

**DESIGNING A SNAKE AND LADDERS BASED GAME
VERBAL VENTURES FOR JUNIOR HIGH SCHOOL STUDENTS'
SPEAKING PRACTICE**

A SARJANA PENDIDIKAN INOVATIVE PROJECT REPORT

**Presented as Partial Fulfillment of the Requirements
to Obtain the *Sarjana Pendidikan* Degree
in English Language Education**



By:

Daniel Chrisna Shalom

Student Number: 211214023

**FACULTY OF TEACHERS TRAINING AND EDUCATION
SANATA DHARMA UNIVERSITY
YOGYAKARTA
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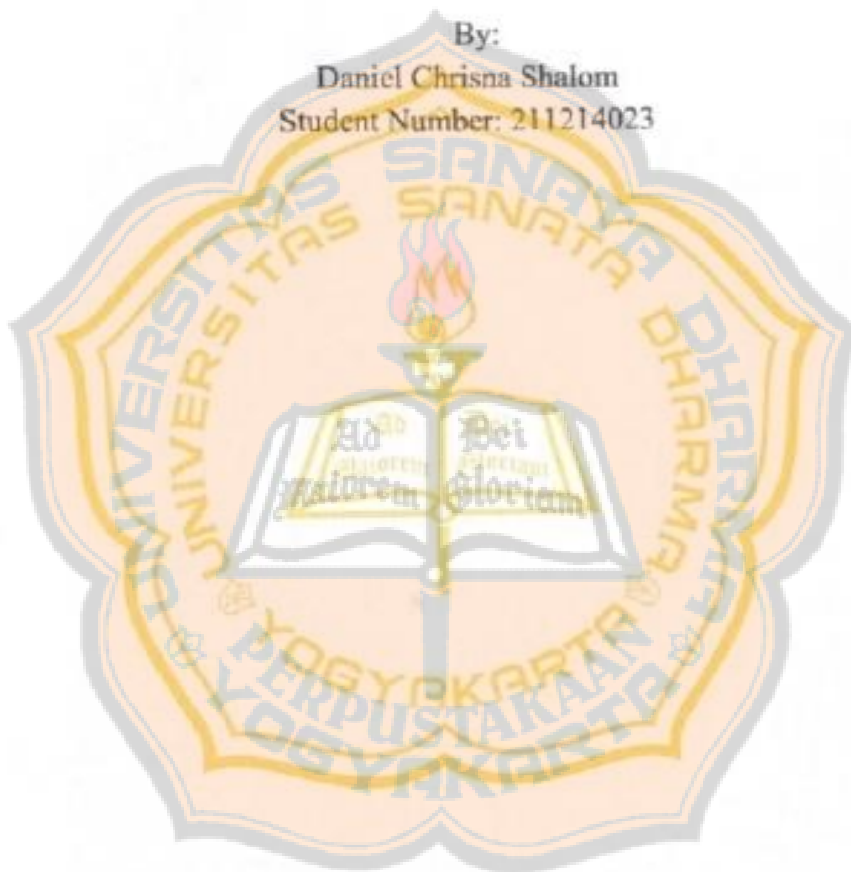
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Approved by Advisor

Date

A handwritten signature in black ink, appearing to read 'A. Iswandari'.

Yuseva Ariyani Iswandari, Ph.D.

15 April 2025

A Sarjana Pendidikan Innovative Project Report on

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Defended before the Board of Examiners

On 5 May 2025

and Declared Acceptable

Board of Examiners

Chairperson : Christina Kristiyani, M.Pd., Ph.D.

Secretary : Y. Veniranda, M.Hum., Ph.D.

Member : Yuseva Ariyani Iswandari, Ph.D.

Yogyakarta, 5 May 2025

Faculty of Teachers Training and Education

Sanata Dharma University

Dean,



Dr. Farsisius Sarkim, M.Ed., Ph.D.

DEDICATION PAGE

This work is dedicated to my beloved family, myself, and all students and educators who believe in the power of gamification in learning.



STATEMENT OF WORK'S ORIGINALITY

I honestly declare that this innovative project report, which I have written, does not contain the work or parts of the work of other people, except those cited in the quotations and the references, as a scientific paper should. Should there be any indications of plagiarism found in the future, I shall bear all the legal consequences.

Yogyakarta, 15th April 2025

The Writer


Daniel Chrisna Shalom
211214023

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Nama : Daniel Chrisna Shalom

Nomer Mahasiswa : 211214023

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**DESIGNING A SNAKE AND LADDERS BASED GAME
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Dibuat di Yogyakarta

Pada tanggal: 15 April 2025

Yang menyatakan



Daniel Chrisna Shalom

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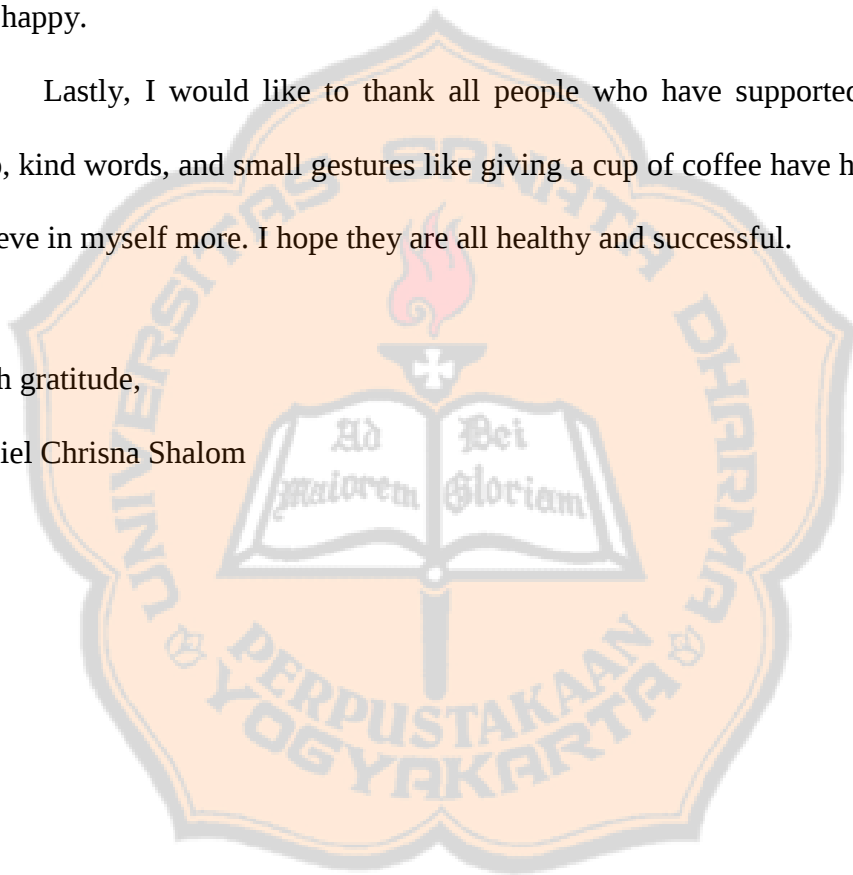
I would also like to express my heartfelt thanks to my family members. Their financial and emotional supports have helped me to keep going and finish my study. Furthermore, their encouragement, patience, and love have fueled my determination in finishing this innovative project.

I am deeply thankful to all my friends who have supported me: Julius, Yusafat, Timo, Greg, Ipi, Verel, Adven, Ivan, Louis, Ryan, Elang, Dion, Nicholas, Jeremy, Bagas, and Rigel. I thank them for the laughter, discussions, and moments of shared struggles. I would also like to express my gratitude to Spartan for the discussions and ideas he shared. Their companionship and help have made this journey more enjoyable and meaningful. I pray that they are all always healthy and happy.

Lastly, I would like to thank all people who have supported me. Their help, kind words, and small gestures like giving a cup of coffee have helped me to believe in myself more. I hope they are all healthy and successful.

With gratitude,

Daniel Chrisna Shalom



ABSTRACT

Shalom, D.C. (2025). *Designing a snake and ladders based game Verbal Ventures for junior high school students' speaking practice*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Learning English becomes very important as a means of communication nowadays. Therefore, effective strategies in English language learning especially speaking skills are important. However, Indonesian junior high school students often struggle with English because of the lack of effective and interesting teaching methods and media. Therefore, the researcher modified the snakes-and-ladders-based game into a more interactive learning media called *Verbal Ventures* by adding challenge cards to help students have motivation, confidence, and fluency in speaking.

Verbal Ventures was designed using ADDIE model, which included Analysis, Design, Development, Implementation, and Evaluation to improve the speaking skills of junior high school students. Two research questions were formulated, namely: 1) How is *Verbal Ventures* designed for junior high school students to practice their English speaking? and 2) What does the design of *Verbal Ventures* for junior high school students' speaking practice look like? Using the principles of gamification, task-based learning, and interactive challenges, the study focused on the students' speaking skills. The speaking topics followed the topics in *Kurikulum Merdeka* to make connection with what students learned at school.

Based on the analysis of the notes after the implementation of *Verbal Ventures* in the class, feedback, and Likert-scale questionnaires to see the usability and impact, the study concluded that *Verbal Ventures* was received by the students well. The challenge cards in the game allowed the students to practice speaking. Furthermore, the students felt more confident because they practiced speaking while playing game.

Students' feedback showed some suggestions to improve *Verbal Ventures*. The suggestions were related to the need for varieties in gameplay and the usability improvement. It was also suggested that the challenging cards were added. The researcher hopes that this game could support classroom activities especially speaking for junior high school students in Indonesia.

Keyword: Innovative project, gamification, game-based learning media

ABSTRAK

Shalom, D.C. (2025). *Merancang permainan ular tangga berbasis Verbal Ventures untuk melatih berbicara siswa sekolah menengah pertama*. Yogyakarta: Program Studi Pendidikan Bahasa Inggris, Universitas Sanata Dharma.

Belajar bahasa Inggris menjadi sangat penting sebagai alat komunikasi saat ini. Oleh karena itu, strategi yang efektif dalam pembelajaran bahasa Inggris khususnya keterampilan berbicara menjadi penting. Namun, siswa sekolah menengah pertama di Indonesia sering mengalami kesulitan dalam belajar bahasa Inggris karena kurangnya metode dan media pembelajaran yang efektif dan menarik. Oleh karena itu, peneliti memodifikasi permainan ular tangga menjadi media pembelajaran yang lebih interaktif bernama *Verbal Ventures* dengan menambahkan kartu tantangan untuk membantu siswa memiliki motivasi, kepercayaan diri, dan kefasihan dalam berbicara.

Verbal Ventures dirancang dengan menggunakan model ADDIE yang meliputi *Analysis, Design, Development, Implementation*, dan *Evaluation* untuk meningkatkan kemampuan berbicara siswa sekolah menengah pertama. Ada dua pertanyaan penelitian yang dirumuskan, yaitu: 1) Bagaimana *Verbal Ventures* dirancang untuk siswa SMP dalam melatih kemampuan berbicara bahasa Inggris mereka? dan 2) Seperti apa desain *Verbal Ventures* untuk latihan berbicara siswa SMP? Dengan menggunakan prinsip-prinsip gamifikasi, pembelajaran berbasis tugas, dan tantangan interaktif, penelitian ini berfokus pada keterampilan berbicara siswa. Topik-topik berbicara mengikuti topik-topik dalam Kurikulum Merdeka untuk menghubungkan dengan apa yang siswa pelajari di sekolah.

Berdasarkan analisis catatan setelah implementasi *Verbal Ventures* di kelas, umpan balik, dan kuesioner skala Likert untuk melihat kegunaan dan dampaknya, penelitian ini menyimpulkan bahwa *Verbal Ventures* diterima dengan baik oleh para siswa. Kartu tantangan dalam permainan memungkinkan siswa untuk berlatih berbicara. Selain itu, para siswa merasa lebih percaya diri karena mereka berlatih berbicara sambil bermain game.

Umpan balik dari para siswa menunjukkan beberapa saran untuk meningkatkan *Verbal Ventures*. Saran-saran tersebut terkait dengan kebutuhan akan variasi dalam permainan dan peningkatan kegunaan. Selain itu, ada juga yang menyarankan agar kartu yang menantang ditambahkan. Peneliti berharap bahwa permainan ini dapat mendukung kegiatan belajar mengajar di kelas, khususnya berbicara untuk siswa sekolah menengah pertama di Indonesia.

Kata kunci: Produk inovasi, gamifikasi, media pembelajaran berbasis permainan

