

**INTEGRATING ENGLISH LEARNING MEDIA WITH
ISLAMIC VALUES IN BOARD GAME ACTIVITIES**

THESIS

BY

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**ANTASARI STATE ISLAMIC UNIVERSITY
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INTEGRATING ENGLISH LEARNING MEDIA WITH ISLAMIC VALUES IN BOARD GAME ACTIVITIES

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ABSTRACT

Muhammad Mukhlis. 180101030458. *Integrating English Learning Media with Islamic values in Board Game Activities.* Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State of Islamic University. Advisor: Afifah Linda Sari, M.Pd

Keywords: Islamic values, Board game, Design-Based Research (DBR), Developing educational game

This research aims to integrate Islamic values into board games activities and identify the potential benefits and challenges associated with integrating Islamic values into board games as an English learning media. This study addresses a critical research gap by not only using board game activities as an English learning media but also integrating Islamic values into the board games. The study demonstrates that in order to maintain student motivation, educators must ensure that learning is both simple and engaging with media.

This study adopts Design-Based Research (DBR) design by Reeves model which are covered in four phases: analyzing the educational problem, developing the solutions informed, iterative cycles of refining and testing the solution, and documentation and reflection to produce the ‘design principle later reflects on the findings and feedback from evaluation phrase, refine and modify the board game. The data are acquired by implementing the games into English learning activities to be played by 67 students from 10th grader by observing the process of the English learning activity and the questionnaires given to 2 teachers in MAN 2 HST and MA NIPA RAKHA.

The result showed that the games are proven helpful in the process of learning English by the English teachers with some benefits and challenges indicated by activeness of the students, easily grasped topic, and fun experience in learning. On the other hand, there are some challenges where the students have difficulty forming the answer in English and the game takes some considerably amount of time.

ABSTRAK

Muhammad Mukhlis. 180101030458. *Integrating English Learning Media with Islamic values in Board Game Activities.* Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: Afifah Linda Sari, M.Pd.

Keywords: Nilai-nilai Islam, Permainan papan, Penelitian berbasis desain (DBR), Pengembangan permainan edukasi

Penelitian ini bertujuan untuk mengintegrasikan nilai-nilai Islam ke dalam aktivitas permainan papan dan mengidentifikasi potensi manfaat dan tantangan yang terkait dengan pengintegrasian nilai-nilai Islam ke dalam permainan papan sebagai media pembelajaran bahasa Inggris. Studi ini membahas kesenjangan penelitian kritis dengan tidak hanya menggunakan aktivitas permainan papan sebagai media pembelajaran bahasa Inggris tetapi juga mengintegrasikan nilai-nilai Islam ke dalam permainan papan. Studi ini menunjukkan bahwa untuk mempertahankan motivasi siswa, pendidik harus memastikan bahwa pembelajaran sederhana dan menarik dengan media.

Studi ini mengadopsi desain Penelitian Berbasis Desain (DBR) model oleh Reeves yang tercakup dalam empat fase: menganalisis masalah pendidikan, mengembangkan solusi yang diinformasikan, siklus berulang untuk menyempurnakan dan menguji solusi, dan dokumentasi dan refleksi untuk menghasilkan 'prinsip desain yang kemudian mencerminkan temuan dan umpan balik dari frasa evaluasi, menyempurnakan dan memodifikasi permainan papan. Data diperoleh dengan mengimplementasikan permainan ke dalam kegiatan pembelajaran Bahasa Inggris yang dimainkan oleh 67 siswa dari kelas 10 dengan mengamati proses kegiatan pembelajaran Bahasa Inggris dan kuesioner yang diberikan kepada 2 guru di MAN 2 HST dan MA NIPA RAKHA.

Hasil penelitian menunjukkan bahwa permainan tersebut terbukti membantu dalam proses pembelajaran bahasa Inggris oleh guru bahasa Inggris dengan beberapa manfaat dan tantangan yang ditunjukkan oleh keaktifan siswa, topik yang mudah dipahami, dan pengalaman belajar yang menyenangkan. Di sisi lain, ada beberapa tantangan di mana siswa mengalami kesulitan dalam menyusun jawaban dalam bahasa Inggris dan permainan tersebut membutuhkan waktu yang cukup lama.

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The Writer

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