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THE DEVELOPMENT OF A PICTIONARY GAME USING IBIS PAINTX IN LEARNING ENGLISH VOCABULARY FOR SEVENTH GRADE

Abstrak

Penelitian ini bertujuan untuk mengetahui bagaimana tanggapan siswa sebelum dan sesudah menggunakan Pictionary game menggunakan ibis paintX pada pembelajaran kosa kata dan untuk memudahkan siswa dalam menghafal kosa kata bahasa inggris melalui pictionary game menggunakan Ibis PaintX pada kelas tujuh MTS Al-Hidayah Lampung Tengah yang terdiri dari 15 siswa. Data di kumpulkan menggunakan Wawancara dan angket. Pengembangan pictionary game menggunakan Ibis paintX ini menggunakan metode penelitian research and development (R&D). Tahapan pengembangan yang dilakukan pada penelitian ini yaitu ADDIE atau yang dikenal dengan analysis, design, development, implementation and evaluation. Pengembangan produk divalidasi oleh dua ahli yaitu ahli materi dan ahli media. Hasil penelitian pengembangan ini berupa produk multimedia pictionary game menggunakan Ibis paintX, Keseluruhan hasil validasi menunjukkan hasil yang baik yaitu memperoleh kategori sangat layak dengan rincian: Ahli materi mendapatkan nilai 97,5%, ahli media mendapatkan nilai 87,25%. Dari data yang sudah di analisis dapat di simpulkan bahwa metode permainan pictionary game menggunakan Ibis PaintX dapat membantu siswa dalam penguasaan kosa kata bahasa inggris.

Kata Kunci : Bahasa Inggris, Pictionary Game, Ibis Paintx

Abstract : The study aims to find out how students reacted before and after using the Pictionary game using ibis paintX on vocabulary learning and to make it easier for students to memorize English vocabulary through pictionary games using Ibis PaintX in the seventh grade of Mts Al-Hidayah Central Lampung consisting of 15 students. Data collected using Interview and Angket. Development of a pictionary game using Ibis paintX uses research and development methods (R&D). The development stages carried out in this research are ADDIE or what is known as analysis, design, development, implementation and evaluation. Initial product development was based on needs analysis and then validated by Two experts, namely material experts and media experts. The results of this development research are multimedia products for pictionary games using Ibis paintX in learning vocabulary. The overall results of the validation showed a good result, which is to obtain a very good category with detail: Material experts score 97.5%, media experts score 87.25%. From the data already in analysis can be concluded that the method of pictionary game game using Ibis PaintX can help students in mastery of English vocabulary.

Keywords: Language, Pictionary Game, Ibis Paintx

INTRODUCTION

Vocabulary is a very important compendium for students who are learning English. Sudrajat & Herlina (2015), Ramli, et al (2018), Ramle et al (2019) stated that vocabulary is a very important thing when learning English. By having a lot of vocabulary, enables students to master four English skills easily and effectively such as speaking, writing, reading, and listening. English lessons are one of the hard lessons. Of course, teaching English will be a huge challenge for a teacher. From the description above, the challenge that English teachers have to face in the seventh grade of MTS AL-Hidayah is to multiply the mastery of vocabulary, increase student confidence and train the courage of students to speak in English.

To solve this problem, a teacher must find a suitable and interesting way to increase the

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interest of students and attract their desire to learn English. One of the techniques that is easy to apply to learning is to use games. Kartini & Kareviati (2021) stated that seventh-grade pupils were considered young and tended to prefer learning in pleasant situations. Therefore, games can improve the ability of students in learning. Besides, fun games will make learning not monotonous and boring, students will have easy access to the material presented. Then from that, the researchers will use the Pictionary game using ibis paintX to learn English vocabulary in the seventh grade of MTS Al-Hidayah.

Pictionary is an exciting game that can help students improve their motivation to learn English, Pictionaries is a game played by two groups.Each group will guess the vocabulary from the pictures that have been photographed by the opponent group. Students will discover something new in learning English if they follow the instructions of this game. Previous research by Mohammad Tahmit, Novatrisna Dwi Nastiti, and Andi Rahmad Rahim (2019) focused on the use of pictionary games in primary school to improve students' English vocabulary skills. Pictionary can make previously passive students attracted and become more active from the start. Pictionary also helps students understand words and their functions in learning English. They can memorize vocabulary more easily by drawing and guessing words. Therefore, researchers used pictionary games using Ibis paintX as a method of teaching seven-year-old students of MTS Al-Hidayah to improve their vocabulary mastery and are expected to motivate students in learning English vocabulary.

IbisPaint X is an application with the concept of "sharing the pleasure of drawing" that has the function to draw a lot of detailed designs.This app is used on pictionary games to draw that used to be a pictionary game using only pencil paper now can use smartphones and laptops.

Definition of vocabulary

Widyahening & Rahayu word word definition (2021) states that mastering vocabulary is the key to learning a foreign language or a second language. Those who learn English should learn vocabulary before they start speaking. In learning English, mastery of the vocabulary is very important (Rokhmawati & Mastuti, 2018). Vocabulary is a set of words that a person uses in a variety of situations, such as when looking for information, speaking in a group, working, and the vocabulary is not just a word but a source of knowledge. Noviyanti & Bahri (2019) supports the idea that vocabulary is responsible for everything. One cannot communicate well without adequate vocabulary, especially in English. From the above definition, it can be concluded that vocabulary is very important to language because people use it to communicate by combining it into meaningful sentences.

Types of vocabulary

According to Folse (2008), there are five types of vocabulary: single word, set phrase, variable phrases, phrasal verbs, and idioms. Single word is the most widely used word. Then from that, every student should know a lot of single words. Students need about 2,000 words to speak, 3,000 words to read texts, and 10,000 words to enter the academic world.

Figure 1 Types of vocabulary

Pictionary Game Definition

Pictionary game is a good vocabulary game because it relies heavily on words, definitions, and word associations. The purpose of the pictionary games according to Spangler and Mazzante, is to give students the opportunity to generate their own vocabularies and use images as a tool to learn new words. To help students remember words they have just learned,

they should be given the opportunity to practice them. According to Thornbury, the Pictionary game also involves students who try to guess words or phrases from pictures. Students must turn into artists in the game and work in teams. To play the Pictionary game, you must have a list or card word item, white board, board, or smart board, and markers.Students will be more involved in class activities with the help of games. However, in this pictionary game, researchers will use the Ibis paintX on a smartphone or laptop as an image tool.

Advantages and Disadvantages of Pictionary

Pictionary is a great imaging game for students visually and helping teachers.to create an environment where language is useful and meaningful, a fun method to review the vocabulary of learners that can encourage them to expand their own vocabulary .According to Pourgharib & Rohani (2013), there are some major advantages when games are used in classrooms. Games bring relaxation and fun to learners, thus helping them learn and remember new words with younger, games usually involve friendly competition and keep learners interested The game is highly motivating and gives learners more opportunities to express their opinions, the vocabulary game brings real word context into the classroom. Besides, there are any shortcomings of the pictionary can make pupils stormy and not conducive in teaching learning activities in the classroom. If the student the photographer can't draw, then it will make the other student can not guess what the artist is drawing. From the explanation above it can be concluded that, the advantages of the pictionary game are fun, good for the student's visual, and helps the student to review their vocabulary, makes the student more motivated, and more opportunities to express their opinions.However, pictionary games also have disadvantages that make the pupils stormy as well as unconducive in class and pupils can not guess what is drawn by the painter if a painter can not draw properly, so that the teacher can manage it.

Pictionary game user manual using Ibis paintx

NO	part	description
1		The next image is a cover of thepictionary game manual using ibispaintX on the spell broker.

2		The next image is a picture on CHAPTER II which is the steps of the pictionary game.
3		The image next to it is a picture in CHAPTER III of how to use Ibis paintX.

METHODS

There are a variety of research and development models that can be used as a reference in research reserch and development (R&D). However, in this research, researchers take only one development model, the ADDIE development model which is an abbreviation of analysis, design, development, implementation, and evaluation. As for the steps that will be taken in the development of this ADDIE are as follows:

1. Analysis

   In the ADDIE development research model, the first stage is to analyze the need for new product development (models, methods, media, teaching materials) and to analyse the feasibility and conditions for developing the product. The development of a product can start with the existence of a problem in an existing/implemented product. Problems can arise and arise because existing or available products are no longer relevant to the needs of the target, the learning environment, the technology, the characteristics of the student and others.

2. Design

   The design activity in the ADDIE development research model is a systematic process that begins from designing concepts and contents within the product. Plans are written for each part of the product. The guidelines for the application of a design or manufacture of a product are still conceptual and will underpin a development process at the next stage.

3. Development

   Development on the research model of the developer ADDIE discusses the activities of realisation of a project of a product that has previously been created. At the previous stage, the conceptual framework for the implementation of the new product has been arranged. At this stage it is also necessary to create an instrument to measure the performance of a product.

4. Implementation

   The application of the product in ADDIE development research is intended to obtain a feedback on the product made or developed. Initial feedback, or so-called initial evaluation, can be obtained by asking questions related to the purpose of the development of a product.

5. Evaluation

   The evaluation stage on the ADDIE model development research is carried out to give feedback to the user of the product, so that the revisions are made according to the results of

the evaluation or needs that can not be met by the product. The ultimate objective of the evaluationis to measure the achievement of development goals.

In the design of the product test, the researchers perform two validations first, namely the validation of the material expert and the media expert validation carried out directly by the lecturers of the University of Ma'arif lampung. Once the media has qualified, then enter the field test phase. As for the object of this field test, the student of the seventh grade MTS Al-Hidayah midlight. After completing the field trial, the researchers then distribute the lift to the students and the teacher of the subject, with the aim of obtaining validity data about the medium itself.

Media expert validation using the following formula:

$P = \Sigma x / (\Sigma x\_i) \times 100\%$

Description: P = Qualification Presentation

Σx = Total Validator answer score (real value)

Σx_I = Total highest response score (expected value)

$5 = 86/70 \times 100 = 87.28\%$

Validation of the material as follows: $5 = 39/40 \times 100 = 97.5\%$

Evaluation qualification criteria can be used to determine and to make decisions about pictionary game development using Ibis paintX, the qualification categories are established based on the following criteria:

Table 1 Media Eligibility Criteria

NO	Presentation %	category	description
1	< 21%	Very unworthy	Revision
2	21 – 40 %	less worthy	Partial revision
3	41 – 60 %	fairly worthy	Not revised
4	61 – 80 %	Worth it	Not revised
5	81 – 100 %	very worthy	Not revised

Based on the above eligibility criteria, multimedia pictionary games using Ibis paintX can be considered valid and usable as they have met a score of 87.28% of media experts and 97.5% of material experts from all elements listed in the validation evaluation racket.

RESULTS AND DISCUSSION

Researchers conducted research to find out the early conditions of learning English vocabulary in the MTS Al-Hidayah class. The researchers found that there was not enough learning media. This can have a negative impact on the student's ability to master English vocabulary.Therefore, the researchers suggested that teachers use pictionary games using Ibis paintX to teach English vocabulary to students.

Before entering the field test phase, the media has to go through three stages of validation: the material expert validation and the media specialist validation. Once completed through the second validation stage, the medium has been validated by the materials expert and can be used.At this stage, the validator has given a presentation score of 97.5% with a very accurate category and does not require revision anymore. After the validation of the material expert, the next step is the media expert's validation. With a presentation rating of 87.28% with the category highly accurate and no need for revision, media expert validator indicates that this multimedia pictionary game using ibis paintX is excellent and ready for field testing.

Next is the field test phase after passing three validations. The study involved 15 students from the Seven Class MTS Al-Hidayah midlight. In this field trial, the researchers took three days to teach using the media.After doing the research, a group of students tested the product

using the likert scale.The aspect that was measured was the ability of the pictionary game to use Ibis paintX in learning English vocabulary against 15 respondents who would give answers to the following question:

Very disliked : 1   Likes : 4 Dislikes : 2   Very liked : 5Neutral : 3

Count formula : T x Pn

Table 2 Very disliked : 1 Likes : 4 Dislikes : 2 Very liked : 5Neutral : 3

NO	Responden	Answer
1	Ahmad fatih hussurur	likes
2	Fona sri wulandari	likes
3	Ghaniyu adlu ramadani	Neutral
4	Hadi safa riyan	likes
5	Husnul khotimah	Neutral
6	Iqbal adli aizar	likes
7	Oktaviani	Very liked
8	Riska khoirotun karimah	Neutral
9	Rafif muaffa	likes
10	Marcha windry dwiputri	likes
11	Mitra diana	Neutral
12	Alip budi setiawan	likes
13	Mariska	likes
14	Agi abdurrahman	Neutral
15	Azahra Rizkiani	Neutral

T = Total respondents Pn = Select number of likert scoresThen get the result = Very disliked : 1 x 0 = 0

Likes : 4 x 8 = 32

Dislikes : 2 x 0= 0

Very liked : 5 x 1 = 5

Neutral : 3 x 6 = 18

Then total score = 55 Y = 5 x 15 = 75 X = 1 x 15=15 Formula Index % = Total score/Y x X 1=15/5 So the score criterion based on the result that has been counted is 0 % to 100 %

Table 3. Presenase

NO	category	Presenase
1	Very dislike	0 % - 19,9%
2	dislike	20% - 39,99 %

3	Neutral	40%-59,99%
4	likes	60 %- 79,99%
5	Very likes	80 % - 100%

Result = 55/75 x 100 =73.33% In category " LIKES"

CONCLUSION

Based on the results of the development process and the test results of a multimedia product pictionary game using ibis paintX on the learning of English vocabulary in seventh grade MTS Al-Hidayah then it can be concluded as follows:

Development of learning media produced a product of a pictionary game using Ibis paintx in learning English vocabulary in pupils sitting in Seventh grade MTS Al-Hidayah. The result of the development of this product is that it can fill the availability of media in schools especially visual media that teachers can make as a reference to teaching English vocabulary that can make the student more active in following learning as the student will play a direct role in the use of this media. This multimedia pictionary game already meets the achievement criteria with a very valid category. Based on the multimedia eligibility criteria, pictionary games using Ibis paintX can be considered valid and usable as they have met a score of 87.28% of media experts and 97.5% of material experts from all elements listed in the validation assessment racket.In addition to the two validators, the researchers tested the product using the likert scale.It's meant for developers to know how they react to the media.

Thus the development of pictionary games using ibis paintX greatly helped students and teachers in the learning of vocabulary in the students of the seventh grade MTS Al-Hidayah is said to have good quality. This is because the use of multimedia pictionary games using Ibis paintX can improve vocabulary mastery of students. Based on the results of the field tests carried out, then to optimize the use of pictionary games using Ibis paintX this developer gives suggestions such as:

1. When the student must be able to make the student not to get bored with the class then the teacher must prepare a teaching medium for the student.
2. Multimedia pictionary game using ibis paintX has been carried out field trials and based on the results of the evaluation has been proved that it is worthy to be used in learning activities. 3.For users of media dissemination multimedia pictionary this game can be used as a medium toassist in delivering vocabulary material to the pupils by using pictionary games so that pupils are easier to understand and memorize the word.
4. Pictionary games using ibis paintX greatly help students in mastering English vocabulary.
5. book pictionary game guides using ibis paintX also stoned teachers and students at the time oflearning.

THANK YOU VERY MUCH.

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