

APPENDIX

APPENDIX I
(Vocabulary Table)

No	Chapter 1	Chapter 2	Chapter 3
	Home	School	Vacation
1	Buy	Draw	Feed
2	Cook	Cut	Lake
3	Family	Write	Fishing
4	Clean	Sing	Watch
5	Knife	Drawer	Diving
6	Bowl	Map	Zoo
7	Play	Sit	Surfing
8	Fork	Uniform	Swim
9	Stair	Learn	Waterfall
10	Stove	Read	Hiking
11	Bedroom	Marker	Foreigner
12	Bathroom	Cupboard	Port
13	Garden	Scissors	Beach
14	Kitchen	Table	Drive
15	Window	Chair	Airport

APPENDIX II
(INSTRUMENTS)

Need Analysis Instrument

No	Technique of Data Collection	Data Needed	Research Subject
1	Interview	The needs, wants, and the students Teachers opinion about what English Vocabulary Topic they need in learning at MTs Sabilal Muhtadin Jaya Karet	The Students and English Teacher of MTs Sabilal Muhtadin Jaya Karet

Content of the Instrument

No	Technique of Data Collection	Questions
1	Interview	<ul style="list-style-type: none"> - Students opinion about the teaching and learning process in general - Students motivation and interest in learning vocabulary - Obstacle in learning vocabulary - Students needs of teaching and learning

		<p>activities for a vocabulary topic</p> <ul style="list-style-type: none"> - Selected topics they need in vocabulary class - Game design - Materials selection
--	--	--

After Gamification Trial Interview for The Students

No	Technique of Data Collection	Questions
1	Interview	<ul style="list-style-type: none"> - Could you learn English vocabulary by using this vocabulary game? - Are the sounds in this game make you happy when playing this game? - Is this game easy for you to play and understand? - Is the text in this game easy for you to understand? - Is this game motivate you in learning English Vocabulary? - In your opinion, how does this game motivate you in learning English Vocabulary?''.

Expert Validation

3. Product assessment questionnaire for material experts:

No	Aspects	Grading Point	Score			
			1	2	3	4
1	Introduction	Clarity of instructions				
		Connections of topic				
		Guidance suitability				
		Ease and understanding				
2	Lessons	Fit to target				
		Strategy precision				
		Clarity of language use				
		Language suitability for target use				
		The effectiveness of materials or information				
		Compatibility of difficulty with characteristics				
3	Contents	The fun of games in motivating				
		Clarity of content				
		Material factualization				

4. Product assessment questionnaire for media experts

No	Aspects	Grading Points	Score			
			1	2	3	4
1	Design	Ease of use				
		The suitability of the button location				
2	Appearance	Clarity of game titles				
		Interesting use of colours				
		The suitability of the colours combination with the character				
		Readability of the text contained in the				

		game				
		Layout attractiveness				
		Audio compatibility				
3	Programs	Ease of interacting with games				
		Clarity of instructions for use				
		The accuracy of the application of learning strategies				
		Complete game components				
		Increase students' comprehension and memory				
4	Benefits	Make the learning process fun				
		Make the learning process Active				
		Grow students' self-confidence				

APPENDIX III
(EXPERT VALIDATION RESULTS)

Materials Expert Validation

5/1/24, 9:28 PM

Product assessment questionnaire for material experts

Product assessment questionnaire for material experts

Email *

miftahalfarhan9@gmail.com

Introduction

Clarity of instructions *

- 1
- 2
- 3
- 4

Connections of topic *

- 1
- 2
- 3
- 4

<https://docs.google.com/forms/d/1gay6lerBreXxV71BZyYD34dJclTKzzFPfIcDdRTDWAs/edit#response=ACYDBNhJSkjCEI6mM6E1vrQIzcu92jb...> 1/5

Guidance suitability *

- 1
- 2
- 3
- 4

Ease and understanding *

- 1
- 2
- 3
- 4

Lessons

Fit to target *

- 1
- 2
- 3
- 4

Strategy precision *

- 1
- 2
- 3
- 4

Clarity of language use *

- 1
- 2
- 3
- 4

Language suitability for target use *

- 1
- 2
- 3
- 4

The effectiveness of materials or information *

- 1
- 2
- 3
- 4

Compatibility of difficulty with characteristics *

- 1
- 2
- 3
- 4

Contents

The fun of games in motivating *

- 1
- 2
- 3
- 4

Clarity of content *

- 1
- 2
- 3
- 4

Material factualization *

- 1
- 2
- 3
- 4

General Comment *

Ada beberapa yang masih bisa diperbaiki:

1. Manfaat yg diterima dari aplikasi sebegus itu masih terlalu sedikit, bisa dikembangkan lagi fitur terkait kalimat lengkap yang sederhana.
2. Di bagian praktik, pilihan jawaban di bagian listening terlalu mudah untuk ditebak walaupun makna katanya sulit.
3. Tulisan 'excellent' setelah mengerjakan tes itu terbalik.

Konten ini tidak dibuat atau didukung oleh Google.

Google Formlir

Media Validation

5/1/24, 10:06 PM

Product assessment questionnaire for media experts

Product assessment questionnaire for media experts

Design

Ease of use *

- 1
- 2
- 3
- 4

The suitability of the button location *

- 1
- 2
- 3
- 4

Appearance

https://docs.google.com/forms/d/1fplK5ei8nLWYyzk4wsm3xZR9anth_tqpJqGMOeyJVJo/edit#response=ACYDBNhBSuaLMyQJGL2DIFh5KjtFPS... 1/7

Clarity of game titles *

- 1
- 2
- 3
- 4

Interesting use of colours *

- 1
- 2
- 3
- 4

The suitability of the colours combination with the character *

- 1
- 2
- 3
- 4

Readability of the text contained in the game *

- 1
- 2
- 3
- 4

Layout attractiveness *

- 1
- 2
- 3
- 4

Audio compatibility *

- 1
- 2
- 3
- 4

Programs

Ease of interacting with games *

- 1
- 2
- 3
- 4

Clarity of instructions for use *

- 1
- 2
- 3
- 4

The accuracy of the application of learning strategies *

- 1
- 2
- 3
- 4

Complete game components *

- 1
- 2
- 3
- 4

Increase students' comprehension and memory *

- 1
- 2
- 3
- 4

Benefits

Make the learning process fun *

- 1
- 2
- 3
- 4

Make the learning process active *

- 1
- 2
- 3
- 4

Grow students' self-confidence Make the learning process active *

- 1
- 2
- 3
- 4

General comment *

Congratulations Akmal, I really appreciate your efforts to make this application. This is cool and I hope you will make some progress on this project.

Here I have some suggestions to make your project more successful. This application is easy to use but you need some improvements below:

- Re-check "EXCELLENT" word of every ending of the practice, or you can vary the words like "Good Job, Super, etc"
- Watch out the back sound's location. Don't put it on the listening practice page, because it makes the instruction unclear.
- It would be better if you also put material button after finishing the study, or just delete the other practice buttons to make the students more focus on practice
- especially on Practice 2 chapter 1 you have to revise or give more instruction on how to do the practice
- I hope you will put the audio on every pictures at study page

Maybe those are my considerations to make your project better. Good luck and I'm waiting for your progress soon 🙏

Konten ini tidak dibuat atau didukung oleh Google.

**APPENDIX IV
(DOCUMENTATIONS)**























APPENDIX V
(FINAL PRODUCT)

https://drive.google.com/file/d/1LE8PtRzLIQiy7_GHueVsc1QQPsODmPxJ/view?usp=drive_link

CURRICULUM VITAE

I. Personal Details

Name : Filahul Akmal
Place and Date of Birth : Jaya Karet, October 28th, 2001
Gender : Male
Marital Status : Single
Religion : Islam
Nationality : Indonesia
Parents : (The Late) Halikin Noor and Saidah Aisyah
Siblings : (The Late) Fathur Rahmannoor, M.
Fahrurreza, Fajwatun Nooraina, Fathul Khair

II. Formal Educational Background

2005 - 2006 : Pertiwi II Kindergarten (TK Pertiwi II)
2007 – 2012 : Islamic Elementary School of Sabilal Muhtadin Jaya Karet (MI Sabilal Muhtadin Jaya karet)
2013 - 2015 : Islamic Junior High School Al-Madaniyah Samuda (SMP-IT Al-Madaniyah Samuda)
2016 - 2019 : Islamic Senior High School Al-Madaniyah Samuda (SMA-IT Al-Madaniyah Samuda)
2019 - 2024 : English Education Department of Antasari State Islamic University Banjarmasin

III. Organization Experience

2020-2021 : Member of English Students Association Antasari

Banjarmasin, 03rd June, 2024