

**THE ENGLISH LANGUAGE TEACHING USING A GAME-BASED
LEARNING MODEL AT SMA MUHAMMADIYAH 1 PONOROGO**

THESIS

Presented to partial fulfillment of the requirement
For a Bachelor's Degree in English Language Education



by :

NIKEN AYU PUSPITASARI

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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
UNIVERSITAS MUHAMMADIYAH PONOROGO**

2022

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ABSTRACT

Puspitasari, Niken Ayu. 2022. *The English Language Teaching Using Game-Based Learning Model at SMA Muhammadiyah 1 Ponorogo*. Thesis. English Education Department, Universitas Muhammadiyah Ponorogo. Advisors (1) Dr. Bambang Harmanto, M.Pd., (2) Diyah Atiek Mustikawati, M.Hum.

Keywords: Game-Based Learning; English Language Teaching

The mechanisms of conventional teaching methods are no longer helpful for students for some reasons, including the lack of students' ability to think creatively and conduct some form of practical assessment under the conventional mechanisms. Game-based learning, as something of a model and as a sector, is at an all-time high, with more schools and teachers using games to learn in their classrooms.

This research aims to describe how students at SMA Muhammadiyah 1 Ponorogo learn English using a game-based learning model. The researcher utilized a qualitative methodology for this research. Thus, the researcher focuses on and investigates a specific object. Case study information is available from all parties involved. Techniques for collecting data are an important part of any research that uses in-depth interviews, documentation, and observations.

From the research results obtained data about the practice of game-based learning in SMA Muhammadiyah 1 Ponorogo, researchers obtained some important information related to the objectives of practicing game-based learning and its stages, namely: planning and development. Teachers had difficulties in preparation. Students also had difficulties in practicing game-based learning in the classroom. Students have difficulty understanding how to play and divide groups. The solutions: planning, researching, asking questions, interviewing other teachers, browsing the internet, and looking for other ideas by reading as much as possible. Meanwhile, the students also have ways to deal with the difficulties by asking, discussing, and developing strategies with their teammates.

English teachers must be conscious of the practice of the teaching methods they adopt to teach students in English teaching and learning, especially when using a game-based learning model. Students must be more creative in formulating strategies to participate in game-based learning to the fullest. Furthermore, students should know many English terms so that they can communicate effectively. This research is expected to motivate future academics to conduct similar research on the practice of game-based learning in English classes or classes in other subjects.

THESIS STATEMENT

I am, as a student and researcher, with the following identity:

Name : **Niken Ayu Puspitasari**
Student number : 18331988
Department : English Education Department

Declare that thesis entitled "**The English Language Teaching Using Game-Based Learning Model at SMA Muhammadiyah 1 Ponorogo**" is my own work. The theories and opinions of the other authors and researchers in this thesis are quoted and cited with the established ethical standards.

Ponorogo, 18th of July 2022



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AGREEMENT PAGE

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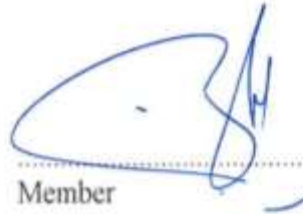
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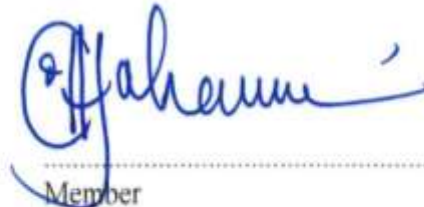
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May Allah bless them all. The writer felt that this thesis is far from perfect, so suggestions and criticisms will be valuable for the improvement of this paper and the writer's future research.

Ponorogo, 18th July 2022



Writer

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DEDICATION PAGE

This thesis is dedicated to:

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MOTTO

“Sincere is an invaluable wealth”

and

“The more you give, the more you will get”

-the wise one-