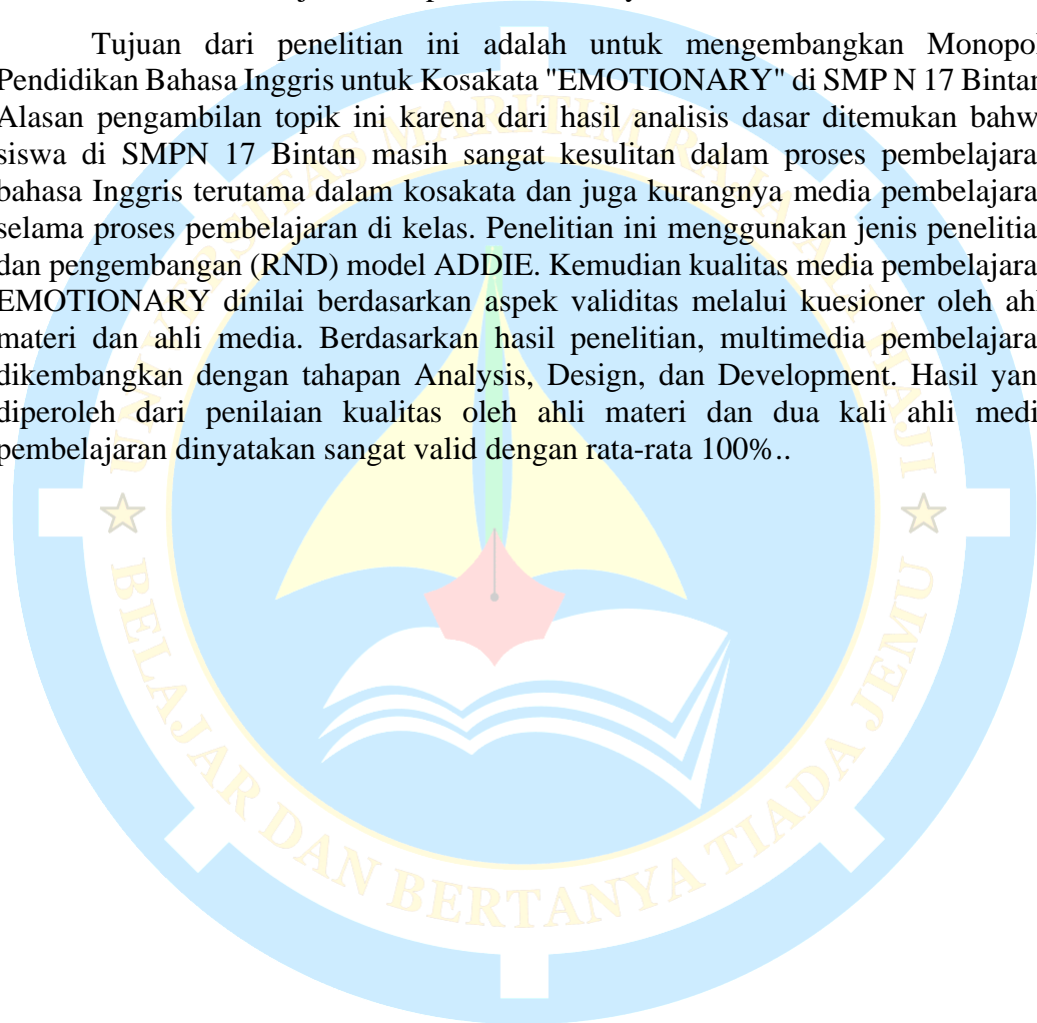


ABSTRAK

Wulandari, Putri Listika. Developing Learning Media "EMOTIONARY" for 7th Grade, Skripsi. Tanjungpinang: Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I: Assist. Prof. Gatot Subroto, S.S., M.Pd., MCE. Pembimbing II: Assist. Prof Hanifah S.Pd.I., M.Pd.

Kata kunci: Media Belajar, Monopoli, Vocabulary

Tujuan dari penelitian ini adalah untuk mengembangkan Monopoli Pendidikan Bahasa Inggris untuk Kosakata "EMOTIONARY" di SMP N 17 Bintan. Alasan pengambilan topik ini karena dari hasil analisis dasar ditemukan bahwa siswa di SMPN 17 Bintan masih sangat kesulitan dalam proses pembelajaran bahasa Inggris terutama dalam kosakata dan juga kurangnya media pembelajaran selama proses pembelajaran di kelas. Penelitian ini menggunakan jenis penelitian dan pengembangan (RND) model ADDIE. Kemudian kualitas media pembelajaran EMOTIONARY dinilai berdasarkan aspek validitas melalui kuesioner oleh ahli materi dan ahli media. Berdasarkan hasil penelitian, multimedia pembelajaran dikembangkan dengan tahapan Analysis, Design, dan Development. Hasil yang diperoleh dari penilaian kualitas oleh ahli materi dan dua kali ahli media pembelajaran dinyatakan sangat valid dengan rata-rata 100%..



ABSTRACT

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Keywords: Learning Media, Monopoly, Vocabulary

The purpose of this study is to develop English Education Monopoly for Vocabulary "EMOTIONARY" in SMP N 17 Bintan. The reason for taking this topic is because from the results of the basic analysis it was found that students in SMPN 17 Bintan still have great difficulty in the process of learning English, especially in vocabulary and also the lack of learning media during the learning process in the classroom. This research uses the type of research and development (RND) ADDIE model. Then the quality of EMOTIONARY learning media was assessed based on the validity aspect through a questionnaire by material experts and media experts. Based on the research results, learning multimedia was developed with the Analysis, Design, and Development stages. The results obtained from quality assessments by material experts and twice learning media experts were declared very valid with an average of 100%.

