

## ABSTRACT

Indriyana, Bernadeta Siska. (2017). *Designing a Set of Interactive Games to Help the Eighth Grade Students of SMP Negeri 1 Sleman Yogyakarta Learn Prohibition Sentence Patterns*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

English as a Foreign Language (EFL) in Indonesia is important to learn. It is because English is often used to communicate with other people, especially with international tourists who come to Indonesia. Therefore, the government in Indonesia decides to include English as one subject in educational level. According to Permendikbud RI No 58 about 2013 Curriculum, English starts to become one subject in junior high school level. While doing the PPL program, the researcher found that the eighth grade students of *SMP Negeri 1 Sleman Yogyakarta* had difficulties in learning English, especially in understanding prohibition sentence patterns. Referring to the students' difficulties, the researcher intended to design a set of interactive games to help the eighth grade students of *SMP Negeri 1 Sleman Yogyakarta* learn prohibition sentence patterns. The designed materials were aimed to help the students understand prohibition sentence patterns.

There were two research questions to be discussed. The first research question is how is a set of interactive games to help the eighth grade students of *SMP Negeri 1 Sleman Yogyakarta* learn prohibition sentence patterns designed? The second research question is what does the designed materials look like?

In order to answer the first research question, the researcher adapted the cycles which were taken from Kemp's (1977) Instructional Design Model. Then, the instructional design models were combined with five steps of Research Development (R&D) proposed by Borg and Gall (1983). The five steps were: (1) Research and Information Collecting, (2) Planning, (3) Developing Preliminary Form of Product, (4) Preliminary Field Testing, and (5) Main Product Revision. The second research question was answered by showing the presentation of a set of interactive games to help the eighth grade students learn prohibition sentence patterns. The materials consisted of four units. They were **Don't Sleep in the Class**, **Don't be Late**, **No Littering**, and **Review**. Each unit consisted of three parts, namely **Let's Train Our Brain!**, **Let's Find Out More!**, and **Let's See How Much You Remember!** The researcher conducted the evaluation by distributing the questionnaire to the three lecturers of English Language Study Program and the teacher of the eighth grade in SMP Negeri 1 Sleman. From the evaluation results, the interval of mean score was 77.25 and it was categorized as "good". Therefore, the researcher concluded that the designed materials were good and acceptable for the students.

**Keywords:** Prohibition Sentence Patterns, A Set of Interactive Games, Instructional Design

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Di Indonesia, Bahasa Inggris merupakan Bahasa asing yang penting untuk dipelajari. Hal itu dikarenakan Bahasa Inggris sering dijadikan sebagai salah satu Bahasa komunikasi ketika bertemu dengan orang asing. Oleh sebab itu, pemerintah menjadikan Bahasa Inggris sebagai salah satu mata pelajaran di sekolah. Menurut Permendikbud RI No 58 tentang Kurikulum, Bahasa Inggris mulai menjadi salah satu mata pelajaran di jenjang Sekolah Menengah Pertama (SMP). Selama melakukan PPL, peneliti menemukan kesulitan pada siswa ketika belajar Bahasa Inggris, terutama ketika belajar tentang kalimat larangan. Sehubungan dengan kesulitan tersebut, peneliti bermaksud untuk merancang seperangkat materi pola kalimat larangan menggunakan permainan interaktif untuk siswa kelas VIII di SMP Negeri 1 Sleman Yogyakarta. Materi ini bertujuan untuk membantu siswa memahami pola kalimat larangan.

Penelitian ini dilakukan untuk mendiskusikan dua rumusan masalah. Rumusan masalah pertama adalah bagaimana seperangkat permainan interaktif untuk membantu siswa kelas VIII di SMP Negeri 1 Sleman Yogyakarta dirancang? Rumusan masalah kedua adalah seperti apakah materi yang dirancang?

Untuk menjawab rumusan masalah pertama, peneliti mengadaptasi instruksional desain milik Kemp (1977). Kemudian, instruksional desain dikombinasikan dengan 5 tahap Penelitian dan Pengembangan (R&D) milik Borg dan Gall (1983). 5 tahap tersebut meliputi: (1) Penelitian dan Pengumpulan Informasi, (2) Perencanaan, (3) Pengembangan Produk Awal, (4) Uji Lapangan, dan (5) Revisi Produk Utama. Rumusan masalah kedua dijawab dengan peneliti menyajikan materi dalam versi akhir. Materi tersebut terdiri dari empat unit, yaitu: *Don't Sleep in the Class, Don't be Late, No Littering*, dan *Review*. Setiap unit terdiri dari tiga bagian, yaitu: *Let's Train Our Brain!*, *Let's Find Out More!*, dan *Let's See How Much You Remember!* Peneliti melakukan evaluasi dengan menyebarkan kuesioner kepada tiga dosen dari Pendidikan Bahasa Inggris dan satu guru Bahasa Inggris yang mengajar kelas VIII. Dari hasil evaluasi tersebut mendapatkan skor rata-rata 77,25 dan dapat dikategorikan baik. Sehingga peneliti dapat menyimpulkan bahwa hasil merancang materi tersebut baik dan dapat diterima untuk siswa.

**Kata kunci:** *Prohibition Sentence Patterns, A Set of Interactive Games, Instructional Design*