

ABSTRACT

Rahmawati, Natalia Desi. 2016. *Designing a Set of Supplementary Listening Materials Using Gamification in the Intermediate Listening Class*. English Language Education Study Program, Department of Language and Arts, Faculty of Teachers Training and Education, Yogyakarta: Sanata Dharma University.

This study aims to develop supplementary listening materials using gamification in the Intermediate Listening Class. In this study, there is one research problem formulated: what does a set of supplementary listening materials using gamification for the Intermediate Listening Class of the English Language Education Study Program look like?

In order to answer the research problem, the researcher used Research and Development method proposed by Borg and Gall. There are five steps applied in this study, namely research and information collecting, planning, development of preliminary form of product, preliminary field testing, and main product revision. The materials were designed based on the topics, skills, and students' characteristics.

In this study, two lecturers and ten students evaluated the designed materials. From the results of the evaluation in preliminary field testing, the materials designed were already appropriate. However, the designed materials needed revision and improvement. The revision of the designed materials was based on the experts and users feedbacks.

The final version of the designed materials consist of four topics namely Mobile Phones, Milestones in Technology, Dessert from the Desert, and Pheromones. Each topic contains listening materials, quizzes, and assignments. The designed materials are provided in free and easy website called Edmodo. The materials are designed based on the syllabus of the Intermediate Listening Class. Thus, it is expected that the designed materials can improve student engagement to learn English especially listening skill.

Keywords: listening materials, gamification, Intermediate Listening Class

ABSTRAK

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Skripsi ini bertujuan untuk mengembangkan materi tambahan menyimak menggunakan gamification di kelas Intermediate Listening. Pada skripsi ini, ada satu permasalahan yang dirumuskan yaitu bagaimanakah bentuk materi tambahan menyimak menggunakan gamification untuk kelas Intermediate Listening di Program Studi Pendidikan Bahasa Inggris.

Untuk menjawab permasalahan, peneliti menggunakan metode penelitian dan pengembangan yang dirancang oleh Borg dan Gall. Ada lima langkah yang diaplikasikan pada skripsi ini, yaitu penelitian dan pengumpulan informasi, perencanaan, pengembangan produk, pengujian awal di lapangan, dan perbaikan produk.

Pada skripsi ini, ada dua dosen dan sepuluh siswa yang mengevaluasi materi yang dirancang. Hasil dari evaluasi yang dilakukan pada pengujian awal di lapangan telah sesuai. Akan tetapi, materi yang dirancang masih membutuhkan revisi dan pengembangan. Materi yang dirancang direvisi berdasarkan saran yang diberikan ahli dan pengguna.

Hasil akhir dari materi yang dirancang terdiri dari empat topik, yaitu Mobile Phones, Milestones in Technology, Dessert from the Desert, dan Pheromones. Setiap topik berisi materi menyimak, kuis, dan tugas. Materi yang dirancang tersedia di situs yang gratis dan mudah bernama Edmodo. Materi ini dirancang berdasarkan silabus dari kelas Intermediate Listening. Dengan demikian, diharapkan bahwa materi yang dirancang dapat meningkatkan ketertarikan siswa untuk belajar bahasa Inggris khususnya menyimak.

Kata kunci: listening material, gamification, Intermediate Listening Class