of a web-based educational snakes and ladders game called VocaClimb to improve the English learning outcomes and learning interest of second-grade students at SDN Jatiroto 02. This study employed the Multimedia Development Life Cycle (MDLC) method, which consists of the concept, design, material collecting, assembly, and distribution stages. The feasibility of the media was evaluated through media expert and material expert validations, while its effectiveness was assessed using pre-tests, post-tests, learning interest questionnaires, the Wilcoxon Signed-Rank Test, and N-Gain analysis. The results showed that VocaClimb achieved a validity score of 88.63% from the media expert and 95.83% from the material expert, both categorized as highly valid. The Wilcoxon test yielded a significance value of 0.000 (< 0.05) for both learning outcomes and learning interest, indicating significant improvements after the implementation of the learning media. Furthermore, the N-Gain analysis produced a score of 0.36, which falls into the moderate category. Based on these findings, it can be concluded that the gamification-based learning media VocaClimb is feasible and moderately effective in improving English learning outcomes and learning interest among elementary school students.

Keywords: Gamification, Educational Game, English Language Learning, Vocaclimb.