

**DEVELOPING A MEMORY MATCHING GAME
APPLICATION TO SUPPORT A2-LEVEL ENGLISH
LEARNERS' VOCABULARY LEARNING**



FINAL PROJECT

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

by

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2026

STATEMENT OF ORIGINALITY

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A FINAL PROJECT**

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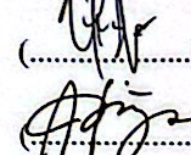
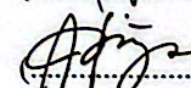
ACCEPTANCE

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Semarang, April 18th, 2026

Reyna Odilla Herda Cahyono

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ABSTRACT

This study aims to develop an educational memory matching card game as an additional medium to assist vocabulary learning, particularly functional vocabulary. The method used in this research is Research and Development (R&D) with the ADDIE development model consisting of five stages: analysis, design, development, implementation, and evaluation. The final result of this research is a learning application called “LexiFun,” which contains three topics of functional vocabulary: conjunctions and prepositions, quantifiers, and modal auxiliary verbs, with three practice modes: translation, synonym, and blank sentence. Feedback indicating a positive response to LexiFun has been received during expert validation and implementation stages, showing that the R&D method in developing learning applications meets the needs of the target users. The development of LexiFun is expected to become one of the media that supports vocabulary learning, particularly in enhancing knowledge and functional recognition, as well as helping users transition from level A2 to B1.

Keywords: functional vocabulary, memory matching game, educational game development, A2 learners, ADDIE.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan sebuah permainan edukasi memory matching card sebagai media tambahan dalam membantu pembelajaran kosakata khususnya kosakata fungsional. Metode yang digunakan dalam penelitian ini adalah Research and Development (R&D) dengan model pengembangan ADDIE yang berisikan 5 tahapan yaitu analisis, rancangan, pengembangan, implementasi, dan evaluasi. Hasil akhir dari penelitian ini berupa aplikasi pembelajaran bernama “LexiFun” yang berisikan tiga topik kosakata fungsional yaitu conjunctions and prepositions, quantifiers, dan modal auxiliary verbs dengan tiga mode latihan, translation, sinonim, dan blank sentence. Umpan balik yang menyatakan respon positif terhadap LexiFun telah diterima dalam tahap validasi ahli dan implementasi yang menunjukkan bahwa metode R&D dalam pengembangan aplikasi pembelajaran sesuai dengan kebutuhan target pengguna. Pengembangan LexiFun diharapkan dapat menjadi salah satu media yang mendukung pembelajaran kosakata khususnya dalam meningkatkan pengetahuan maupun pengenalan ko fungsional serta membantu pengguna untuk bertransisi dari level A2 menuju B1.

Kata kunci: kosakata fungsional, permainan kartu memori, pengembangan permainan edukasi, pelajar A2, ADDIE.