CHAPTER 1. INTRODUCTION

1.1. The Background

In the era of globalisation, technology continues to develop rapidly. Along with the development of technology, there is a demand to master the English language to face the challenges of this modern era. Therefore, English language learning is needed to help students communicate and understand a topic in written and oral form.[1]

It is explained in the Qur'an about respecting language diversity and the use of diverse spoken languages. As stated in the Qur'an letter Ar-rum: 22:

وَمِنْ اٰيٰتِهٖ خَلْقُ السَّمٰوٰتِ وَالْاَرْضِ وَاخْتِلَافُ اَلْسِنَتِكُمْ وَاَلْوَانِكُمْۗ اِنَّ فِيْ ذٰلِكَ لَاٰيٰتٍ لِّلْعٰلِمِيْنَ

Meaning: Among the signs of His greatness are the creation of the heavens and the earth, the difference in your languages and the colour of your skin. Indeed, there are signs (of Allah's greatness) for those knowledgeable about it.[2]

The verse explains the signs of Allah's power and greatness, including the creation of the heavens, and states the diversity of languages and skin colours. Language itself is thought to have been used around 45,000 years BC. There are around 6,000 languages in the world is around 6,000. The secret of the creation of the heavens and the earth, the differences in language and skin colour, will not be known except by those who know.[3]

English is an international language, allowing its users to communicate across countries. It can be a skill with positive value for learners if mastered well.[4] In English, grammar is known as grammar. Grammar is used to communicate in chat and as a tool to support digital activities. Grammar is also defined as language

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[1] Mika Andika and Nova Mardiana, "Edukasi Pentingnya Bahasa Inggris Di Era Globalisasi," *Jurnal Pengabdian Kepada Masyarakat* 4, no. 1 (2023).

[2] Al-Qur'an surat Ar-rum: 22

[3] https://quran.nu.or.id/ar-rum/22

[4] Berlinda Mandasari et al., "Pendampingan Pembelajaran Bahasa Inggris Bagi Siswa-Siswi SMA/MA/SMK Di Desa Purworejo Lampung Tengah," *Community Development Journal : Jurnal Pengabdian Masyarakat* 3, no. 1 (April 5, 2022): 332–38, https://doi.org/10.31004/cdj.v3i1.4026.

structure and use, including words and phrases formed into perfect sentences.[5] Gerund is a part of grammar that cannot be ignored when learning English. Understanding gerunds is essential because they can cause misunderstandings in understanding the sentence's meaning.[6] Gerunds are verbs that are modelled or function as nouns structurally rather than materially. Gerund can also be defined as a verb that functions as a noun.[7]

In 2023, Indonesia ranked 79th out of 113 countries based on the EF English Proficiency Index (EF EPI) data; this shows that Indonesian's ability to speak English is still relatively low.[8] One factor that makes English challenging to master is its status as a foreign language in Indonesia. This status will be difficult to master with a lack of English language practice in the surrounding environment. Another factor is students' low motivation to learn English, which affects their understanding of English. This can lead to the loss of English subject matter learnt at school.[9]

According to a survey conducted on several students by distributing questionnaires to 38 female Gontor for Girls 1st Campus respondents, the average score in doing gerund questions was 51.8. According to an interview with one of the grammar subject teachers, the obstacle during teaching gerund material is that students still have difficulty placing gerund verbs. Some students also lose the motivation to learn.

One way to increase students' learning motivation in the learning process is by using educational games. Using games as learning media can create an atmosphere that is not boring, interesting, and effective with good visualisation.[10]

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[5] Fiqih Kartika Murti et al., "Perspektif Mahasiswa Tentang Penggunaan Grammar Dalam Komunikasi Berbahasa Inggris," *MULTIPLE: Journal of Global and Multidisciplinary* 2, no. 1 (2024).

[6] Ahmad Syukron Tamim, "Tarbiyah And Teacher Training Faculty English Education Department," n.d.

[7] Yeni Irma N et al.,"SENTENCE SCRAMBLE GAME: MEDIA PEMBELAJARAN SINTAKSIS PADA ANAK TUNARUNGU TINGKAT SEKOLAH DASAR" n.d.

[8] https://www.antaranews.com/berita/3845247/riset-sebut-kemampuan-bahasa-inggris-masyarakat-indonesia-masih-rendah

[9] Andika and Mardiana, "Edukasi Pentingnya Bahasa Inggris Di Era Globalisasi."

[10] Indah Putri Yuniza, Edy Rahman Syahputra, and Al Khowarizmi, "Media Game Edukasi Bahasa Indonesia Dengan Metode Lalr Parser," *Jurnal Media Informatika* 4, no. 1 (December 3, 2022): 56–62, https://doi.org/10.55338/jumin.v4i1.429.

A study shows the survey results[11] that children aged 18 years and under most often do gaming activities, with a percentage of 64%. Games are so popular in society because they can make users enjoy the game and be motivated to continue playing. Some advantages of games as learning media are: first, they encourage students' interest in understanding the material taught while playing. Second, students feel happy and comfortable. Third, game learning media can be an independent learning resource. Fourth, develop problem-solving skills. Fifth, students' self-confidence increases when they can complete a game.

One way to increase students' motivation to learn is through educational games. Learning media such as educational games can be used creatively and systematically to create learning experiences that attract students and result in quality graduates.[12] Educational games on computers can significantly increase students' English vocabulary. Computers can be used as a medium for introducing English. [13]

One of the educational games on computers that can be used to hone syntactic skills by arranging random words into cohesive sentences according to sentence patterns designed is the Scramble Game. The Scramble game contains activities to arrange random words into a complete language structure. The benefit of this game itself is to practice arranging words into a cohesive sentence so that it has a certain meaning.[14]

Based on the explanation above, alternative learning media is needed in educational games to make learning gerund material more engaging and interactive and increase students' learning motivation. Educational games with the theme of scramble games are considered suitable as learning media for gerunds because the

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[11] Muhammad Aldyka Daniar, Rahmat Soe'oed, and Asnan Hefni, "Pengembangan Media Pembelajaran Berbasis Aplikasi Game dalam Pembelajaran Bahasa Indonesia pada Siswa Kelas XI," *Diglosia: Jurnal Kajian Bahasa, Sastra, dan Pengajarannya* 5, no. 1 (February 1, 2022): 71–82, https://doi.org/10.30872/diglosia.v5i1.332.
[12] Ayudia Pratiwi et al., "Analisis Penerapan Metode Games Education dalam Meningkatkan Motivasi Belajar Siswa Sekolah Dasar," *JagoMIPA: Jurnal Pendidikan Matematika dan IPA* 1, no. 1 (June 8, 2021): 36–43, https://doi.org/10.53299/jagomipa.v1i1.27.
[13] Muthiara Firdaus and Elise Muryanti, "Games Edukasi Bahasa Inggris untuk Pengembangan Kosakata Bahasa Inggris pada Anak Usia Dini" 4 (2020).
[14] Yeni Irma N et al.,"SENTENCE SCRAMBLE GAME: MEDIA PEMBELAJARAN SINTAKSIS PADA ANAK TUNARUNGU TINGKAT SEKOLAH DASAR" n.d.

game of arranging sentences can hone syntactic skills where students' problems are in the placement of gerund verbs. The author intends to raise the title 'The Development of Gerund Learning Media Using Scramble Game for Female Students at Gontor for Girls 1st Campus'. This educational game is based on PC (Personal Computer) games because computers can be applied as a medium for learning English. Gontor for Girls 1st Campus has a computer lab called Darussalam Computer Centre (DCC), a computer-based learning platform. Researchers used the Mechanics-Dynamicd-Aesthetics (MDA) Framework method as a game development method. MDA Framework is a framework used to analyse the aspects of a game. This method helps analyze educational games and design them so that the elements in the game can be neatly arranged.[15] The MDA Framework is divided into three main components, Mechanic, Dynamic, and Aesthetical, which will facilitate the game design process.[16]

1.2. Problem Formulation

The formulation of the problem obtained based on the background is that students still have difficulty in placing the gerund form and its use is still inappropriate.

1.3. Problem Limitation

For the problems formulated to be more focused, this research has problem limitations, including :

a) Game development using Construct 2 as a game engine..
b) The game is designed based on PC Games.
c) Game development uses the MDA Framework model.
d) The gerund material used is limited to the ENGLISH GRAMMAR 3 textbook published by Darussalam Press.

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[15] Kresna Septyana Ekaputra, Rezki Yuniarti, and Agus Komarudin, "Desain Game Edukasi Pengenalan Sistem Imun pada Pembelajaran Biologi Menggunakan Pendekatan Mechanics Dynamics Aesthetics," n.d.

[16] Ali Sofyan Kholimi, Sugeng Prasetiyono, and Lailatul Husniah, "Pengembangan Game Edukasi Pembiakan Lele Menggunakan Mechanics Dynamics Aesthetics (MDA) Framework," *Jurnal Nasional Pendidikan Teknik Informatika (JANAPATI)* 9, no. 3 (December 30, 2020): 313, https://doi.org/10.23887/janapati.v9i3.30008.

e) The gerund learning educational game is designed using a scramble game.

1.4. Research Objectives

From the formulation of the problem that has been determined, the purpose of the research is to develop learning media for the placement and use of gerund verb forms using scramble games.

1.5. Research Benefits

The benefits that the author expects from this research are as follows:

1. For Students
   a. As a requirement to fulfill the final assignment of the lecture or thesis.
   b. Knowing the extent of students' abilities during the lecture period and being able to implement it.

2. For the Community
   a. Add insight into the concept and form of gerund sentences.
   b. Get an interactive and fun learning experience.
   c. Ease of learning the concept and form of gerunds.

3. For the University
   a. Knowing students' ability to master lecture material and apply their knowledge as learning evaluation material.
   b. Contributing to campus development and improving academic performance.