

**DESIGNING DIGITAL FOLKLORE FLASHCARDS  
TO ENHANCE B1-LEVEL LISTENING SKILLS  
STUDENTS AND INDONESIAN CULTURE**



**FINAL ASSIGNMENT**

A Partial Fulfilment of the Requirement for the Applied Foreign  
Language Bachelor Degree

By

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2024**

## STATEMENT OF ORIGINALITY

This is to certify that thesis definitely my original work. I am completely responsible for the content of this thesis. Other writers; opinion or finding included in this project are quoted or cited in accordance with ethnical standard. I understand the full consequences if I took somebody else's ideas, phrases, or sentences without proper references.

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**APPROVAL SHEET  
A FINAL ASSIGNMENT**

**Designing Digital Flashcards Featuring Folklore Tales:  
Exploring Indonesian Culture in English**

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Semarang, September 17th 2024

Author

## **Abstrak**

This research aims to design a digital flashcard application featuring Indonesian folktales in English, as a means of language learning as well as a tool to promote Indonesian culture. Using the Research and Development (R&D) methodology adapted from Borg and Gall (1984), this research involves several stages, from information gathering, design, to product evaluation. The target audience is college students with B1 (Intermediate) English proficiency who are expected to improve their language skills while deepening their knowledge of Indonesian culture. The app is equipped with interactive features such as drag and drop games, quizzes, as well as audiovisual elements to enrich the learning experience. The results from testing show that the app is effective in improving users' English language skills and cultural awareness.

Keywords: Digital flashcards, Indonesian folklore, English language learning, cultural promotion, Research and Development, educational applications.

## **Abstrak**

Penelitian ini bertujuan untuk merancang aplikasi flashcard digital yang menampilkan cerita rakyat Indonesia dalam bahasa Inggris, sebagai sarana pembelajaran bahasa serta alat untuk mempromosikan budaya Indonesia. Dengan menggunakan metodologi Research and Development (R&D) yang diadaptasi dari Borg dan Gall (1984), penelitian ini melibatkan beberapa tahapan, mulai dari pengumpulan informasi, desain, hingga evaluasi produk. Target audiens adalah mahasiswa dengan kemampuan bahasa Inggris tingkat B1 (Intermediate) yang diharapkan dapat meningkatkan keterampilan bahasa sekaligus memperdalam pengetahuan mereka tentang budaya Indonesia. Aplikasi ini dilengkapi dengan fitur interaktif seperti permainan drag and drop, kuis, serta elemen audiovisual untuk memperkaya pengalaman belajar. Hasil dari pengujian menunjukkan bahwa aplikasi ini efektif dalam meningkatkan keterampilan bahasa Inggris dan kesadaran budaya pengguna.

**Kata Kunci:** Flashcard digital, cerita rakyat Indonesia, pembelajaran bahasa Inggris, promosi budaya, Research and Development, aplikasi pendidikan

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