ABSTRACT

DEVELOPING COMPUTER-ASSISTED INSTRUCTIONAL MEDIA OF ENGLISH USING INSTRUCTIONAL GAMES FOR ELEVENTH GRADE OF SENIOR HIGH SCHOOL IN EAST LAMPUNG REGENCY

by

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The aim of research is to analyze (1) the condition and potency of computer-assisted instructional media of English using instructional games, (2) the developmental process, (3) the specification, (4) the effectiveness, (5) the efficiency, and (6) the attractiveness of the media.

Research and development design was used for this study. The research was conducted at Senior High School 1 Bandar Sribhawono, Senior High School Kosgoro and Senior High School Buana. Data collecting techniques used were tests and questionnaires. The data were analyzed descriptive quantitatively and by using t-test.

The conclusions of this study are: (1) computer-assisted instructional media of English using instructional games is potential to be improved as supplementary media for English learning, (2) product development begins with finding learning needs which are integrated in preliminary product design by creating GBIPM, flow chat, storyboard, and having been validated by experts (media, content and design), (3) this supplementary product can be used individually and in a group (4) the product is effective to increase students’ English skill, the average score for students’ achievement is 73,86 > 63,43, (5) the use of instructional media is efficient to maximize students’ English skill by score 2, and (6) the rate of media’s attractiveness is high, the average score of instructional media’s attractiveness is 3,27 (very attractive/interesting).

Key word: computer-assisted instructional, English, instructional games