

ABSTRACT

Ria Kurniati. *THE DEVELOPMENT OF “THE NERA ENGLISH” ANDROID-BASED GAME AS AN ENGLISH VOCABULARY LEARNING MEDIA FOR YOUNG LEARNERS.* Thesis. Pacitan: STKIP PGRI Pacitan, 2024.

This study aims to develop the Android-based game “The Nera English” as a tool for teaching English vocabulary to young learners and to assess its practicality and effectiveness. The research involves investigating young learners’ responses to the application being developed.

The study employs the Research and Development (R&D) method using the ADDIE model, which includes needs analysis, design, development, implementation, and evaluation. Both qualitative and quantitative approaches are used to evaluate the application’s feasibility and effectiveness. The subjects of this study are 16 fourth-grade students from Tanjungsari Elementary School. Feasibility is assessed through instrument validators, material validators, media validators, and feedback from teachers and students. Implementation is conducted through individual, small group, and field trials, selected based on systematic sampling. Effectiveness is tested using the paired-samples T-test to compare vocabulary comprehension scores before and after using the application. Additionally, the Standard Gain Test measures improvements in students’ vocabulary comprehension.

The development of the “The Nera English” application was completed using App Inventor, and the app was effectively launched. The research results show that the application is highly feasible, with a material feasibility score of 85.0%, a media feasibility score of 90.0%, a teacher response score of 98.7%, and a student response score of 91.8%. The effectiveness test using the paired-samples T-Test reveals a 95% confidence interval for the score difference ranging from -72.50 to -49.99. Furthermore, the Standard Gain Test indicates a significant improvement in students’ vocabulary comprehension with an average N Gain Score of 93%. Therefore, the “The Nera English” application is both highly feasible and effective for enhancing the vocabulary skills of fourth-grade students.

Keywords: *Android-Based Game, English Vocabulary Learning, Young Learners, Feasibility and Effectiveness*