

## ABSTRACT

**Agung Wibowo.** *SIKU (SISTEM KUARTET UNTUK INGGRIS): REDESIGNING QUARTET CARD GAME FOR LEARNING ENGLISH BASED ON PACITAN LOCAL WISDOM TO ENHANCE STUDENTS' VOCABULARY.* Thesis. Pacitan: STKIP PGRI Pacitan, 2024.

The main objective of this research is to design and develop learning media in the form of a quartet card game that integrates Pacitan local wisdom to enhance students' English vocabulary. The background highlights that mastery of English is crucial in today's globalized world, yet the English proficiency of students in Indonesia remains low. One effective way to improve students' English language skills is through engaging interactive learning materials, such as the quartet card game.

This research uses the Research and Development (R&D) method with the ADDIE model, which consists of five stages: analysis, design, development, implementation, and evaluation. In the analysis stage, needs assessment and learning context analysis were conducted. In the design stage, an initial design of a quartet card game was created incorporating elements of Pacitan local wisdom. In the development stage, a prototype of the game was made and tested on a limited basis. The implementation stage involves the use of the game in the learning process in the classroom. In the evaluation phase, the effectiveness of the learning media was assessed by measuring the students' vocabulary improvement and their response to the game.

The results showed that the SIKU card game based on local wisdom, effectively enhanced students' English vocabulary. In addition, the game successfully increased students' motivation and interest in learning English. The positive student feedback suggests that integrating local wisdom into learning media makes the educational process more engaging and meaningful. This finding highlights that local wisdom-based learning media not only enrich learning materials but also reinforce students' cultural identity. Thus, this research makes an important contribution to the field of education, especially to the development of innovative and local wisdom-based learning media. The results of this research can be a reference for educators and other researchers developing similar learning media.

### **Keywords:**

ADDIE Model, Cultural Identity, Learning Media Design, Needs Analysis, Quartet Card Research and Development (R&D).