DEVELOPING AN INTERACTIVE SHORT STORY ANTHOLOGY FOCUSED ON GRAMMAR AT THE A2 LEVEL AS A MEDIUM FOR LEARNING ENGLISH

FINAL PROJECT

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

by

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STATEMENT OF ORIGINALITY

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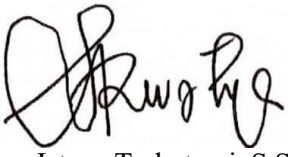

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ABSTRACT

This research aims to develop an interactive short story anthology entitled *Kaleidoscope of Careers* as an English learning medium for learners at the A2 level of the Common European Framework of Reference for Languages (CEFR). The study employed the Research and Development (R&D) method adapted from Borg and Gall (1989), using eight systematic steps: Research and Information Collecting, Planning, Development of Preliminary Form of Product, Preliminary Field Testing, Revising Main Product, Main Field Testing, Final Product Revision, and Dissemination and Implementation. Data were collected through interviews with ten A2-level learners and questionnaires distributed to twenty and later forty-one learners. Findings indicate that many learners face difficulties in understanding grammar due to the lack of suitable media. The developed anthology integrates text, colorful illustrations, vocabulary lists, and audio narration accessible via QR codes, aiming to enhance reading, listening, and grammar comprehension more engagingly. Results from both expert validation and field testing demonstrate that the product is effective in supporting learners' grammar acquisition and motivation. Therefore, this interactive anthology provides a practical and enjoyable alternative for teaching English grammar at the A2 level.

Keywords: interactive media, short story anthology, CEFR A2, grammar learning, R&D

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan antologi cerita pendek interaktif berjudul *Kaleidoscope of Careers* sebagai media pembelajaran bahasa Inggris bagi pembelajar pada tingkat A2 berdasarkan *Common European Framework of Reference for Languages* (CEFR). Penelitian ini menggunakan metode *Research and Development* (R&D) yang diadaptasi dari Borg dan Gall (1989), melalui delapan langkah sistematis: *Research and Information Collecting*, *Planning*, *Development of Preliminary Form of Product*, *Preliminary Field Testing*, *Revising Main Product*, *Main Field Testing*, *Final Product Revision*, serta *Dissemination and Implementation*. Data dikumpulkan melalui wawancara dengan sepuluh pembelajar tingkat A2 dan kuesioner yang didistribusikan kepada dua puluh, kemudian empat puluh satu pembelajar. Temuan menunjukkan bahwa banyak pembelajar mengalami kesulitan dalam memahami tata bahasa karena kurangnya media yang sesuai. Antologi yang dikembangkan ini mengintegrasikan teks, ilustrasi berwarna, daftar kosakata, dan narasi audio yang dapat diakses melalui kode QR, dengan tujuan meningkatkan keterampilan membaca, mendengarkan, serta pemahaman tata bahasa secara lebih menarik. Hasil dari validasi ahli dan uji coba lapangan membuktikan bahwa produk ini efektif dalam mendukung pemerolehan tata bahasa dan motivasi belajar pembelajar. Oleh karena itu, antologi interaktif ini memberikan alternatif yang praktis dan menyenangkan dalam pengajaran tata bahasa Inggris pada tingkat A2.

Kata Kunci: media interaktif, antologi cerita pendek, CEFR A2, pembelajaran tata bahasa, R&D

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