

# Louder Board Puzzel Game

Oleh:

Kharisma Novia Devi,

Yuli Astutik

Progam Studi Pendidikan Bahasa Inggris

Universitas Muhammadiyah Sidoarjo

September, 2024



# Abstract

*Board games are commonly used as learning tools to enhance engagement and effectiveness in the learning process. Additionally, board games are traditional games that are widely enjoyed and can be played by people of all ages. The Louder Board is a puzzle game that has been modified to help boost self-confidence in reading English texts. Each puzzle piece contains a card with a paragraph from a story, allowing students to collaborate in assembling the story. The goal of Louder Board is to encourage students to think critically, work together, and build confidence in reading English texts, while also expressing their opinions within the context of Narrative Text learning materials.*

# Product Description

Board Game is one of the interesting and fun learning media that can train students' thinking processes to be many ideas and innovative, So that students not only learn to socialize but also aspects of communication. Board Game aims to encourage individuals or groups to gain knowledge, skills, and personality development in various different domains, in specially designed games and simulations. So that Board Game can be modified according to learning needs. Louder Board was developed to overcome students' problems in reading skills, especially Narrative Text material. Louder Board is a puzzle game that has been modified with a short story card that aims to help students understand text, construct meaning, be able to guess meaning, and students can pay attention to social functions, text structures, linguistic elements and short story formats.

# Product Content

Louder Board is a board game in the form of a puzzle game that has been modified so that it contains efforts to increase self-confidence in reading English texts. The material used is Narrative Text. Students will be given a brief explanation of Narrative Text. Then students are asked to remember and mention stories they have heard and read. After that, one by one students are asked to take a piece of the puzzle, which contains a paragraph fragment from three different stories (Sangkuriang, Maling Kundang, and The Golden, Star Fruit Tree), and the student must read it out loud (Louder) so that it can be heard by other students. From the process of reading and listening, students are expected to be able to put together the pieces of the story to become a complete story, as well as forming a group. In the final stage, each group will be asked to analyze and present the text structure of the story, in order to find out students' understanding of the Narrative Text material.

Louder Board design can be seen as follows:



Figure 1. The Look of the Louder Board Game Board

# Product Content



**Figure 2. The appearance of the Louder Board**

**without the puzzle pieces.**



**Figure 3. The look of the puzzle pieces.**

# Product Content



Figure 4. The look of Story Card



Figure 5. Rear View of the Puzzle Piece.

# Product Content



Figure 5. The look of Text Structure.

# Referensi

- [1] Hanindya Navita Rahma, Yuli Astutik, "There Is Any Effect Of Board Games For Teaching Reading Second Grade At Junior High School", Vol 6 (2022): June DOI: 10.21070/acopen.6.2022.2276.
- [2] Apsari, Y., Lisdawati, I., and Mulyani, E, R. (2020). "Educational game tools as English learning media". *Abdimas Siliwangi*, Vol 3(1), 38-47. doi: <http://dx.doi.org/10.22460/as.v3i1p%25p.3385>
- [3] Septiana Ika Ningtyas, "Using Board Games as Learning to Train Students' Creative Thinking", Vol 9, No. 2, October 2023, Pp: 871 – 880, DOI:<http://dx.doi.org/10.30998/rdje.v9i2.19392>.
- [4] Alexandra Ilic Rajković, Mirjana Senić Ružić, & Bojan Ljubic. (2012). "Board Games as Educational Media: Creating and Playing Board Games for Acquiring Knowledge of History\*". *IARTEM E- Journal*, Vol 11(2). DOI: 10.21344/iartem.v11i2.582.
- [5] Yida Li, "Analyzing the Influence of Puzzle Games on Learners' Learning". *REPTS 2023*, Vol 22 (Year 2023). DOI:<https://doi.org/10.54097/ehss.v22i.12299>.
- [6] "Teaching Reading Of Narrative Text Using The Board Game To Eight Graders". *E- UNESA Journal*.
- [7] Molenda, Michael. 2008. "Educational Technology: A definition with comments.
- [8] Lismayanti, Misnawati, "Escalation Reading Comprehension On Narrative Text By Using Word Search Puzzle Game To The First Year Students Of Sma Negeri 1 Samalanga", *Journal of English Education and Social Science (JEESS)* ISSN : 2776-1436 (E) 2775-6912 (P) Volume 2 No. 2 (2021) Page : 97-106.
- [9] "Development of Puzzle Game Media in English Subjects Regarding Vocabulary Puzzles for Class II Students of SDN Lidah Wetan IV Surabaya". *E – Journal UNESA*.
- [10] kristanto. Andi. 2016. *Learning Media*. Surabaya: Bintang Surabaya.



