

## Designing “Simpresent Game” Application For English Learners

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### ABSTRACT

*English is the main communication capital in international relations. One way to master English to prepare generations to compete in the global market is to learn English in a variety of ways in addition to mastering and qualified English skills, teachers also need to master children's English teaching skills so that learning is not boring. There are many obstacles in conveying English with correct grammar, especially the communication of tense materials, it is necessary to continuously develop techniques and methods or techniques to easily learn reading skills, especially grammar and tense. Based on the results of the needs analysis, the researcher intends to develop several tenses for learning media. This study examines the use of the “Simpresent Game” for maximizing learning in Madrasah Aliyah Mambaul Ulum Megaluh Jombang, and used qualitative descriptive as a data analysis technique. A study was conducted in 2021 with a total of 10 subjects. Data were obtained through interviews and questionnaires. The results show that the media can influence the enthusiasm in learning tense and make them more excited in understanding the material. Through “Simpresent Game”, the students or teacher can evaluate the English learning.*

**Keywords:** *Simpresent Game; Learning Media; R&D Method; ADDIE Model; Grammatical Skills.*

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### INTRODUCTION

English is the main communication modal in international relations and has now become a universal demand that must be met. English as an international language to communication or interaction tool with other people in the world. But in the rest of the world, English is a foreign language, it is taught in schools (Broughton, et al, 1980) as cited in the journal of (Soraya, 2017). One way to master English to prepare generations to compete in the global era is to learn English in various ways, including through formal and non-formal education such as elementary school, courses, or extracurricular activities.

Grammar is expressed as a set of rules for combining words into larger units (Nelson, 2001). This means that grammar is an important thing and can show that someone is educated because of good language or structure (Agustina, 2020). Subasini and Kokilavani (2013) concluded that the importance of grammar cannot be ignored, because grammar is a key part of learning English as a second language.

However, there are many obstacles in conveying English with correct grammar, especially tense communication. Usually, the teacher will be free to convey tense material with standard media and usage patterns. After that, the teacher asked the students to recite (Maarif, 2019). This can have an impact on students and teachers who have difficulty in teaching and learning tense. In addition, of course, it can make students bored in a short time (Ma'arif & Meishanti, 2020).

Therefore, it is necessary to continuously develop techniques and methods or techniques so that they can easily learn reading skills, especially grammar and tense. At Madrasah Aliyah Mambaul Ulum Megaluh Jombang, researchers added that there were no media that supported during the learning process. Based on the results of the needs analysis, the researcher intends to develop several tenses for learning media. The researcher designed the “*Simpresent Game*” application for advanced-level English learners at Madrasah Aliyah Mambaul Ulum Megaluh Jombang.

### METHOD

The type of research used by researchers in research and development (R&D), which is product development-oriented and can also be interpreted as the process or steps of developing new products or improving existing products. The researcher designed the “*Simpresent Game*” application for advanced-

level English learners at Madrasah Aliyah Mambaul Ulum Megaluh Jombang. Wang and Hsu (2016) as cited in the journal of (Iswati, 2019) stated that as an instructional design, the ADDIE model was adopted to allow learners to improve their knowledge and skills. Since language teaching includes a set of teaching materials, the material developer should determine the stage of making or developing the material. It can be defined as a research method with thoughtful and systematic product development. In this study, researchers used to research and development to develop ICT-based learning media (R&D) methods by applying the ADDIE model. Data collection techniques at this stage of the questionnaire. The purpose of doing needs analysis is to collect data on students' needs in learning English. Data from the results of the analysis of needs then used as a reference to design the product.

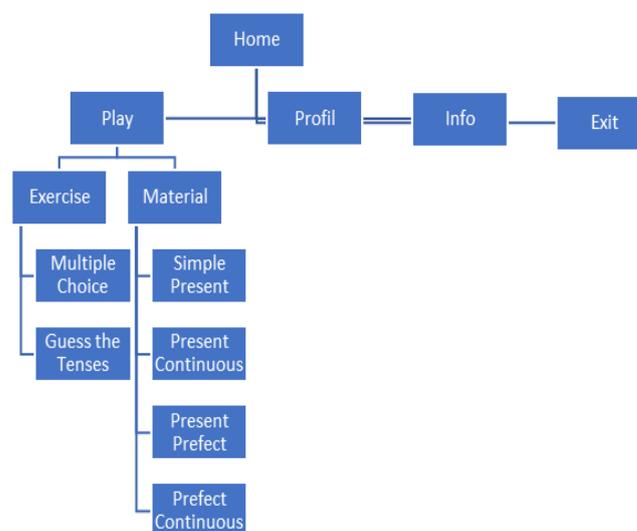
## RESULT AND DISCUSSION

Before conducting the research, the researcher conducted a needs analysis with interviews and questionnaires that supported this step. This step has been carried out for 4 months Based on the needs analysis, the researcher decided to use qualitative data. In its realization, it was found that the students there had difficulty in tenses and more importantly grammar. So, the researcher decided to design a product about grammar.

Researchers have long planned to develop "Simpresent", but in this study, this product was limited to Madrasah Aliyah Mambaul Ulum Megaluh Jombang level. The use of teaching media here is still relatively low. The cause of this condition is time constraints, for example, the unavailability of a laptop or computer. The teacher uses several media such as videos, pictures, and songs. Starting from there, the researcher had the idea to create ICT media but was immediately studied in it in one media application.

### Result of Design

Based on the data collected, the results obtained that the Simpresent material is appropriate and easy to understand for grade 10. The reason for this result is because Simpresent is a needs analysis before making media.



**Figure 1.** Simpresent Game Storyboard

### Result of Development

- Logo of Simpresent

The Researchers used a bright background on the logo to give users focus on the title of this product.



**Figure 2.** Logo of Simpresent Application

- Layout Menu

The layout of the “Simpresent” application was menu layout, learn grammar menu, materials or learn grammar menu layout, direction layout, quiz layout, and final score layout.



**Figure 3.** Layout Menu

- Menu of Simpresent Game

This product mainly consists of four material buttons on English grammar, namely Simple present, present continuous, present perfect, perfect continuous.



**Figure 4.** Menu of Materia Simpresent

- Materials

The grammar material consists of several slides and there are two right and left buttons on the material



**Figuer 5.** Materials layout

- Font

Font selection in this media was chosen the appropriate font type standard that matches with the subject of this research.

- Quiz Instructions

The instruction is used to guide the user about the quiz.

- Layout of Quiz

The layout of the quiz was used interesting background. In the layout, there were timing quizzes, questions, multiple-choice and.

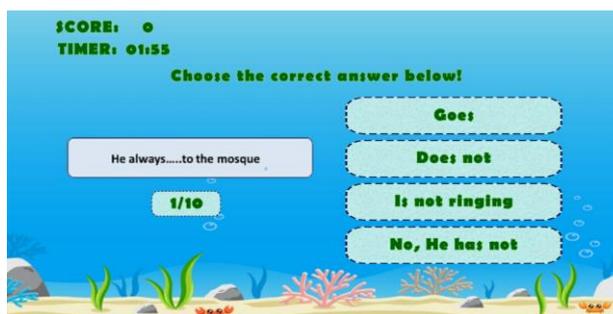


Figure 6. Layout of Quiz

- Final Score

The Final score has appeared when the user submits the questions after they finished the quiz. There were, passed scores and failed scores.

**Expert validation**

The expert validation step consists of 2 validations, namely material validation and media validation. Both will be explained as follows. The first is material validation. The material and questions of "Simpresent Game" are focused on learning English grammar. The validator is In Baroroh Ma'arif, S.S, M.Pd. Validation was carried out on May 31, 2021. This validation used a questionnaire that was of good value and worth trying according to the revision.

The second is media validation. This validation is focused on the operation of the application. If the application running properly, the button functions smoothly. The "Simpresent" validator is Badriyatul Mu'awanah, S, Kom. This validation has a revised font and some features and content.

Table 1. The Material Validation

Expert Material	Scores																Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
	4	4	4	4	3	4	3	4	4	3	4	4	4	3	3	4	59

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

ideal score = highest score x number of respondents x number of questionnaire

ideal score = 5 x 1 x 15 = 75

$$p = \frac{59}{75} \times 100\% = 78,6$$

Based on the result of this materials validation is 78,6. So it can conclude that the category of this validation is 'Good'. Below is the table of media validation as follows:

Table 2. The Media Validation

Expert Media	Scores												Total
	1	2	3	4	5	6	7	8	9	10	11	12	
	4	4	4	4	4	5	4	4	3	4	4	3	47

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100\%$$

ideal score = highest score x number of respondents x number of questionnaire

ideal score = 5 x 1 x 12 = 60

$$p = \frac{47}{60} \times 100\% = 78,3$$

Based on the result of this media validation is 78,3. So it can conclude that the category of this validation is 'very good'.

**Product Revision**

The researcher revises the product according to the suggestion by the media experts after the media and material experts have validated it. Product revision details are as follows:

Before revised	After Revised	Explanation
		<p>There are differences in the layout of the product before and after being revised. It looks different on the main menu.</p>
		<p>The difference lies in the "Simpresent Game for beginners". Expert validation suggests becoming Simpresent Game for Advance and being given an additional menu "About" which contains product descriptions and information regarding the maker. and change the test menu to a material menu. then fix the button layout back to the main page. After entering the menu page, you are given a button to return to the menu instead of home</p>

**Figure 7.** Revision of The Product

**Final Product**

The researcher had been finished the product according to the suggestion by the media experts after the media and material experts have validated it.



**Figure 8.** Final of The Product

**Result of Implementation**

At this stage, the learning media has been developed and implemented for class X Madrasah Aliyah Mambaul Ulum Megaluh Jombang students. This implementation is carried out online through the class X Whatsapp group. The researcher sends the "Simpresent Game" application file and gives instructions to students to learn what is in the application before the researcher conducts the data collection stage. Data collection was carried out after the researcher gave instructions to students to do the exercises and the results were distributed to the class Whatsapp group.

**Implementation of Data Analysis**

The result of the implementation was in the form of an assessment of students' work and suggestion of "Simpresent Game". The questionnaire has given in google form by the researcher.

**Table 3.** The Result of Implementation

No	Names	Scores														Total	
1	Respondent 1	4	4	4	4	4	4	4	4	2	3	5	5	3	3	4	57
2	Respondent 2	4	4	4	4	4	4	4	4	4	4	4	3	3	4	4	58
3	Respondent 3	4	4	4	4	3	3	4	3	4	5	5	4	3	3	3	56
4	Respondent 4	4	4	4	4	4	3	4	4	4	3	4	3	3	3	3	54
5	Respondent 5	4	4	4	4	3	3	4	4	4	3	3	3	4	3	3	53
6	Respondent 6	4	4	4	4	4	4	4	4	3	3	4	4	3	3	4	56
7	Respondent 7	4	4	4	4	4	4	4	4	4	5	3	4	4	4	4	60
8	Respondent 8	4	4	4	4	4	4	4	4	5	4	4	4	4	4	4	61
9	Respondent 9	4	4	4	4	3	3	4	4	3	3	3	4	5	4	4	56
10	Respondent 10	4	4	5	3	3	3	3	4	4	3	4	4	4	5	4	57
<b>Total Score</b>																<b>586</b>	

$$p = \frac{\text{score data collection}}{\text{ideal score}} \times 100 \%$$

ideal score = highest score x number of respondents x number of questionnaire

ideal score = 5 x 10 x 15 = 750

$$p = \frac{618}{750} \times 100 \% = 82,4$$

Based on the table of implementation above, the result is 82,74%. It can be concluded that the category of this media is "very good". So, the "Simpresent Game" based-learning android application is suitable to help the student's grade X of Madrasah Aliyah Mambaul Ulum Megaluh Jombang in learning English grammar.

### Evaluation

The purpose of the evaluation is to see the results of the "Simpresent Game" application as a learning medium and can be used as reference material for similar research in the future. Based on the data obtained from the implementation stage, it can be concluded that the "Simpresent Gamer" application can be said to be feasible to be used as an English language learning medium at Madrasah Aliyah Mambaul Ulum Megaluh Jombang.

### CONCLUSIONS AND SUGGESTIONS

After going through research and development such as ADDIE steps, the "Simpresent" Game can be applied to the intermediate level in grade 10. "Simpresent Game" is an application that has four tenses, namely simple present, present continuous, present perfect, perfect continuous. to support learning English, especially in grammar. The results of this media implementation are 82.4 in the 'very good' category. So, based on the results of this study, it can be concluded that the application of grammar learning media "Simpresent Game" is suitable for helping class X students of Madrasah Aliyah Mambaul Ulum Megaluh Jombang

### Suggestion

Based on the conclusions above, there are several suggestions put forward by the researchers.

- Simpresent Game can support teachers in learning English, especially in tenses.
- Simpresent Game is an interesting medium for high school students.
- Simpresent Game is an innovative teaching-learning tool for high school students.
- Teachers can learn about media to enjoy fun learning.
- Teachers can open their mindset with the latest technology in this era.

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