

**DEVELOPING A FUN SIMPLE PRESENT TENSE GAME TO  
ENHANCE STUDENTS' SIMPLE PRESENT TENSE  
UNDERSTANDING**

**THESIS**

**By**

**AWANG FAIDHIL HASAN**



**ANTASARI STATE ISLAMIC UNIVERSITY  
BANJARMASIN  
2024 A.D/1445 A.H**

**DEVELOPING A FUN SIMPLE PRESENT TENSE GAME TO ENHANCE  
STUDENTS' SIMPLE PRESENT TENSE UNDERSTANDING**

**Undergraduate Thesis**

Presented to Faculty of Tarbiyah and Teacher Training  
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**By**

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I, the undersigned, Awang Faidhil Hasan 190101030188, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfill the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

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## ABSTRACT

**Awang Faidhil Hasan.** 190101030188. Developing a Fun Simple Present Tense Game to Enhance Students' Simple Present Tense Understanding,. Thesis. English Education Department Faculty of Tarbiyah and Teacher Training, Antasari State of Islamic University. Advisors: (I) Dr. Hj. Raida Asfihana, M.Pd, (II) Afifah Linda Sari, M.Pd.

**Keywords :** Developing Educational Game, Simple Present Tense, Research and Development (R&D), Simple Present Tense Game

This research aims to elucidate the process of developing an engaging, web-based game designed for teaching the simple present tense. The data analysis for this study was derived from interactions with an English teacher at MTSs Nur Ihya'iddin. The researcher employed a Research and Development (R&D) design and followed the ADDIE model, which encompasses Analysis, Design, Development, Implementation, and Evaluation phases. To collect data, interviews were conducted to perform a needs analysis and to gather the teacher's perspective on the developed game. Additionally, questionnaires were used to obtain expert validation regarding the material and design of the game to determine its feasibility for implementation. The findings from this research indicate a significant need for learning media focused on the simple present tense, as expressed by the teacher. During the development stage, the game underwent thorough evaluation and was deemed feasible for educational use. The teacher's perspective on the game was overwhelmingly positive, highlighting that students were not only motivated but also actively engaged in learning and practicing the simple present tense through the game. The game developed in this study offers a promising tool for teaching the simple present tense. It has the potential to significantly motivate students and enhance their understanding by providing an interactive and enjoyable practice platform. Furthermore, the game is suitable for independent learning, allowing students to reinforce their skills outside of the traditional classroom setting.

Based on the research findings and subsequent discussions, it is recommended that the game be integrated into the curriculum for teaching the simple present tense. Its engaging format is likely to foster greater student motivation and improve comprehension through consistent practice. Moreover, this study can serve as a valuable reference for future researchers interested in developing English learning media. It underscores the importance of creating interactive and enjoyable learning tools that can stimulate learners' interest in English. Future research should consider expanding upon this work by developing additional English learning games that cover other grammatical areas and language skills. Such tools can play a crucial role in motivating learners and enhancing their overall proficiency in English. By leveraging the principles and insights gained from this study, educators and researchers can contribute to the creation of a more dynamic and effective English learning environment.

## ABSTRAK

**Awang Faidhil Hasan.** 190101030188. Developing a Fun Simple Present Tense Game to Enhance Students' Simple Present Tense Understanding. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Dr. Hj. Raida Asfihana, M.Pd, (II) Afifah Linda Sari, M.Pd.

**Keywords :** Pengembangan permainan edukasi, Simple Present Tense, Penelitian dan Pengembangan (R&D), Permainan Simple Present Tense

Penelitian ini bertujuan untuk menjelaskan proses pengembangan permainan berbasis web yang menarik yang dirancang untuk mengajarkan present tense sederhana. Analisis data untuk penelitian ini diperoleh dari interaksi dengan seorang guru Bahasa Inggris di MTSs Nur Ihya'iddin. Peneliti menggunakan desain Research and Development (R&D) dan mengikuti model ADDIE, yang meliputi fase Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Untuk mengumpulkan data, wawancara dilakukan untuk melakukan analisis kebutuhan dan untuk mengumpulkan perspektif guru tentang permainan yang dikembangkan. Kuesioner digunakan untuk mendapatkan validasi ahli mengenai materi dan desain permainan untuk menentukan kelayakan produk untuk diimplementasikan. Temuan dari penelitian ini menunjukkan adanya kebutuhan yang signifikan untuk media pembelajaran yang berfokus pada present tense sederhana, seperti yang diungkapkan oleh guru. Selama tahap pengembangan, permainan ini menjalani evaluasi menyeluruh dan dianggap layak untuk digunakan dalam pembelajaran. Perspektif guru tentang permainan ini sangat positif, menyoroti bahwa siswa tidak hanya termotivasi tetapi juga aktif terlibat dalam belajar dan berlatih present tense sederhana melalui permainan ini. Permainan ini memiliki potensi untuk secara signifikan memotivasi siswa dan meningkatkan pemahaman mereka dengan menyediakan platform latihan yang interaktif dan menyenangkan. Selain itu, permainan ini cocok untuk pembelajaran mandiri, memungkinkan siswa untuk memperkuat keterampilan mereka di luar lingkungan kelas.

Berdasarkan temuan penelitian dan diskusi, disarankan agar permainan ini diintegrasikan ke dalam kurikulum untuk mengajarkan present tense sederhana. Formatnya yang menarik akan mendorong motivasi siswa yang lebih besar dan meningkatkan pemahaman melalui latihan yang konsisten. Penelitian ini menekankan pentingnya menciptakan alat pembelajaran yang interaktif dan menyenangkan yang dapat merangsang minat siswa dalam Bahasa Inggris. Penelitian di masa depan sebaiknya mempertimbangkan untuk mengembangkan permainan pembelajaran Bahasa Inggris tambahan yang mencakup area tata bahasa dan keterampilan bahasa lainnya. Alat-alat semacam itu dapat memainkan peran penting dalam memotivasi siswa dan meningkatkan kemampuan berbahasa Inggris mereka secara keseluruhan. Dengan memanfaatkan prinsip dan wawasan yang diperoleh dari penelitian ini, pendidik dan peneliti dapat berkontribusi pada penciptaan lingkungan pembelajaran Bahasa Inggris yang lebih dinamis dan efektif.



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The Writer

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