

ABSTRACT

Telaumbanua, Enjel Tris, 2025, *Developing Interactive Educational Game on the Students' Speaking Ability at SMP Negeri 4 Gunungsitoli Selatan*. Undergraduate Thesis, Advisor: Hidayati Daeli, S.Pd.,M.Pd

This research was conducted to develop an interactive educational game to improve students' speaking skills in English, specifically focusing on the topics *Past Events* and *No Littering*. The study applied the ADDIE development model, which includes five stages: Analysis, Design, Development, Implementation, and Evaluation. Data were collected through observation, interviews, questionnaires, and expert validation to ensure the product's feasibility. The interactive game was designed using the Wordwall platform, integrating game-based learning features that encourage active participation, motivation, and speaking practice among students. The results of expert validation by media and material experts showed that the developed product reached a "Very Good" category with an average score of 90%. Furthermore, students' responses during the trial implementation indicated positive engagement and improved speaking performance. Based on these findings, the interactive educational game is considered feasible and effective as a supplementary learning medium to enhance students' speaking skills in English.

Keywords: Interactive Educational Game, Speaking Skills, Game-Based Learning, ADDIE Model, Wordwall

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Penelitian ini dilakukan untuk mengembangkan *interactive educational game* dalam meningkatkan keterampilan berbicara (speaking) siswa pada mata pelajaran Bahasa Inggris, khususnya pada topik *Past Events* dan *No Littering*. Penelitian ini menggunakan model pengembangan ADDIE yang meliputi lima tahap: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Data dikumpulkan melalui observasi, wawancara, angket, serta validasi ahli untuk memastikan kelayakan produk. Media game interaktif dirancang menggunakan platform Wordwall dengan mengintegrasikan unsur pembelajaran berbasis permainan yang mendorong partisipasi aktif, motivasi, serta latihan berbicara siswa. Hasil validasi dari ahli media dan ahli materi menunjukkan bahwa produk yang dikembangkan memperoleh kategori “Sangat Baik” dengan skor rata-rata 90%. Selain itu, respons siswa pada tahap uji coba menunjukkan keterlibatan positif serta peningkatan kemampuan berbicara. Berdasarkan temuan tersebut, *interactive educational game* yang dikembangkan dinyatakan layak dan efektif digunakan sebagai media pembelajaran tambahan untuk meningkatkan keterampilan berbicara siswa dalam Bahasa Inggris.

Kata Kunci : Game Edukatif Interaktif, Keterampilan Berbicara, Game Based Learning, Model ADDIE, Wordwall