

**DESIGNING THE "LADDER UP" GAME-BASED
LEARNING APPLICATION TO ELEVATE ENGLISH
PROFICIENCY AT B1 LEVEL**



FINAL ASSIGNMENT

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

by

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BACHELOR OF APPLIED FOREIGN LANGUAGE

VOCATIONAL COLLEGE

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2024

STATEMENT OF ORIGINALITY

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to Elevate English Proficiency at B1 Level**

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ACKNOWLEDGEMENT

In the name of Allah, the Most Merciful and Most Kind. The author expresses praise and gratitude to Allah Subhanahu Wata'ala for all His help, mercy, and kindness, enabling the author to complete the final assignment entitled “Designing The “Ladder Up” Game-Based Application to Elevate English Proficiency at B1 Level”. The long journey has been undertaken by the author in order to complete this final assignment. Many obstacles were faced during its preparation, but thanks to Allah, the author managed to complete this final assignment.

In the completion of this thesis, the author acknowledges the support and assistance provided by many parties throughout the study and final assignment writing process. Therefore, with utmost respect and humility, the author expresses gratitude and prays that Allah SWT will always grant the best reward to:

1. Fitri Alfariy, S.Pd., M.Hum. as the supervisor, has sincerely provided support, guidance, direction, and assistance to the author in completing this final assignment.
2. Sriwahyu Istana Trahutami, S.S., M.Hum as the Head of Study Program for the support and guidance during my time in the Applied Foreign Language major at Diponegoro University.
3. Prof. Dr. Ir. Budiyo, M.Sc. as Dean of the Vocational College of Diponegoro University.
4. The lecturers who have taught and guided during the author's study period in the Applied Foreign Language program.
5. The staff of Applied Foreign Language, through their indirect support and willingness, have contributed to the completion of this final assignment.
6. The author's parents, who have always worked hard and accompanied the author throughout the study period and the completion of this final assignment. Without their support and prayers, the author would not have reached this point. May they always be blessed with health, long life, and everlasting happiness.

7. Both of the author's brother and sister, who always accompany even from a distance via video call. May both of you always be granted ease in achieving your goals.
8. Attiatul Noor, as a partner in the completion of this final assignment, the author express the deepest gratitude for supporting, accompanying, reminding, motivating, as well as dedicating all your energy and thoughts to this final assignment.
9. Those involved in the creation of the Ladder Up application are game developers, as well as Rafi Fauzi Wibowo and Brigitta Bunga Prakasita as voice actors.
10. The author's friend, who have become both new friends and good friends during the author living and settling in Semarang.
11. The person who has accompanied the author, even from a distance. The author expresses gratitude for being a good listener.
12. All respondents who have been willing to spare their time to assist the author in completing this final assignment.
13. The Undip library, which has become the most comfortable and safe place for the author during the completion of this final assignment.
14. The author would like to express heartfelt gratitude to myself for the determination, perseverance, and commitment that have been maintained to complete this thesis despite the obstacles and challenges that arose along the way.

In conclusion, the author acknowledges that nothing is perfect, and the author still makes mistakes in composing the final assignment. Therefore, the author sincerely apologizes for any errors committed. The author hopes that this final assignment can be beneficial for readers and serve as a reference for further improvement.

Semarang, August 2nd 2024



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ABSTRACT

In this era of globalization, proficiency in English has become a crucial skill. As an international language, English enables its speakers to communicate effectively with people from various countries and cultural backgrounds. Additionally, being proficient in English can provide different perspectives and enhance critical thinking abilities. According to the 2023 English Proficiency Index by EducationFirst, Indonesia ranks 79 out of 113 countries, with a score of 473, which falls into the 'low' category. Similarly, a survey conducted by the author found that 424% of 33 respondents have not yet reached the B1 level, which is the benchmark for English language proficiency among students. This research focuses on addressing the English language proficiency needs of students to achieve level B1. The outcome of this study is the development of a digital learning application called Ladder Up, which adapts the classic board game of snakes and ladders. The research was conducted using the Research and Development method, and involved students who aspire to reach level B1 and those who have already achieved it, using a 4-point Likert scale. The research was evaluated by experts and research subjects in terms of aspects such as 'First Impression and Usefulness,' 'The Features and Content,' and 'Design and Usability'. Based on the test results, it can be concluded that overall, respondents agree that this application is engaging and can be used as a language learning tool to enhance English proficiency up to level B1.

Keywords: The importance of English, English language proficiency, CEFR Level B1, digital game-based learning, board games

ABSTRAK

Di era globalisasi ini penguasaan bahasa Inggris menjadi keterampilan yang sangat penting. Sebagai bahasa Internasional, bahasa Inggris memungkinkan para penuturnya dapat berkomunikasi secara efektif dengan orang-orang dari berbagai negara dan latar belakang budaya. Selain itu, menjadi terampil dalam bahasa Inggris dapat membuka perspektif yang berbeda dan meningkatkan kemampuan berpikir kritis. Berdasarkan data indeks kemampuan bahasa Inggris tahun 2023 oleh EducationFirst, Indonesia menempati peringkat 79 dari 113 negara. Dengan skor 473 yang termasuk dalam kategori dengan kemampuan ‘rendah’. Hal yang sama juga terjadi pada hasil survey yang dilakukan oleh penulis, dimana sebanyak 42,4% dari 33 responden masih belum mencapai level B1 yang merupakan tolok ukur mahasiswa dalam kemampuan berbahasa Inggris. Penelitian ini berfokus pada menjawab kebutuhan penguasaan bahasa Inggris mahasiswa untuk mencapai level B1. Luaran dari penelitian ini adalah pengembangan pembelajaran berbasis permainan digital dalam bentuk aplikasi bernama Ladder Up yang mengadaptasi permainan papan klasik ular tangga. Penelitian ini dilakukan berdasarkan metode *Research and Development*, serta menggunakan skala Likert 4-poin yang melibatkan para mahasiswa yang ingin mencapai level B1 dan sudah mencapai level tersebut. Penelitian ini diujikan kepada pakar dan subjek penelitian untuk menilai aspek yang meliputi ‘First Impression and Usefulness’, ‘The Features and Content’, dan ‘Design and Usability’. Berdasarkan hasil uji coba, dapat disimpulkan bahwa keseluruhan responden setuju aplikasi ini menarik dan dapat digunakan sebagai media pembelajaran untuk meningkatkan kemampuan dalam berbahasa Inggris hingga level B1.

Kata kunci: Pentingnya Bahasa Inggris, Kecakapan Berbahasa Inggris, CEFR Level B1, Pembelajaran Berbasis Permainan Digital, Permainan Papan

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