

ABSTRACT

DEVELOPING DIGITAL GAME-BASED LEARNING MATERIALS TO ENHANCE VOCABULARY MASTERY OF STUDENTS WITH MENTAL RETARDATION

By

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The research aimed to develop digital game-based learning materials to enhance vocabulary mastery of students with mental retardation (SwMR), namely Vocabulary for SwMR. The current research originated from the concept of learning which was closely related to teaching and technological developments. The researcher used ADDIE Model adopted from Branch. The research answered three research questions: 1) to what extent is the development of digital game-based learning materials needed to enhance vocabulary mastery of students with mental retardation; 2) how to develop of digital game-based learning materials to enhance vocabulary mastery of students with mental retardation; and 3) what the students' responses and the teachers' responses of the developed digital game-based learning materials to enhance vocabulary mastery of students with mental retardation are. The research sample was 10 students with mental retardation and an English teacher at SLB Wiyata Dharma Metro. The researcher utilized two data collection tools: questionnaires and interviews. The results of the research showed that students with mental retardation needed digital game-based learning materials to learn vocabulary. The results of media, material, and linguist experts on digital game-based learning materials were highly feasible and able to be applied. Based on the evaluating the use of digital game-based learning materials, it showed positive responses from both teacher and students.

Keywords: students with mental retardation, digital game-based learning materials, vocabulary