ABSTRACT

This study aims to determine the result of the Educational game development in English reading comprehension using RPG VX Ace as a media to improve junior high school student learning outcomes. Presently, digital media technology is very familiar for adolescence learners. In this study, the researcher choses the students of SMP Islamic Qon Manyar as the subject because most of the students in this school already have digital media devices.

The researcher developed the material in second semester. Before developing the material, the researcher needed to do several instrument; the researcher gives questionnaire for five students at eight grade and conducting interview to the English teacher to gather the need analysis. From the result of questionnaire and interview the researcher found that the students and the teacher prefer to choose learning English using interactive media, especially in learning English reading comprehension. Moreover, the researcher also see from the syllabus, textbooks and materials that have been taught.

The method used is the development of or knownthe method of Research and Development. Stages in the research processis the stage of the analysis, design, development, implementation, and testing.Tests were conducted in the form of validation performed by expert judgment ormedia experts and material. Media then tested by students.

The result of this research gained students skill while doing some exercises of learning reading. The students said that it was such a different material that they ever had since learning English reading. In this research, the Development Model used in this research was the ADDIE model which is has several procedure; start from need analysis, development, expert validation, Try out, and the last was Final product.

It might be concluded that the researcher product which is digital media game can be used to 8th grade student of SMP Islamic Qon Manyar. From the rising result of those students, the writer conclude that the product could help the teacher in combining the manner in teaching English reading comprehension with digital educational game so the students could feel comfortand attractive in learning reading.Once done validation and interactive media that meet the criteria of decent, freshly madetesting or research to know the feasibility in the field.

In conclusion, the students were completely interested in the learning media because of the features and visual animation display of the product that

consist of varieties character, completed with background audio, and gold as a gift for their success in answering the question from the non-player character.

For readers, it could inspire them to get the students' interest in teaching learning speaking easily. The final, this product could be developed into an action research to find out the effect of implementing this product when learning English reading comprehension. For student' parents, this product implementation could be has positive effect and good application for children in learning activity. Meanwhile for the teacher, this kind of product development could help teaching learning process has another supported learning media.