

DEVELOPING PUZZWORLD GAME FOR WRITING SKILL

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Abstract

The use of ICT in education is a must and can be said to be a necessity in the digital era. This is because it is an effort to create quality learning. PuzzWorld Game (Puzzle World Game) is a technology-based learning media developed as a game that contains various learning materials that have been adapted to the needs of students. However, its existence is still rarely used in the world of education. The existence of ICT in the form of Puzzle Games in English lessons can support learning success because not all students easily understand every subject matter presented. PuzzWorld Game is a solution to student problems because it can facilitate student learning activities. This study examines the use of Puzzle Game media in optimizing English learning in junior high schools, especially in writing skills. A study on the use of the Puzzle Game was conducted in 2021 at Madrasah Tsanawiyah Nurul Qur'an Ploso Jombang with a total of 26 students. This type of research is development research. To analyze the results of the study used descriptive qualitative analysis. Data were obtained through questionnaires and learning outcomes tests. Researchers tested the effect of Puzzle Game Media. The results get 95 was in "very good" category. Through Puzzle Games, students can evaluate learning outcomes well and make it easier to understand the material being studied. The results of this study are very relevant in learning, especially in improving student learning outcomes towards learning English at Junior High School level.

Keywords: Puzzle Game, English Learning Media, R&D Method, ADDIE Model, Writing skill.

Abstrak

Pemanfaatan TIK dalam dunia pendidikan merupakan suatu keharusan dan dapat dikatakan sebagai kebutuhan di era digital. Hal ini karena merupakan upaya untuk menciptakan pembelajaran yang berkualitas. PuzzWorld Game (Puzzle World Game)

merupakan media pembelajaran berbasis teknologi yang dikembangkan sebagai permainan yang berisi berbagai materi pembelajaran yang telah disesuaikan dengan kebutuhan siswa. Namun keberadaannya masih jarang digunakan dalam dunia pendidikan. Adanya TIK berupa Puzzle Games dalam pembelajaran bahasa Inggris dapat menunjang keberhasilan belajar karena tidak semua siswa dengan mudah memahami setiap materi pelajaran yang disajikan. PuzzWorld Game menjadi solusi permasalahan siswa karena dapat mempermudah kegiatan belajar siswa. Penelitian ini mengkaji penggunaan media Puzzle Game dalam mengoptimalkan pembelajaran Bahasa Inggris di SMP, khususnya dalam keterampilan menulis. Kajian penggunaan Puzzle Game dilakukan pada tahun 2021 di Madrasah Tsanawiyah Nurul Qur'an Ploso Jombang dengan jumlah siswa 26 orang. Jenis penelitian ini adalah penelitian pengembangan. Untuk menganalisis hasil penelitian digunakan analisis deskriptif kualitatif. Data diperoleh melalui angket dan tes hasil belajar. Peneliti menguji pengaruh Media Game Puzzle. Hasil mendapatkan 95 berada pada kategori "sangat baik". Melalui Puzzle Games, siswa dapat mengevaluasi hasil belajar dengan baik dan memudahkan dalam memahami materi yang dipelajari. Hasil penelitian ini sangat relevan dalam pembelajaran khususnya dalam meningkatkan hasil belajar siswa terhadap pembelajaran bahasa Inggris di tingkat SMP.

Kata kunci: Permainan Teka-teki; Media Pembelajaran Bahasa Inggris; Metode Litbang; Model ADDIE; Keterampilan Menulis.

A. INTRODUCTION

English is international language, has a very important role in technology and international communication. It's more important to master than many other languages in the world because English is an international language. In Pakistan English is an important language like many other counties in the world because English is used for academic, research, communication, Teaching, business, and official purposes¹. Therefore, English is very important and is the language taught for beginner students in this case English is a widely adopted language for

¹ Monirosadat Hosseini et al., "In the Importance of EFL Learners' Writing Skill: Is There Any Relation between Writing Skill and Content Score of English Essay Test," *International Letters of Social and Humanistic Sciences* 6, no. 1 (2013): 1–12.

communication between two speakers whose original languages different from one another and where one or both speakers use it as a second language. Because in this modern era learning English is not only for necessity but has become a trend center, English is very important for students, especially beginner or elementary school students, to introduce students to English also familiarize students with English so that students no longer consider English to be a language that is difficult to learn and understand. Therefore, students need to learn English to learning with others in the world. In this new global era, students must have English skills to communicate.

Part of our work is given to those skills,² writing is a process of changing the form of a thought or feeling into a symbol or a meaningful form. Writing is an exploration where the researcher can go somewhere the researcher has never known before. The Researcher can achieve what is impossible to achieve in this world. The author can be a hero, a winner, and whatever the researcher wants. From the definition of the text above can write whatever the researcher wants. The researcher can write experiences in our lives and create stories for others. Writing is not personal but everyone can read.

The success of the teaching and learning process depends on several factors, such as the teacher, the learner, the technique, and the media used in the teaching and learning process. The problems faced by beginner students,

² Haji Dalman, "Keterampilan Menulis," *Jakarta: PT. Raja Grafindo Persada* (2014).

especially in Madrasah Tsanawiyah Nurul Qur'an are the lack of media that help students understand the lesson/material presented. Lack of learning media can also hinder learning activities, especially for beginner students. The most important thing in the teaching and learning process is the teaching techniques and media used when teaching. The teacher must use appropriate learning techniques and media to make students better understand the material explained by the teacher and create a pleasant atmosphere in the classroom so that it will be easy to understand the material.

The study was conducted at Madrasah Tsanawiyah Nurul Qur'an Ploso Jombang on March 05, 2021. The study showed that the learning process that is often done at school is the lecture method with the help of student worksheets or package books. As a result, students feel bored with the learning process, because they only listen to the teacher explain and reading the explanations.

Based on the above problems, so that students' understanding becomes easier in writing skills, the teacher must use appropriate techniques and media in teaching writing skills. One way is to use a crossword puzzle game. Crossword games will help students to focus on key ideas written in their own words. They will also easily understand and remember new information presented and vocabulary in teaching writing. In crossword games, students can best recognize important ideas and information from writing and turn them into puzzles with their own words to help them understand and remember what they are writing

also makes it easier for students when learning languages English. Using this game will help students focus on key ideas written in their own words. Reflecting that fact, researchers want to facilitate students' understanding of making sentences through crossword puzzles. Researchers use this game in teaching writing skills as a way to facilitate problem-solving for students improve student achievement in writing classes and make sentences thereafter taught using puzzle games and crosswords.

B. METHOD

One design of teaching material development that is often used is ADDIE Model through 5 stages; Analysis, Design, Development, Implementation, and Evaluation. The ADDIE model is a learning system design model that shows the basic stages of an easy learning system³. The ADDIE model is because this model is easy to use and can be applied to the teaching curriculum so that it can assist students in learning the subject matter presented, as well as helping teachers in delivering any subject matter delivered⁴. This research was conducted at MTs Nurul Islam Ploso Jombang in the academic year 2020/2021 semester. The research subjects in this study were first-grade students at MTs Nurul Islam Ploso Jombang. This study used a one-group pre-test-post-test design. This plan was

³ Rahmat Arofah Hari Cahyadi, "Pengembangan Bahan Ajar Berbasis Addie Model," *Halaqa: Islamic Education Journal* 3, no. 1 (2019): 35.

⁴ Hafizhah Zulkifli, Khadijah Abdul Razak, and Mohd Reduan Mahmood, "The Usage of ADDIE Model in the Development of a Philosophical Inquiry Approach in Moral Education Module for Secondary School Students," *Creative Education* 09, no. 14 (2018): 2111–2124.

used to see the effect of Puzzworld before and after treatment at MTs Nurul Islam Ploso Jombang. The purpose of using this design is to measure the increase in understanding of class VII students between before and after using the Puzzworld game learning media.

C. RESULT AND DISCUSSION

1. The Result of Analysis

Before conducting the research, the researcher conducts a pre-research and collects the appropriate data, and which can support the research and provide an estimate for the acceptable media application according to the data. Researcher found qualitative data according to observations. Based on observations made by class VII students of Madrasah Tsanawiyah Nurul Qur'an Ploso Jombang. The researcher collected information of need analysis. The need analysis was carried out by questionnaires.

Table 1. The Media Validation

No	Media Validation Aspect	Score
1	Learning attraction	150
2	Learning media/learning tools	129
3	Developing media	283
Total Score		486

In calculating the results, the researchers processed it by calculating the Likert scale as follows :

Max Score = 5 x 8 (items) x 15 students = 600

Percentage = $486/600 \times 100\% = 81\%$

From these results, it can be concluded that 81% of students need supporting instruments in interesting learning activities and can increase students' enthusiasm and abilities. Based on the real conditions of the students there, the ability to write one of the obstacles that are quite difficult to master. So, the researcher decided to develop a product in the form of Digital Puzzles to help students improve their writing skills.

After discussing with the English teacher there and also making observations about how the learning activities there, the researcher found the same case as well. In addition, the researcher provides suggestions about learning media to improve students' writing skills, so that students will be more valuable for long-term use. At the school, students have limited time in operating the media because it was still within the scope of the Islamic Boarding School so that the researcher decided to design learning media in the form of a puzzle made through PowerPoint. So that it can help students in developing their writing skills.

2. The Result of Design

This stage was the stage of designing learning media which includes making display designs, materials, and practice questions. At this design stage, the learning media was still conceptual which will underlie the process of further development.

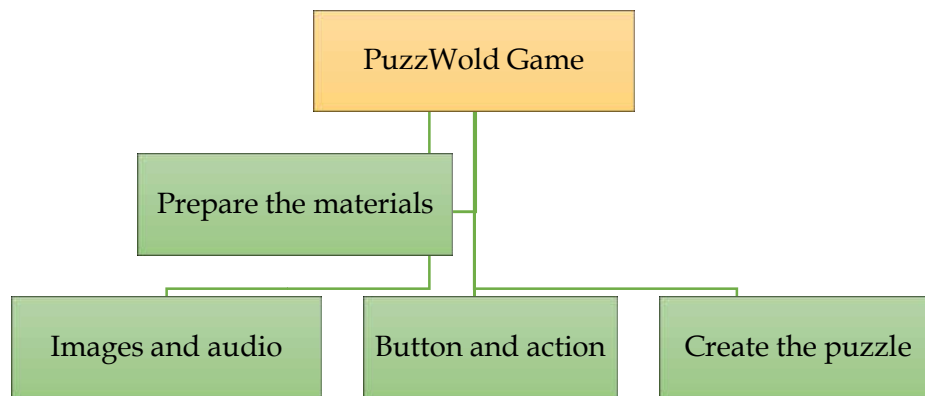


Figure 1. Product Design

Product design consists of one content with another content. The display design is made to facilitate researcher in the application development stage. The following is the display design of the Puzzworld learning media.

3. The Result of Development

In the form of the initial product, the researcher began to design the product according to what the students need. Researcher began to compile materials equipped with games, exercises, and other features to complement the product. After designing and completing the content, the researcher validates the experts to test the feasibility of the product. There were two kinds of validators, namely material experts and media experts. Material experts do material validation and exercises. The media expert validate the features and completeness of the media.

4. The Result of Material Validation

In this material validation stage, the researcher added learning material for junior high school students with Mrs. Ulfa Wulan Agustina. She was an

English lecturer at KH. Abd Wahab Hasbullah University Jombang. The results of the validation of the material written by the researcher were in the validation sheet.

Table 2. The Material Validation

No	Material Validation Aspect	Score
1	Learning	24
2	Display	15
3	Substance of material	28
4	Content	18
Total Score		85

In calculating the result, the researcher processed it by Likert scale calculation as follow:

$$\text{Max Score} = 5 \times 20 \text{ (items)} = 100$$

$$\text{Percentage} = 85/100 \times 100\% = 85 \%$$

Based on the calculation for the result of material validation, the researcher got 85% which is categorized in “good” category. It means that the materials on the Puzzworld product are deserved to be provided in the product.

After got the validation from the material expert, there are some revisions in some parts of the product. They were:

- a. The researcher needs to add some audio or sound effects to each slide in the game and exercises it so that the game is not boring when applied by students.

- b. In the crossword section, it is necessary to add a few words which later can outwit students and so that students are more challenged when answering questions

5. The Result of Media Validation

For media validation, the researcher validated the product to Mr. Ino Angga Putra M.Pd as a lecturer at the Faculty of Education, KH. Abd Wahab University Hasbullah the results of the validation of the material written by the researcher in the validation sheet.

Table 3. Result of Media Validation

No	Media Validation Aspect	Score
1	Design	31
2	Display/Visual	28
3	Format	22
4	Software Engineering	9
Total Score		90

In calculating the result, the researcher processed it by Likert scale calculation as follow:

$$\begin{aligned} \text{Max Score} &= 5 \times 20 \text{ (items)} = 100 \\ \text{Percentage} &= 90/100 \times 100\% = 90\% \end{aligned}$$

Based on the results of the media validation calculation, it was found that 90% were categorized in the "very good" category. This means that the Digital Puzzle developed by Interactive was suitable for use. After the researcher

conducted the media validation, there were some revisions and suggestions from the validator, they are:

- a. Have to be checked again regarding the sound and the puzzle button.
- b. The logo of KH. A Wahab Hasbullah University should be on the front only, not in every frame. However, the name of this media Puzzworld should be in every frame of the material & exercise.

6. The Result of Implementation

In this implementation phase, the researcher conducted a trial with 15 researchers conducted an offline/direct field test using a questionnaire. The results of the questionnaire were summarized by the researcher below.

Table 4. Result of Implementation

No	Media Validation Aspect	Score 15 Students
1	The learning media used is very interesting	75
2	Digital Puzzle is very helpful in understanding the subject matter	75
3	I was greatly helped by the Puzworld Game learning media	75
4	Material visualisation in Puzzworld Game is simple and understandable	70
5	Technology-based learning media affect my enthusiasm for learning.	70
6	I can more concentrate on studying because the media used is appropriate	75
7	Digital puzzle learning media affects my learning outcomes	75
8	Puzzworld game increases my interest in learning English	70
9	The material is easier to understand when using the Puzzworld game	65

10	Digital puzzles are easy to use in learning	75
11	The explanations in the Puzzworld game are easy to understand	64
Total Score		789

In calculating the result, the researcher processed it by Likert scale calculation as follow:

$$\begin{aligned} \text{Max Score} &= 5 \times 11(\text{items}) \times 15 \text{ students} = 825 \\ \text{Percentage} &= 789/825 \times 100\% = 95\% \end{aligned}$$

Based on the calculation for the result of main field testing, the researcher got 95% which was categorized in “very good” category. It means that Puzzworld Game was available to help the student in learning English. In this case, students were also very enthusiastic about the existence of learning media in the form of puzzle world games that have been made by researcher, students also feel helped by this learning media

7. The Result of Evaluation

This product was ready to be used as an interactive learning media for seventh grade students in Junior high school, besides being able to help students in learning, this media can also help teachers deliver learning materials. In this media there were material and various practice questions that were equipped with interesting pictures and audio so that students can study quietly, but because this media was made with a power point application, there were still many shortcomings so that it cannot maximize the needs of students, maybe in the next

research researchers can use other applications such as construct, adobe premiere and others so can be maximized.

D. CONCLUSION AND SUGGESTION

1. Conclusion

In this study, researchers designed a digital-based puzzle game called PuzzWorld Game. This research develops a Puzzle game that is used to support progress and attract students' interest in learning English, especially in writing skills. Based on the results of research and development can be concluded as follows:

- a. The results of media validation, digital puzzle (PuzzWold Game) obtained 90% results included in the "very good" category. Which means this digital puzzle (PuzzWold Game) is worth to use.
- b. The results of material validation obtained results of 85% which were included in the "good" category. Which means the material presented in this digital puzzle (PuzzWold Game) is feasible to use.
- c. At the product implementation stage, the researcher conducted a trial on 15 students of class VII, and the results of the student response were 95%, and included in the "very good" category. This means that this digital puzzle (PuzzWold Game) is very suitable for use in the English learning process, especially in students' writing skills.

2. Suggestion

Based on the conclusion above, several suggestions are proposed by the researcher.

- a. Puzzworld Game is an alternative for learning especially English
- b. Puzzworld Game can help students understand the material presented
- c. Puzzworld Game help teachers in delivering learning materials
- d. Puzzworld Game help students increase their writing skill

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