

EDUCATION GAME IN ENGLISH LEARNING CENTER OF ENGLISH IS EASY

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ABSTRACT

English is the most used international language in the world for communication. Thus, many private companies take part in teaching English. One of the institutions that facilitate English learning is English Learning Center EC (English is Easy). However, in teaching and learning process, it is necessary to have companion media that suitable with current condition, that is education game application with English materials in English Learning Center EC (English is Easy). Data collection used interview and observation methods. According to testing result, game has been suitable with the concept and plan. Game also gets positive feedback from the students who played it.

Keywords: Education Game, English Learning Center EC (English is Easy), English

ABSTRAK

Bahasa Inggris merupakan bahasa internasional yang paling banyak dipergunakan di dunia untuk berkomunikasi. Sehingga, banyak perusahaan – perusahaan swasta di Indonesia turut mengambil bagian dalam mengajarkan Bahasa Inggris. Salah satu lembaga yang memfasilitasi pengajaran Bahasa Inggris tersebut adalah Pusat Pembelajaran Bahasa Inggris EC (English is Easy). Namun dalam proses belajar mengajar, perlu adanya media pendamping yang sesuai untuk kondisi saat ini, yaitu aplikasi game edukasi dengan materi Bahasa Inggris pada Pusat Pembelajaran Bahasa Inggris EC (English is Easy). Metode pengumpulan data menggunakan metode wawancara dan observasi. Berdasarkan hasil pengujian, game sudah sesuai dengan konsep dan perancangan. Game juga mendapatkan tanggapan yang baik dari siswa yang memainkannya.

Kata Kunci: Game Edukasi, Pusat Pembelajaran Bahasa Inggris EC (English is Easy), Bahasa Inggris

INTRODUCTION

Language has important role in the development of intellectual, social, and emotional of the students and become supporting success in learning all fields of study. Language learning is hoped to help the students to know themselves, their culture, and

other's cultures. Moreover, language learning also help students to convey ideas and feelings, participate in society and even find and use the ability of analytics and imaginative in themselves [1].

In this globalization era, humans are required not only to be able to master mother language (local language) but also to be able to master national language that is Bahasa Indonesia and international language that is English, Japanese, Spanish, French, and others. Among those languages, English is the most used international language in the world to communicate [2]. English in Indonesia develop in accordance to the increase of Indonesia's position as world tourism destination. In accordance with that fact, Indonesian people that directly or indirectly related to tourism are required to be able to master foreign language especially English. Government, based on this situation, for a long time has included English to the learning curriculum that should be taught at school start from elementary school. Nowadays, many private companies also take part in teaching English. One of the institutions that facilitate the English learning is English Learning Center EC (English is Easy). It is under the auspices of PT. Edukasi Carakita, before it changed into EC. EC in the past handled online English learning through www.carakita.com sites. This online English learning started since 15th of December 2006, and now EC has training institutions that located at Kompleks Hokiland Unit 11, Jl. Jend. Gatot Subroto 888, Denpasar – Bali. With many benefits that owned by EC, of course EC could compete with other institutions. The benefits are teaching methods of EC can be directly applied to talk with foreigner, easy to understand because it is very simple, guaranteed to be fast and will not fail. The facilities that offered by this course institution is good enough. The enjoyable learning condition because every room is equipped with air conditioning.

In the current teaching and learning process, every Education Institution, including EC, also should follow the situation where the teaching and learning process is no longer standard with conventional technique but should be more developed. Responding to industrial revolution of 4.0 where teaching and learning process can be done anywhere and anytime through smartphone. Thus, it is also what is done by EC as one teaching method that follow the current trend. One of them is the use of education game application based on mobile that contain materials related to English that is taught in EC.

There are several advantages in using game in learning method, such as game is the ice breaker in language learning routine, can become motivation as well as challenge, give language exercise in various competencies, and can support the

students to interact and communicate [3]. In addition, game also take local culture design like traditional house and popular recreation place in user interface that become additional point in a learning support media.

RESEARCH METHOD

The data collection is the process of searching and collecting data to get validity of copyright works [4]. Data collection in English Learning Center EC (English is Easy) uses 2 methods, those are observation and interview.

Interview Method

Interview is done to the director of English Learning Center EC that is I Wayan Suada. Other than become director, I Wayan Suada is also the English tutor and director that involved in teaching process, also choosing, assigning, and supervising the works of the employees and head of division. In this research, interview is done by asking several questions related to material and concept of education game to be realized.

Observation Method

Observation is done at Gatsu branch company to take a data include: observing the parties that include in the process of teaching and learning, and observing the teaching and learning process in the class.

RESULT AND DISCUSSION

Education game application that is realized by adopt local culture design like traditional house and popular recreational place in user interface that become the unique characteristics and additional point as supporting media in learning.

Below are the interfaces of education game in English Learning Center EC (English is Easy).

Main Menu

In this layout is the first layout of the game. In this layout will be showed the *Start* button to start the game, *Exit* to get out from the game, *Browse* to directly to the official website page of EC, *Theme Store* to buy theme, and last is *About Developer* that is button to go to EC website, About page that contain information about short profile and history of EC. Here is the interface display of *Main Menu*:



Figure 1 : Main Menu

Sources : Writer Documentation, 2019

In main menu layout, the design principle used is balance, in accordance with the explanation in theoretical basis that balance is the distribution similarity in quality so that the display of main menu layout looks united and in harmony because all parts has each function. The color used is red to show the spirit effect, then cyan to show the calm effect, and Navajo white that has tendency of yellow color to show happiness, so that students that play the game can feel full of spirit, happy but still can play in calm [5].

Theme Store

In this layout, students will be displayed the theme choices available in the game. In the first game, as a default is offered 2 theme choices only, that is *Default* theme and *Bali* Theme. Here is the interface display of *Theme Store*:

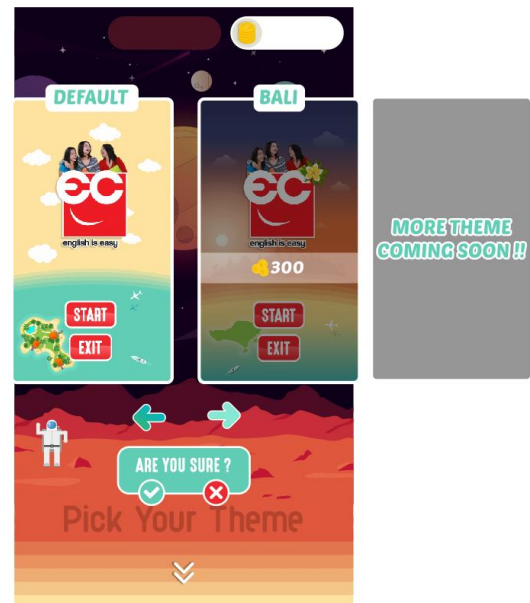


Figure 1 : Theme Store

Sources : Writer Documentation, 2019

To any changes that happen when buying the theme in *theme store* will change all background in the game and several buttons. For example in *Bali* Theme will change the background into Balinese situation where writer uses several tourism object in Bali as references. The Tourism objects such as *Pantai Karang* in Sanur, *Ubud Monkey Forest*, and *Pura Luhur Lempuyang* in Karangasem. Here is the example of layout changes in Main Menu:



Figure 3 : Bali Theme

Sources : Writer Documentation, 2019

Choose the Lesson

This layout is the continuation of Main Menu layout and will display all lessons that contain in one book

that is *Book 1*. There are 6 lessons where each lesson contains 10 questions that will be randomized and showed in *layout Question and Answer*. Here is the display of *Layout Choose the Lesson*:



Figure 4 : *Choose the Lesson*
Sources : Writer Documentation, 2019

This layout aimed to adjust the user ability in choosing the lesson and answer the questions. Every user that is the student of EC should finish the previous level to be able to the next level. In the initial game, user should be successfully collect points with certain number to open the locked level. It is aimed to make students practice their ability in English by trying to answer the questions more often. Thus, they are trained to learn in speaking or practicing it in daily activities.

Design principles that are used in this layout are balance and rhythm, where layout is seen more united and in harmony with the make use of better space and rhythm in the lesson arrangement so that it has feeling of moving from one element to another element. The color used is the same with main menu layout those are read to show the spirit effect, then cyan to show the calm effect, and Navajo white that has tendency of yellow color to show happiness, so that students that play the game can feel spirit, happiness in choosing lesson but still play in calm.

Reminder

Reminder Layout is the layout that remind about the material in the chosen lesson. For example lesson 1 that learns about grammar WILL, when the

lesson 1 is chosen, so this layout will show the material learnt in lesson 1. The material that is shown refers to Book 1 of EC and the material that is summarized is as simple as possible so the user can understand faster about the material will be played. This is aimed to make the user can answer the questions that appear randomly. Here is the display of *Reminder layout*:



Figure 2 : *Reminder*
Sources : Writer Documentation, 2019

The purpose is that the user that plays this game can understand the content of lesson before answering the questions in the next layout that is *Question and Answer*. Design principle used in this layout is Focal Point, according to the theoretical basis, Focal Point principle is the principle that able to create direct attention center, in this layout uses white color as the background of the material in *reminder*. And it becomes suppression or focal point in layout so that the user that is playing will directly fix to that part and read it immediately because the purpose of this layout is for the user can read again what materials that contain in *Book 1*. The color used is dominantly cyan because it can create the calming effect while reading.

Question and Answer

In this layout is the main layout in the game, where in this layout question and answer will appear randomly. The question shows in this layout is the question that suitable with the lesson choices in the initial game with the total of 10 questions. Here is the display of *Question and Answer* layout:



Figure 3 : Question and Answer
Sources : Writer Documentation, 2019

Design principle used in this layout is balance and rhythm, where layout in design and space utilization so that it is not seen as empty in the bottom part so that there is balance, and the use of rhythm design principle in the answer choices because it can create the moving feeling from one element to another elements when choosing the answer. The dominant colors used are cyan and green because these colors can create the feeling of calm and unhurried when answering the questions. With the *back sound* that support with quiet song.

Result

Result is the last layout where in this layout will inform the result of answering the questions in the previous layout. In this layout there is also the counting of coin that will be obtained by the user. Every lesson has each difficulty level, so that the total coin that can be obtain is different too. Here is the display of *Result* layout.

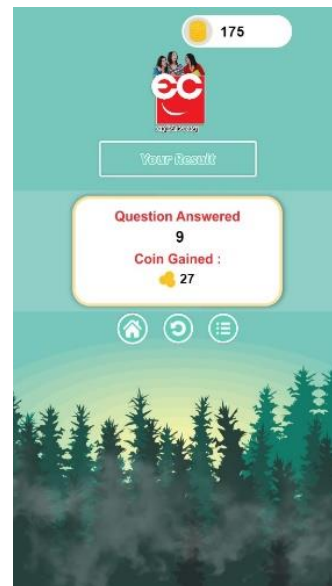


Figure 4 : Result
Sources : Writer Documentation, 2019

The design principle in this layout is Focal Point, the purpose is to emphasize the number of coins and questions that successfully be answered in white color part in the middle part of layout. According to theoretical basis that design principle of focal point can create the direct attention center and focus on certain part in that layout. The color used is still the same with the layout of *question and answer* that is dominantly in cyan and green color to create a calming effect. Then the user can choose to go back to the Main Menu, or restart the game, or choose another lesson to be played again.

CONCLUSION

The concept of education Game in English Learning Center English is Easy is simple, cultured, and informative. Simple meant here is using simple display (flat design), cultured by taking tradition illustration, tourism object, and traditional house in Indonesia, and informative is the media is able to give information towards the user and give its benefits to each individual but still pleased to play.

Based on the testing result of 30 students which are learning Book 1, and testing of 10 English tutors in EC, it can be concluded that 92% stated that this education game application is very good and feasible to be used as alternative learning media for the students to study at home. Thus, the overall testing result showed that students and English tutors in English Learning Center English is Easy give positive feedback.

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