

ABSTRACT

Sinatrya, Errathian (2023). *Designing Adjective Ordering Card (ADOCARD) Board Game for Tenth Grades Senior High School Students*. Yogyakarta: English Language Education Study Program, Department of Language and Arts Education, Teachers Training and Education Faculty, Sanata Dharma University.

After the pandemic era, many students are struggling in coming back to a normal way of learning and losing motivation in learning. The cause comes from the learning loss that emerged during the pandemic era. This innovative project was created to solve that problem. This project was created in the form of a board game which was created based on Gamification theory. Furthermore, the term gamification is defined by Kapp (2012) as a system that has several elements that are used for creating an interactive activity, namely: game-based, game mechanics, user, user interface, and attractive. From those elements, the board game was developed.

In this project, the writer aimed to develop a gamified design in the form of a board game containing English adjective lessons which are guided by two research questions; 1) How is ADOCARD “Adjective Ordering Card” designed and developed? 2) What does ADOCARD “Adjective Ordering Card” look like?

ADDIE model (Analyze, Design, Develop, Implement, and Evaluate) was chosen as a method to conduct this study. This model was chosen because it gave guidance to this project to generate a board game which contains an interactive adjective lesson. The result of this project was ADOCARD (Adjective Ordering Card) which can be useful for teachers to enhance students’ motivation.

Keywords: ADDIE model, board game, gamification

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Setelah era pandemi, banyak siswa yang kesulitan untuk kembali ke cara belajar yang normal dan kehilangan motivasi belajar. Penyebabnya datang dari *learning loss* yang muncul selama era pandemi. Proyek inovasi dibuat untuk memecahkan permasalahan tersebut. Proyek inovasi yang berbentuk permainan papan ini dibuat berdasarkan teori *Gamification* yang didefinisikan oleh Kapp (2012) sebagai sebuah system yang memiliki beberapa element untuk membuat sebuah aktifitas yang menarik seperti *game-based*, *game mechanics*, *user*, *user interface*, dan *attractive*. Dari elemen-elemen tersebut, sebuah papan permainan dikembangkan.

Di proyek ini, penulis bertujuan untuk mengembangkan desain gamifikasi dalam bentuk permainan papan yang berisikan pembelajaran kata sifat Bahasa Inggris yang dipandu oleh dua pertanyaan, yaitu: 1) Bagaimana ADOCARD (*Adjective Ordering Card*) didesain dan dikembangkan? 2) Seperti apa bentuk dari ADOCARD (*Adjective Ordering Card*)?

Model ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*) terpilih menjadi metode proyek ini. Model ini dipilih karena memberikan panduan untuk menghasilkan sebuah permainan papan yang berisikan pembelajaran kata sifat interaktif. Hasil dari proyek ini adalah ADOCARD (*Adjective Ordering Card*) yang berguna untuk guru yang memiliki tujuan untuk meningkatkan motivasi siswa untuk belajar.

Kata kunci: *gamification*, model ADDIE, permainan papan