

ABSTRAK

Pembelajaran Bahasa Inggris pernah diajarkan di TK Kartika III-26 Cilacap namun diberhentikan karena siswa mengalami kesulitan dalam memahami materi yang disampaikan menggunakan metode pembelajaran tradisional, sehingga siswa kehilangan kesempatan mendapatkan pengenalan Bahasa Inggris sejak usia dini. Penelitian ini bertujuan untuk mengimplementasikan *Game* edukasi pengenalan Bahasa Inggris di TK Kartika III-26 Cilacap sebagai media pembelajaran yang interaktif serta mengukur keefektifitasnya melalui hasil *Pre-Test* dan *Post-Test* serta hasil dari analisis *N-Gain Score*. *Game* edukasi ini dirancang dengan menggunakan metode ADDIE yang terdiri dari tahapan *Analysis*, *Design*, *Development* dan *Evaluation*, serta dirancang dengan menggunakan *Unity Engine* dengan materi kosakata buah-buahan dan sayuran dalam Bahasa Inggris. Pengujian fungsionalitas dilakukan menggunakan metode *Black Box Testing* dan seluruh fungsi *Game* dinyatakan berjalan dengan baik. Penelitian melibatkan 20 siswa TK Kartika III-26 Cilacap yang sudah dapat membaca dan menulis. Hasil penelitian menunjukkan nilai rata-rata *Pre-Test* sebesar 77,5 dan nilai rata-rata *Post-Test* sebesar 94,5 dengan peningkatan sebesar 17 poin. Hasil analisis *N-Gain Score* diperoleh nilai sebesar 0,756 yang termasuk dalam kategori tinggi, sehingga dapat disimpulkan bahwa *Game* edukasi pengenalan Bahasa Inggris yang dirancang terbukti efektif meningkatkan kemampuan pengenalan Bahasa Inggris dasar siswa TK Kartika III-26 Cilacap.

Kata kunci: *Game* Edukasi, Bahasa Inggris, Media Pembelajaran, Anak Usia Dini, ADDIE.

ABSTRACT

English learning was once taught at Kartika III-26 Kindergarten Cilacap but was stopped because students had difficulty understanding the material delivered using traditional learning methods, so students lost the opportunity to get an introduction to English from an early age. This study aims to implement an English introduction educational game at Kartika III-26 Kindergarten Cilacap as an interactive learning medium and measure its effectiveness through the results of the Pre-Test and Post-Test as well as the results of the N-Gain Score analysis. The educational game was designed using the ADDIE method which consists of the stages of Analysis, Design, Development and Evaluation, and was designed using the Unity Engine with an understanding of the material of fruits and vegetables in English. Functionality testing was carried out using the Black Box Testing method and all Game functions were declared to be running well. The study involved 20 students of Kartika III-26 Kindergarten Cilacap who could already read and write. The results showed an average Pre-Test score of 77.5 and an average Post-Test score of 94.5 with an increase of 17 points. The N-Gain Score analysis yielded a value of 0.756, which is considered high. Therefore, it can be concluded that the designed English language introduction educational game has proven effective in improving the basic English language recognition skills of students at Kartika III-26 Kindergarten, Cilacap.

Keywords: Educational Game, English, Learning Media, Early Childhood, ADDIE