

**DEVELOPING A USER-FRIENDLY DIGITAL  
GAME-BASED LANGUAGE LEARNING (DGBLL)  
APPLICATION FOR A2-LEVEL EFL VOCABULARY  
ACQUISITION**



**FINAL PROJECT**

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

by

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**BACHELOR OF APPLIED FOREIGN LANGUAGES  
VOCATIONAL COLLEGE  
UNIVERSITAS DIPONEGORO**

**2026**

## STATEMENT OF ORIGINALITY

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**APPROVAL SHEET**  
**A FINAL PROJECT**


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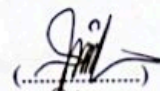
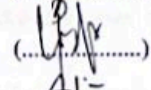
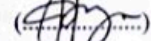
## ACCEPTANCE

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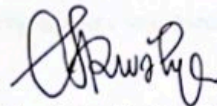
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The researcher believes that a project will yield superior outcomes via constructive feedback. The researcher invites comments and constructive criticism from readers as resources for evaluating and enhancing this project in the future.

Semarang, April 8<sup>th</sup>, 2026

A handwritten signature in black ink, appearing to read 'Rima Frida Lestari', with a stylized, cursive font.

Rima Frida Lestari

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## **ABSTRACT**

The aim of this study is to develop a digital educational memory matching card game to enhance functional vocabulary for A2-level learners. This study employed the Research and Development (R&D) method based on the ADDIE model, with stages including analysis, design, development, implementation, and evaluation. The final outcome of this study is a language learning application called “LexiFun,” which features three learning functions: translations, synonyms, and blank sentences. During the implementation stage, feedback indicated a positive response to the LexiFun application, demonstrating that the R&D method is effective in developing a user-friendly educational game application that meets the needs of the target learners. LexiFun is expected to be an additional learning medium in improving functional vocabulary knowledge that can help its users transition from level A2 to B1 using the scaffolding learning method.

Keywords: Digital Game-Based Language Learning (DGBLL), English as a Foreign Language (EFL), A2-level, memory matching cards, functional vocabulary.

## **ABSTRAK**

Tujuan penelitian ini yaitu mengembangkan permainan edukasi digital “memory matching card” untuk meningkatkan kosakata fungsional bagi pembelajar tingkat A2. Penelitian ini menggunakan metode Penelitian dan Pengembangan (R&D) berdasarkan model ADDIE, dengan tahapan analisis, rancangan, pengembangan, implementasi, dan evaluasi. Hasil akhir dari penelitian ini adalah sebuah aplikasi pembelajaran bahasa berjudul “LexiFun” yang terdapat tiga fitur pembelajaran yakni, translations, synonyms, dan blank sentence. Pada tahap implementasi diterima umpan balik yang menyatakan respon positif terhadap aplikasi LexiFun, hal ini menunjukkan bahwa metode R&D terbukti efektif dalam pengembangan aplikasi permainan edukasi yang ramah pengguna sesuai dengan kebutuhan target penelitian. LexiFun diharapkan dapat menjadi media pembelajaran tambahan dalam meningkatkan pengetahuan kosakata fungsional yang dapat membantu penggunanya bertransisi dari level A2 menuju B1 dengan metode pembelajaran scaffolding.

Kata kunci: Pembelajaran bahasa berbasis permainan digital, bahasa Inggris sebagai bahasa asing, level A2, kartu mencocokkan memori, kosakata fungsional.