ABSTRACT

Muthmainnah, Ulfa Meisaroh. (2024): Developing an Android Game Application for English Language Learning through Riddles and Proverbs Understanding

This study develops and evaluates an Android-based educational game that enhances English language learning through proverbs and riddles. Using iSpring Suite and Web 2 APK for development and PowerPoint for designing game elements, the study follows the 4D model—Define, Design, Develop, and Disseminate—to ensure alignment with educational objectives.

The study aims to create an interactive game for English learning, assess its validity through expert evaluations, and evaluate its operational effectiveness based on teacher and student feedback. It employs a mixed-methods approach, combining expert validation with quantitative and qualitative feedback from questionnaires and interviews.

Findings show that the application effectively engages students and improves their understanding of proverbs and riddles. However, improvements are needed in animations, transitions, and user interface design. The app is currently limited to Android devices; further optimization is required.

The study identifies limitations such as the app's absence from the Play Store due to budget constraints, the need for further development, and the need for an iOS version. Future research should address these issues, expand practical trials, and improve the app's accessibility and effectiveness. The study provides valuable insights and recommendations for future educational game development.

Keywords : Android Application, English Language Learning, Proverbs, Riddles, Educational Game, iSpring Suite, User Feedback