RANCANG BANGUN ROLE PLAYING GAME UNTUK PEMBELAJARAN CONVERSATION BAHASA INGGRIS

SKRIPSI

disusun untuk memenuhi sebagian syarat memperoleh gelar Sarjana Komputer

Program Studi Ilmu Komputer

oleh:

Sarah Muhammad Abduh

2002939

PROGRAM STUDI ILMU KOMPUTER

FAKULTAS PENDIDIKAN MATEMATIKA DAN ILMU PENGETAHUAN ALAM

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Disusun Oleh:
Sarah Muhammad Abduh
NIM 2002939

Diajukan untuk memenuhi salah satu syarat memperoleh gelar Sarjana Komputer pada Fakultas Pendidikan Matematika dan Ilmu Pengetahuan Alam

SARAH MUHAMMAD ABDUH

2002939

RANCANG BANGUN ROLE PLAYING GAME UNTUK PEMBELAJARAN CONVERSATION BAHASA INGGRIS

DISETUJUI DAN DISAHKAN OLEH PEMBIMBING:

Pembimbing I,

Dr. Rasim, S.T., M.T.

NIP. 197407252006041002

Pembimbing II,

Yaya Wihardi, S.Kom., M.Kom.

NIP. 198903252015041001

Mengetahui,

Ketua Program Studi Ilmu Komputer

Dr. Muhammad Nursalman, M.T.

NIP. 197909292006041002

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Oleh

Sarah Muhammad Abduh – sarah21@upi.edu

2002939

ABSTRAK

Bahasa Inggris telah menjadi bahasa universal yang mendominasi berbagai sektor global, termasuk pendidikan, teknologi, dan bisnis. Menguasai bahasa memerlukan keterampilan mendengarkan, berbicara, membaca, dan menulis. Mengintegrasikan latihan percakapan dalam pembelajaran bahasa Inggris penting karena melatih kemampuan mendengar dan berbicara sehingga dapat menanggapi secara spontan. Namun, tantangan seperti kurangnya kepercayaan diri, ketidaknyamanan menggunakan bahasa asing, lingkungan yang kurang mendukung, dan hambatan sosial-ekonomi seperti biaya kursus yang mahal dapat menghambat pembelajaran bahasa Inggris. Berbagai upaya telah dilakukan untuk mengatasi hal tersebut, seperti penerapan aktivitas *role-play* di kelas dan penggunaan aplikasi pembelajaran bahasa yang mengintegrasikan elemen-elemen gamifikasi. Namun, implementasi tersebut kurang memberikan latihan percakapan yang alami dan mendalam. Oleh karena itu, penelitian ini mengeksplorasi pendekatan alternatif melalui penggunaan *game*, khususnya *role-playing game* (RPG) yang memanfaatkan teknologi seperti *speech-to-text* dan *text-to-speech* untuk mengisi kekurangan tersebut dengan melibatkan pemain dalam dialog kontekstual yang interaktif, meningkatkan keterampilan percakapan melalui pilihan dan interaksi yang lebih dinamis. Penelitian ini menerapkan metode *Design Research Methodology* (DRM) dan metode *Game Development Life Cycle* (GDLC) untuk pengembangan game. Game diuji dengan metode *Black-Box Testing*, sedangkan efektivitas game dalam meningkatkan kemampuan percakapan bahasa Inggris diukur menggunakan metode Kirkpatrick. Pengukuran user reaction menggunakan Skala Likert menunjukkan rata-rata sebesar 4.225, sedangkan pengukuran learning menggunakan N-Gain menunjukkan rata-rata dengan kategori Tinggi, sehingga dapat disimpulkan bahwa implementasi Role-Playing Game dapat meningkatkan kemampuan percakapan bahasa Inggris.

Kata kunci: Percakapan Bahasa Inggris, Role-Playing Game, Serious Game, Speech to Text, Text to Speech

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By

Sarah Muhammad Abduh – sarah21@upi.edu

2002939

ABSTRACT

English has become the universal language dominating various global sectors, including education, technology, and business. Mastering a language requires proficiency in listening, speaking, reading, and writing. Integrating conversational practice into English learning is crucial as it enhances listening skills and develops effective speaking abilities for spontaneous responses. However, challenges such as lack of confidence, discomfort with using a foreign language, unsupportive environments, and socio-economics barriers like expensive course fees can hinder English learning. Various efforts have been made to overcome this, such as the implementation of role-play activities in the classroom and the use of language learning applications that integrate gamification elements. However, these implementations do not provide natural and in-depth conversation practice. Therefore, this study explores an alternative approach through the use of games, specifically role-playing games (RPGs) that utilize technologies such as speech-to-text and text-to-speech to fill this gap by engaging players in interactive contextual dialogues, improving conversational skills through more dynamic choices and interactions. This study applies the Design Research Methodology (DRM) method and the Game Development Life Cycle (GDLC) method for game development. The game was tested using the Black-Box Testing method, while the effectiveness of the game in improving English conversation skills was measured using the Kirkpatrick method. The measurement of user reaction using the Likert Scale yielded an average score of 4.225, while the learning phase measurement showed an average in the High category. These results indicate that the implementation of role-playing games for English conversation learning is effective.

Keywords: *English Conversation, Role-Playing Game, Serious Game, Speech to Text, Text to Speech*

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