

**DEVELOPING JIGSAW PUZZLE GAME
TO ENHANCE JUNIOR HIGH SCHOOL STUDENTS'
INTEREST IN TEACHING AND LEARNING GRAMMAR: AN
ADDIE MODEL**

THESIS

In Partial Fulfilment of the Requirement for Master's
Degree in English Language Education



By:

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**MASTER OF ENGLISH LANGUAGE EDUCATION
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UNIVERSITAS MUHAMMADIYAH MALANG**

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The Writer,



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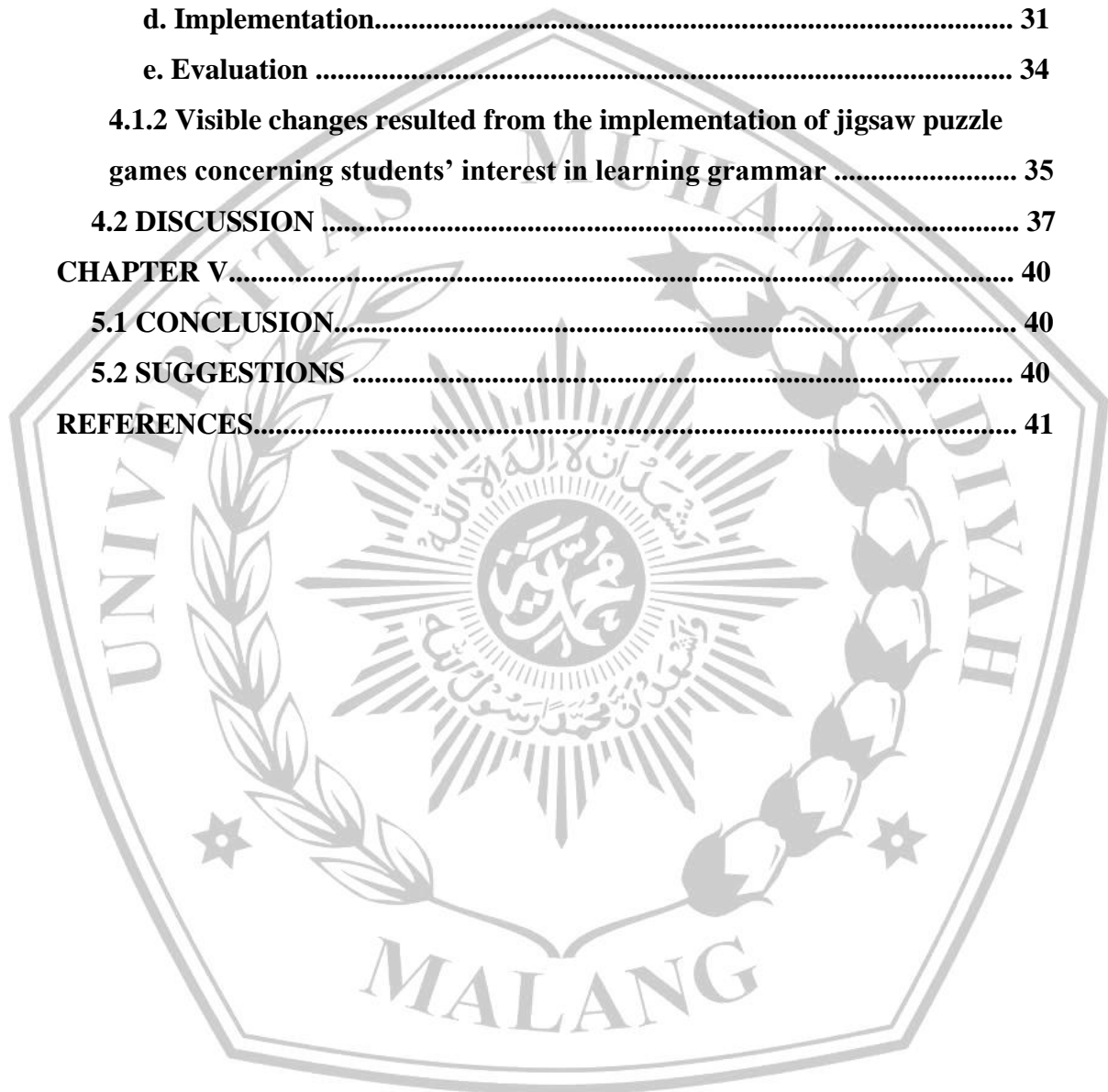
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Researcher

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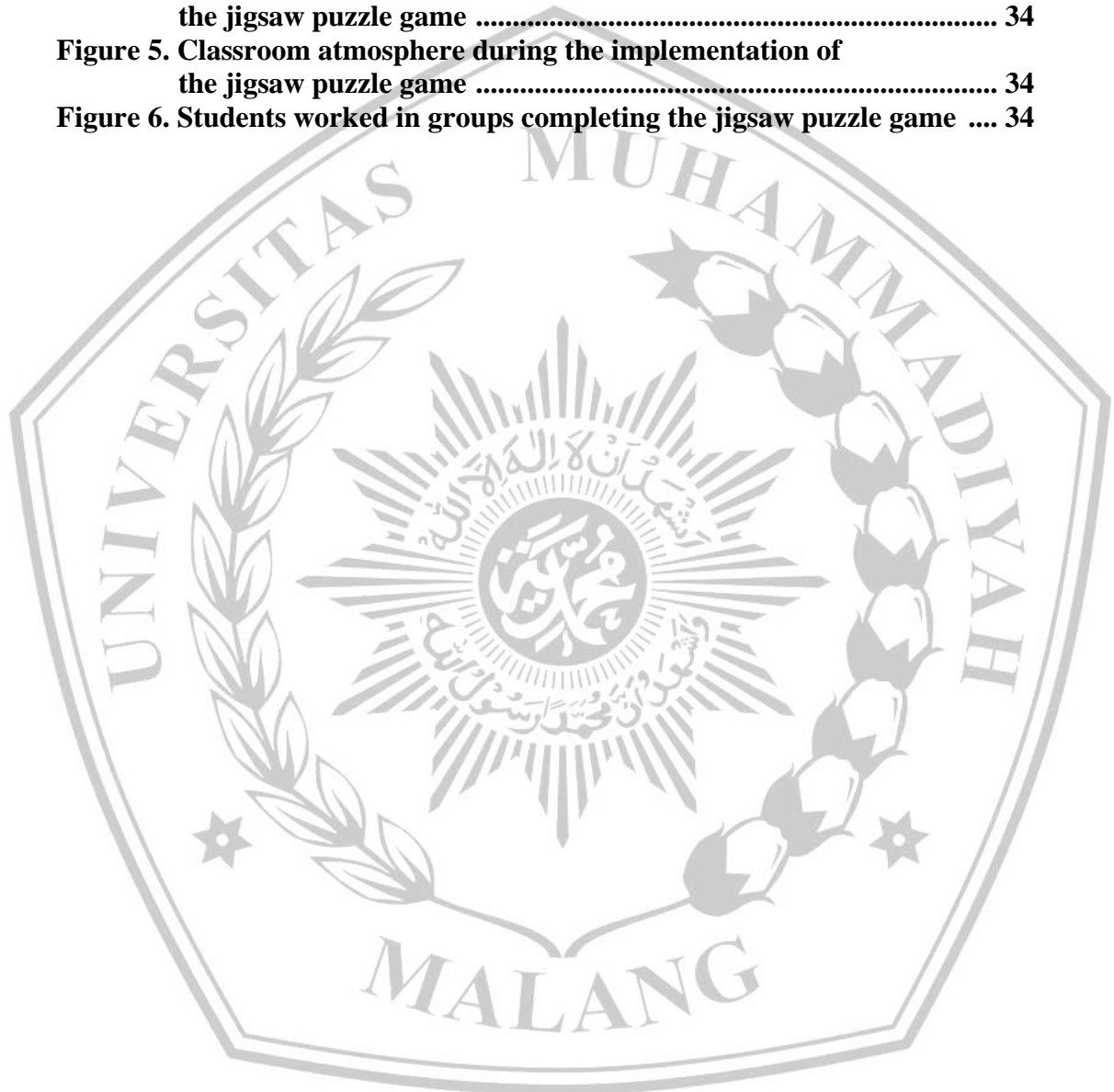
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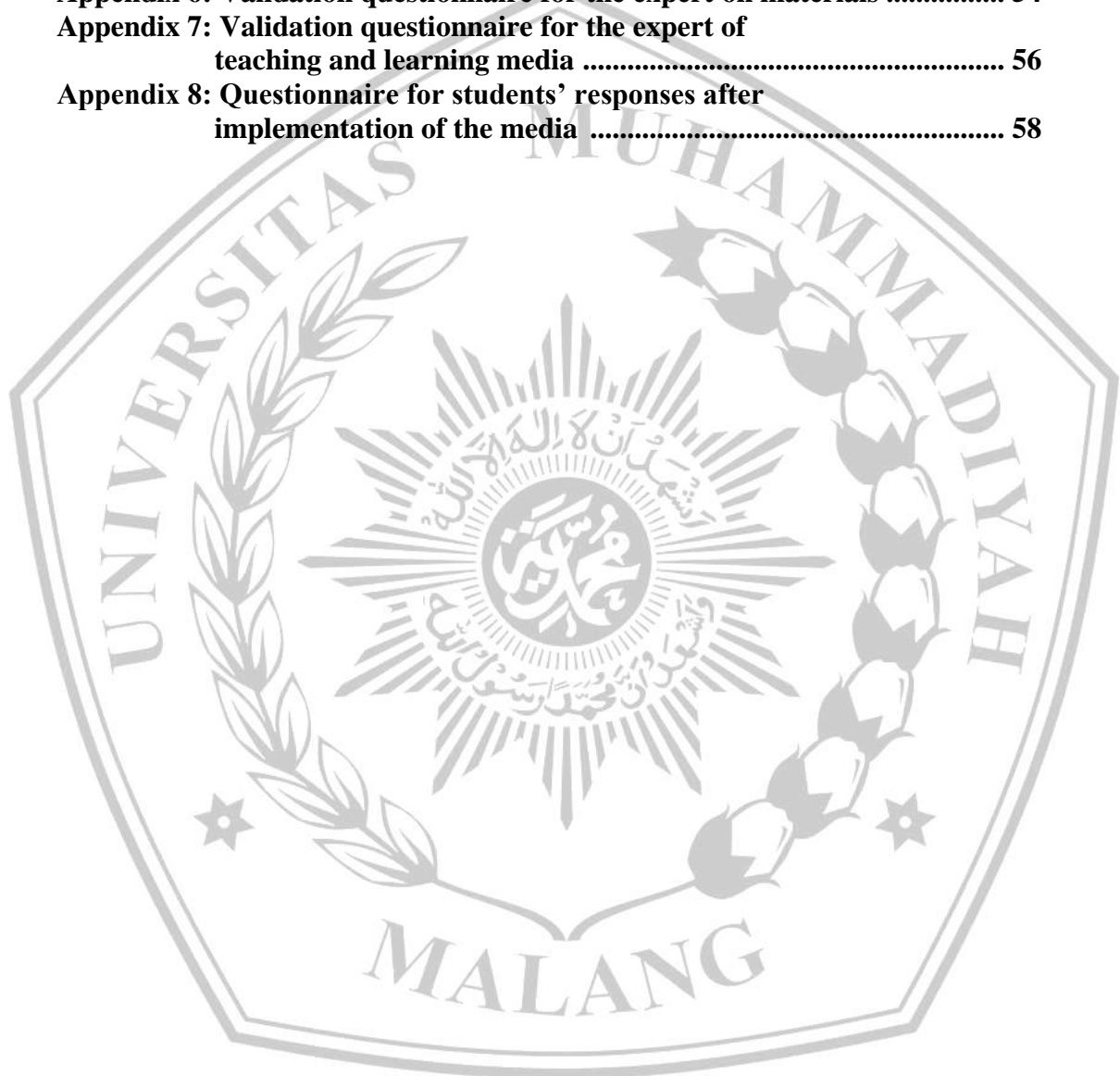
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DEVELOPING JIGSAW PUZZLE GAME TO ENHANCE JUNIOR HIGH SCHOOL STUDENTS' INTEREST IN TEACHING AND LEARNING GRAMMAR: AN ADDIE MODEL

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ABSTRACT

Learning grammar can be challenging for junior high school students, often leading to low interest. Game-based learning (GBL) provides a more fun and engaging approach, yet its role in teaching and learning grammar remains a debate among educators. The purpose of this study was to develop a jigsaw puzzle game to make grammar more engaging for junior high school students. The development model used was ADDIE. The data for this study were collected using a class observation sheet, a teacher interview guide, and questionnaires for expert validation and student feedback after using the media in class. The findings demonstrated that the jigsaw puzzle game greatly increased students' participation, motivation, and enjoyment in grammar class. Observations revealed a shift from passive to active learning, with students collaborating and showing more interest in grammar. This indicates that using GBL can make grammar lessons more engaging. The study highlights how teaching media like jigsaw puzzle games can create a supportive learning environment and address student disengagement. These findings support the benefits of GBL in the learning process.

Keywords: *game-based learning, students' interest, jigsaw puzzle game, learning grammar, ADDIE*

**MENGEMBANGKAN PERMAINAN JIGSAW PUZZLE UNTUK
MENINGKATKAN MINAT SISWA SMP DALAM BELAJAR DAN
MENGAJAR TATA BAHASA: MODEL ADDIE**

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ABSTRAK

Mempelajari tata bahasa dapat menjadi tantangan bagi siswa sekolah menengah pertama, yang sering kali menyebabkan rendahnya minat belajar siswa. Pembelajaran berbasis permainan (*GBL*) menawarkan pendekatan yang lebih menyenangkan dan menarik, namun perannya dalam pengajaran dan pembelajaran tata bahasa masih menjadi perdebatan di kalangan pendidik. Tujuan dari penelitian ini adalah untuk mengembangkan permainan jigsaw puzzle agar pembelajaran tata bahasa lebih menarik bagi siswa sekolah menengah pertama. Model pengembangan yang digunakan adalah ADDIE. Data untuk penelitian ini dikumpulkan menggunakan lembar pengamatan kelas, panduan wawancara guru, dan kuesioner untuk validasi ahli serta umpan balik siswa setelah menggunakan media di kelas. Temuan menunjukkan bahwa permainan jigsaw puzzle sangat meningkatkan partisipasi, motivasi, dan kesenangan siswa dalam kelas tata bahasa. Hasil pengamatan mengungkapkan perubahan dari pembelajaran pasif ke pembelajaran aktif, dengan siswa berkolaborasi dan menunjukkan minat yang lebih besar terhadap tata bahasa. Ini menunjukkan bahwa menggunakan *GBL* dapat membuat pelajaran tata Bahasa lebih menarik. Penelitian ini mengungkapkan bahwa media pembelajaran seperti permainan jigsaw puzzle dapat menciptakan lingkungan belajar yang mendukung dan mengatasi ketidakaktifan siswa. Temuan ini mendukung manfaat *GBL* dalam proses pembelajaran.

Kata kunci: *pembelajaran berbasis permainan, minat siswa, permainan jigsaw puzzle, belajar tata Bahasa, ADDIE*

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