ABSTRACT

Chandra, Wyffa Jessica (2025): Compatibility of English Textbook and Students' Needs for Grade XI Software and Game Development Major. A Paper English Education Department, The Faculty of Tarbiyah and Teaching Training, State Islamic University of Sunan Gunung Djati Bandung.

This study aims to determine the compatibility between English textbook and the needs of students majoring in Software and Game Development at the vocational school level. English textbook used in vocational school should be tailored to the specific needs of students in each department. However, most of the textbooks provided are only designed for general purposes and have not considered the specific needs of students, whereas each vocational major requires different English skills according to their respective objectives.

The participants in this study were grade XI students majoring in Software and Game Development at SMKS Muhammadiyah 2 Cibiru and one English teacher who taught the class. The research method used was qualitative with a case study design. The instruments used include questionnaires, interviews, and document analysis in the form of a textbook entitled "English SMK/MAK Grade XI".

The results showed that the English textbook is not compatible with the needs of grade XI students majoring in Software and Game Development. This textbook is still general and cannot fulfill the three aspects of target needs which include necessities, lacks, and wants. A total of 68.8% of students need speaking skills, especially presentation skills (90.6%), but the textbook does not provide materials that support the development of these skills. In addition, 53.1% of students are at beginner level and as many as 50% of students are more confident in reading skills, but textbook does not offer gradual learning according to their abilities. In terms of wants, students want learning activities and materials that are contextual to their major. As many as 50% of students want learning activities by watching tutorial/programming videos and 53.1% of students want professional conversation type texts or materials in the workplace. However, the materials presented were not related to technology, programming or communication topics in the workplace.

Thus, the textbook does not provide adequate support for the skills needed or the interests of the students, so it can be declared incompatible to effectively support English language learning for students majoring in Software and Game Development. In conclusion, this study emphasizes the importance of English textbook that match students' major at the vocational school level in improving their English skills. This research is expected to provide information for textbook authors, publishers, and curriculum developers in developing materials based on the results of in-depth needs analysis in each student major in vocational school.

Keywords: *Textbook Analysis, Students' Needs, Vocational High School, Software and Game Development*