

**ANALYZING TEACHERS' AND STUDENTS'
NEEDS FOR AUGMENTED REALITY-BASED
GAME DEVELOPMENT IN ELT
AT MTsN GRESIK**

THESIS

Submitted in partial fulfillment of the requirement for the degree of
Sarjana Pendidikan (S.Pd.) in Teaching English



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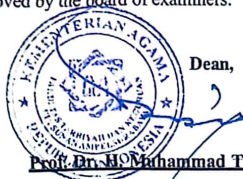


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ABSTRACT

Nur Jannah. (2024). “*Analyzing Teachers’ and Students’ Needs for Augmented Reality-based Game Development in ELT at MTsN Gresik*”. A Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Sunan Ampel State Islamic University, Surabaya. Advisor I: H. Mokhamad Syaifudin, M.Ed., Ph.D., Advisor II : Afida Safriani, M.A., Ph.D.

Key Words: *Augmented Reality, Game Development, ELT (English Language Teaching), Teachers' Needs, Students' Needs.*

To implement Augmented Reality (AR)-based games in ELT, the first thing the teacher does is a Needs Analysis (NA). This research aims to analyze the needs of teachers and students for the development of AR-based games in ELT at MTsN Gresik. By using mixed methods, the data was collected using interviews and questionnaire. The research results show that English teacher needs media that is interesting and aligned with learning objectives, media that provides comprehensive feedback on student assignments, media that is easy to integrate into learning, multimedia, and media that presents types of questions for assignments. The results of this research also show that the students most need media that is interesting and provides thorough feedback on English assignments. This research also explains that the English teacher’s needs are more focused on a well-structured learning process while the students’ needs are more focused on interesting learning experiences. In addition, the English teacher and students both need to use interactive and informative AR-based game. The researcher suggests that future researchers focus on AR-based games development by paying attention to the identified needs of teachers and students.

ABSTRACT

Nur Jannah. (2024). “*Analyzing Teachers’ and Students’ Needs for Augmented Reality-based Game Development in ELT at MTsN Gresik*”. A Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Sunan Ampel State Islamic University, Surabaya. Advisor I: H. Mokhammad Syaifudin, M.Ed., Ph.D., Advisor II : Afida Safriani, M.A., Ph.D.

Kata Kunci: *Augmented Reality, Game Development, ELT (English Language Teaching), Teachers' Needs, Students' Needs.*

Untuk mengimplementasikan permainan berbasis Augmented Reality (AR) di pengajaran Bahasa Inggris, hal pertama yang dilakukan guru adalah analisis kebutuhan. Penelitian ini bertujuan untuk menganalisis kebutuhan guru dan siswa terhadap pengembangan permainan berbasis AR pada pengajaran Bahasa Inggris di MTsN Gresik. Dengan menggunakan metode campuran, pengumpulan data dilakukan dengan wawancara dan kuesioner. Hasil penelitian menunjukkan bahwa guru Bahasa Inggris membutuhkan media yang menarik dan selaras dengan tujuan pembelajaran, media yang memberikan umpan balik yang komprehensif terhadap tugas siswa, media yang mudah diintegrasikan ke dalam pembelajaran, multimedia dan media yang menyajikan jenis-jenis pertanyaan untuk tugas. Hasil penelitian ini juga menunjukkan bahwa siswa paling membutuhkan media yang menarik dan memberikan umpan balik menyeluruh pada tugas bahasa Inggris. Penelitian ini juga menyatakan bahwa kebutuhan guru bahasa Inggris lebih berfokus pada proses belajar yang terstruktur dengan baik sedangkan kebutuhan siswa lebih berfokus pada pengalaman belajar yang menarik. Selain itu, guru dan siswa sama-sama memiliki kebutuhan untuk menggunakan permainan berbasis AR yang interaktif dan informatif. Peneliti menyarankan kepada peneliti selanjutnya untuk fokus mengembangkan game berbasis AR dengan memperhatikan kebutuhan guru dan siswa yang teridentifikasi

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LIST OF ABBREVIATION

AR	: Augmented Reality
DGBL	: Digital Game-Based Learning
EFL	: English as a Foreign Language
ELT	: English Language Teaching
ESP	: English for Specific Purpose
ICT	: Information and Communication Technology
MAVR	: Mobile-Assisted Virtual Reality
MTsN	: Madrasah Tsanawiyah Negeri
NA	: Need Analysis
SPSS	: Statistical Program for Social Science
TV	: Television

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