

**THE SNAKE AND LADDER GAME IN
INDONESIAN ENGLISH LANGUAGE TEACHING
CONTEXT: A META-SYNTHESIS STUDY**

THESIS

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



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ABSTRACT

Masruroh, Icha (2025). *The Snake and Ladder Game in Indonesia English Language Teaching Context: A Meta-Synthesis Study*. A thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Hilda Izzati Madjid, M.A and Rizka Safriyani, M.Pd.

Keywords: *Snake and Ladder Game, English Language Teaching (ELT), Indonesian ELT, Teaching Media, Meta-Synthesis.*

To make teaching and learning more engaging, dynamic, and enjoyable, teachers can use games as creative media. The Snake and Ladder game is one that educators can utilize as a teaching tool. This study aims to analyze the use of the Snake and Ladder game as a teaching media in Indonesian ELT, examine how teachers use it in class, and examine students' learning achievement when the game is applied. This study uses a qualitative meta-synthesis method by reviewing 13 published articles on Snake and Ladder game in the Indonesian ELT context. The 13 selected articles are from online platforms such as Google Scholar, Open Knowledge Maps, and Publish or Perish from 2018 to 2023. The research results show that this game is used in primary and secondary education, but it was not found to be used in higher education. This game is used to teach vocabulary that is embedded in speaking and reading skills. The study also found that in the cognitive aspect, the Snake and Ladder games enhance students speaking and reading skills. There are also noncognitive student's learning achievements, including increasing student's social abilities, enjoying the learning process, getting motivated, and increasing self-confidence. Moreover, since the 13 selected articles were investigated in manual format, the next researcher may take the opportunities to investigate the use of the game in the digital format.

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ABSTRAK

Masruroh, Icha (2025). *The Snake and Ladder Game in Indonesia English Language Teaching Context: A Meta-Synthesis Study*. A thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, UIN Sunan Ampel Surabaya. Advisors: Hilda Izzati Madjid, M.A and Rizka Safriyani, M.Pd.

Keywords: *Snake and Ladder Game, English Language Teaching (ELT), Indonesian ELT, Teaching Media, Meta-Synthesis.*

Untuk membuat proses belajar mengajar menjadi lebih menarik, dinamis, dan menyenangkan, guru dapat menggunakan permainan sebagai media yang kreatif. Permainan ular tangga merupakan salah satu permainan yang dapat digunakan oleh para pengajar sebagai media pembelajaran. Penelitian ini bertujuan untuk menganalisis penggunaan permainan ular tangga sebagai media pengajaran dalam pembelajaran pada *ELT* di Indonesia, meneliti bagaimana guru menggunakannya di kelas, dan meneliti prestasi belajar siswa ketika permainan ini diterapkan. Penelitian ini menggunakan metode meta-sintesis kualitatif dengan meninjau 13 artikel yang telah dipublikasikan mengenai permainan ular tangga dalam konteks *ELT* di Indonesia. Ke-13 artikel yang dipilih berasal dari platform online seperti *Google Scholar*, *Open Knowledge Maps*, dan *Publish or Perish* dari tahun 2018 hingga 2023. Hasil penelitian menunjukkan bahwa permainan ini digunakan di pendidikan dasar dan menengah, tetapi tidak ditemukan digunakan di pendidikan tinggi. Permainan ini digunakan untuk mengajarkan *vocabulary* yang tertanam dalam *speaking and reading skills*. Penelitian ini juga menemukan bahwa dalam aspek kognitif, permainan ular tangga dapat meningkatkan kemampuan berbicara dan membaca siswa. Selain itu, terdapat juga pencapaian belajar siswa secara non-kognitif, termasuk meningkatkan kemampuan sosial siswa, menikmati proses pembelajaran, termotivasi, dan meningkatkan kepercayaan diri. Selain itu, karena 13 artikel yang dipilih diselidiki dalam format manual, peneliti berikutnya dapat mengambil kesempatan untuk menyelidiki penggunaan permainan dalam format digital.

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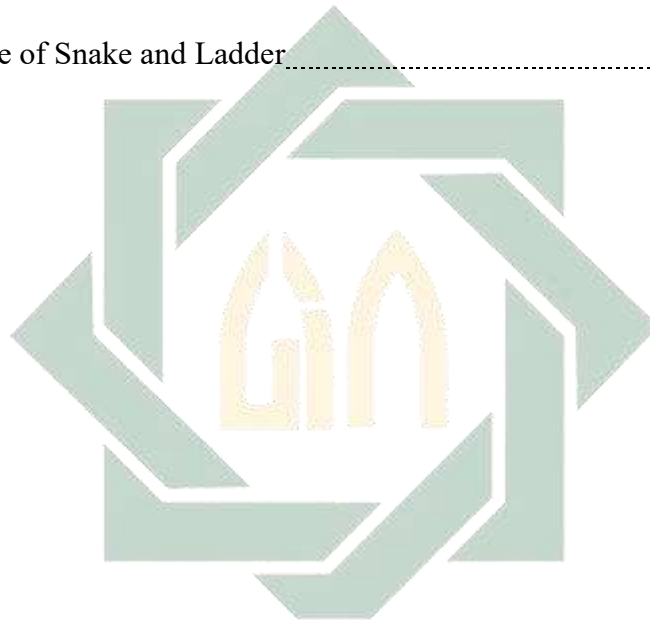
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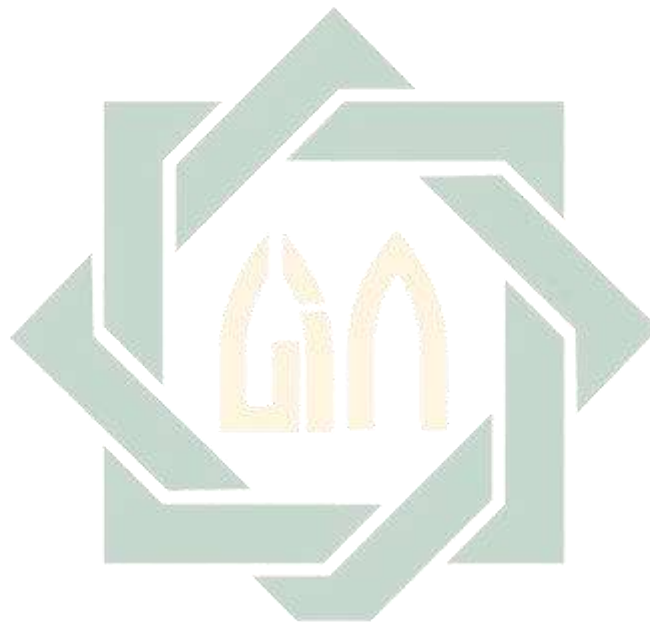
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LIST OF ABBREVIATION

ELT: English Language Teaching

EFL: English as a Foreign Language

ESL: English as a Second Language



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