

ABSTRACT

Zulham, Felix Novaldy. (2021). *Designing Modified Uno Cards as the Vocabulary Learning Media for 8th Grade Students of SMP N 2 Sedayu*. Yogyakarta: English Language Education Study Program, Faculty of Teachers Training and Education, Sanata Dharma University.

Vocabulary has a significant role in teaching and learning English. Vocabulary is needed to make the communication become effective (Nation, 2001). People with limited vocabulary will have difficulty in communicating and conveying their ideas. In SMP N 2 Sedayu, students' vocabulary list is not rich enough and they are excited if the activities of the class use games. Furthermore, the teacher says that students are still confused to determine part of speech, because they have to translate the word into Indonesian Language and to determine what kind of part of speech of the word. According to that fact, the researcher wants to help the students of SMP N 2 Sedayu improve their vocabulary using modified *Uno* cards. There were two research questions. The first research question was how is the modified *Uno* cards as the vocabulary learning media for SMP N 2 Sedayu designed? The second research question was what does the modified *Uno* cards as the vocabulary learning media for SMP N 2 Sedayu look like?

This research conducted Research and Development to design the product. The researcher implemented five steps of Research and Development, which are (1) need analysis (2) planning (3) development (4) preliminary field testing (5) main product revision. The research data were obtained by distributing part of speech test to the students, interviewing expert, and distributing questionnaire to one of teacher of SMP N 2 Sedayu and one Sanata Dharma University lecturer (expert validation). The data gathered were in the forms of feedbacks and suggestions used by the researcher to improve the modified *Uno* Cards as the final product of the research.

The result of this research answered both research questions. First, how modified *Uno* Cards as the vocabulary learning media for SMP N 2 Sedayu were designed through five steps, namely need analysis by distributing the part of speech test to the students of SMP N 2 Sedayu and interviewing the teacher. Next, planning for the design and making equal distribution of part of speech. Third, developing the content and design of the cards. Fourth, preliminary field testing by doing expert validation; in which the researcher tests the draft of modified *Uno* Cards to the lecturer and teacher. The last was the revision of modified *Uno* Cards based on the suggestions and feedbacks from the experts. Second, what the modified *Uno* Cards looked like was the final draft based on the revision from the expert validations. The modified *Uno* Cards has 4 types; blue cards, green cards, yellow cards, and red cards and 5 part of speech; noun, verb, adverb, adjective, and pronoun. The final modified *Uno* Cards also has the simplified instructions and rules.

Keywords: Modified *Uno* Cards, Vocabulary, Learning Media, Parts of Speech.

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Kosakata memiliki peran penting dalam pembelajaran bahasa Inggris. Kosakata diperlukan untuk membuat komunikasi menjadi efektif (Nation, 2001). Orang dengan perbendaharaan kata yang terbatas akan mengalami kesulitan dalam berkomunikasi dan menyampaikan ide-idenya. Di SMP N 2 Sedayu, kosakata siswa dalam Bahasa Inggris masih terbatas dan mereka bersemangat jika kegiatan kelas menggunakan permainan. Guru mengatakan bahwa siswa masih bingung untuk menentukan kelas kata, karena mereka menerjemahkan kata ke dalam Bahasa Indonesia dan menentukan kelas kata dari kata tersebut. Berdasarkan fakta tersebut, peneliti ingin membantu siswa SMP N 2 Sedayu meningkatkan kosakata mereka menggunakan kartu *Uno* yang dimodifikasi. Pertanyaan penelitian pertama adalah bagaimana desain kartu *Uno* sebagai media pembelajaran kosakata di SMP N 2 Sedayu dibuat? Pertanyaan penelitian kedua adalah seperti apa modifikasi kartu *Uno* sebagai media pembelajaran kosakata di SMP N 2 Sedayu?

Penelitian ini menggunakan metode Research and Development untuk merancang produk. Peneliti melaksanakan lima langkah Penelitian dan Pengembangan, yaitu (1) analisa kebutuhan (2) perencanaan (3) pengembangan (4) uji awal lapangan (5) revisi produk utama. Data penelitian diperoleh dengan memberikan latihan soal kelas kata kepada siswa, wawancara guru, dan penyebaran angket kepada satu orang guru SMP N 2 Sedayu dan satu orang dosen Universitas Sanata Dharma (validasi ahli). Data yang dikumpulkan berupa masukan dan saran yang digunakan peneliti untuk menyempurnakan kartu *Uno* yang telah dimodifikasi sebagai produk akhir penelitian.

Hasil penelitian ini menjawab kedua pertanyaan penelitian tersebut. Pertama, bagaimana modifikasi kartu *Uno* sebagai media pembelajaran kosakata untuk SMP N 2 Sedayu dirancang melalui lima langkah, yaitu analisis kebutuhan dengan memberikan latihan soal kelas kata kepada siswa SMP N 2 Sedayu dan wawancara dengan guru. Lalu, perencanaan desain dan persamaan pendistribusian kelas kata. Ketiga, pengembangan isi dan desain kartu. Keempat, uji awal lapangan dengan melakukan validasi ahli; dimana peneliti menguji draf kartu *Uno* yang telah dimodifikasi kepada dosen dan guru. Terakhir melakukan revisi terhadap kartu *Uno* yang telah dimodifikasi berdasarkan masukan dari para ahli. Kedua, bagaimana tampilan kartu *Uno* yang dimodifikasi adalah draft final berdasarkan revisi dari validasi ahli. Kartu *Uno* yang dimodifikasi memiliki 4 jenis; kartu biru, kartu hijau, kartu kuning, dan kartu merah dan 5 kelas kata; kata benda, kata kerja, kata keterangan, kata sifat, dan kata ganti. Kartu *Uno* yang dimodifikasi terakhir juga memiliki instruksi dan aturan yang disederhanakan.

Kata kunci: *Modified Uno Cards, Vocabulary, Learning Media, Parts of Speech.*