DEVELOPMENT OF ROLE PLAY GAME (RPG) AS A MEDIA FOR LEARNING GERMAN VOCABULARY

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Abstract

Vocabulary knowledge is a component of mastering a language. The more vocabulary learners have, then the better their language skills will be. The teacher stated that the lack of motivation and interest of students in learning German so that the material cannot be absorbed properly. Besides that, sometimes students find it difficult to visualize the material presented. So, the researcher developed an educational game media based on Role Play Game (RPG) called Dajul's odyssey: portal of language to solve the problem. The purpose of this research is to produce an educational game based on Role Play Game. Role Play Game is a digital-based game in the form of role simulation that requires players to play characters that have been determined by the game story. RPG development can be done with the Research and Development method. This research results in an RPG-based educational game with Essen und Trinken material. This media has been validated by material and media experts who are assessed using a questionnaire with a Likert scale. The first expert gave a score of 92.85% (Very Good) and the second expert gave a score of 88.57% (Very Good). Based on the results of the research, it can be concluded that the Role Play Game was developed based on the students' needs and the Role Play Game named "Dajul's Odyssey: Portal of Languages" received an excellent rating and response from both experts. Therefore, RPG can be used as an alternative choice of learning media for learning German vocabulary.

Keywords: Development, German Language, Role Play Game, Vocabulary

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1. INTRODUCTION

Vocabulary knowledge is one of the components to master a language. The more words learners have learned, the better their language skills will be. This will greatly support the learning of language skills. In this context, the use of a Role Play Game-based learning media has become one of the interesting options to be applied in learning.

The learning process has important things to consider, such as the learning atmosphere of the learners so that the learning process can be carried out well. Based on the results of interviews with German language teachers at SMA Negeri 4 Cimahi, students lack motivation and interest in German language learning, so that the subject matter cannot be absorbed properly. Furthermore, sometimes it is difficult for students to visualize the material presented. The existence of suitable learning media will help students increase motivation and interest and make it easier for students to visualize the material in the learning process of German vocabulary.

Learning German vocabulary can use an alternative self-learning media. This media can be used as practice material for students, which is Role Play Games. Role Play Game (RPG) is a game genre where the player takes the role of a fictional character in a structured narrative or story. In the context of independent learning media, RPG games act as a learning tool. RPG as learning media can provide a different learning experience from conventional methods because the characteristics of RPG games themselves have involvement in deep narratives and strong characterization, learners can indirectly deepen their understanding of German vocabulary without the need for excessive awareness of the learning process itself.

The study on the use of RPG game learning media or educational games has been conducted by Halimur Rosyad in 2015. The research was conducted by giving treatment using learning media using RPG. The results showed that education-based games as learning media were effective to use. It can be concluded that the use of RPG as an educational game is considered effective and creative to be used as a learning medium that affects student motivation, self-confidence and increases students' interest in language learning, especially in learning vocabulary. This study has differences with the research conducted by Halimur Rosyad, namely the language chosen by the researcher and of course the vocabulary material used. In this study due to limited time and cost, the material will focus on the theme "essen und trinken" in class XI.

Based on those problems, the researchers developed an RPG game as a learning media titled "Dajul's Odyssey: Portal of Languages" which is expected to facilitate and increase motivation to learn German vocabulary. With this RPG game-based learning media, it is hoped that students will feel happy when learning and without realizing it, students will pronounce German vocabulary more often so that students' mastery of German vocabulary will increase. Based on this thought, the researcher is interested in developing RPG game learning media using the research & development (R&D) research method and compiling it in the form of a thesis with the title "Development of Role Play Game (RPG) as a media for learning German vocabulary"

2. LITERATURE REVIEW

Educational games are interactive games to increase student engagement and motivation. As a digital learning medium, these educational games help students understand certain concepts or skills through an engaging and fun play experience. Pradana and Nita (2019, p. 49) state that

the education game is a game that is used as a means of entertainment for children in which it contains educational content to facilitate educators in delivering subject matter. That statement in line with Adrian and Apriyanti (2019, p.51) who explain that educational games are made to improve education and support learning. In the other hand Nikensasi et al (in Hendrawan and Marlina, 2022, p. 396) Educational games are an innovative form in the world of mobile games. Therefore, teachers must continue to adapt to technological developments and utilize learning media in the form of educational games as one example.

Role Playing Games (RPG) is a type of educational game that generally focuses on the narrative and the role of the character played by the player. Abdurrahman (2013, p.26) explains that Role Playing Games (RPG) is a digital-based game that is different from other similar games. In accordance with the term used, this game is a role simulation. Players are invited to play characters in each theme of the game. Abdurrahman's expression is clarified by Wibawanto (2020, p. 7) who explains that RPG is a game with the concept of inviting players to play the role of characters in a fictional story. Role Play Games are a type of game that has a number of characteristics. These differentiate this game from other game genres, such as a strong story narrative, character customization and diverse missions from simple to complex missions. Another thing that makes this game different from other games is the reward feature. The prizes in question are in-game money, in-game weapons, in-game items etc. Lehto (2021, p.73) explains that "The common feature of Role Playing Games is that the player is playing a role: performing actions, thinking, and speaking for the character, sometimes even feeling their characters emotions." Which can be interpreted that Role Playing Games are games in which players play a role, act, think and feel the emotions of the characters they create.

RPG as a learning media provides a new and interactive experience. Wibawanto (2020, p. 11) states that "Role Playing is cooperative, improvisational, structured, and free form of an "interactive story" that occurs in the player's imagination. When playing a game, players are generally in a relaxed and happy state so that they easily accept any content conveyed through the game. For example, in RPG games there is generally dialog that forms a story, this is scientifically proven to encourage and improve the reading skills of players. In addition, in playing RPGs, players often learn certain fields of knowledge such as history, language, politics, demographics, craftsmanship, geography, science, literature, and several other fields." From this expression, it can be concluded that Role Play Games can be used in the learning process because when playing, players are generally in a relaxed state so that players will more easily accept the material presented.

Vocabulary includes all the words, phrases and terms that exist in the language. In essence, vocabulary is the foundation or basic component of language that allows people to communicate, convey ideas, and understand messages in the context of the language used. Habermann, et al. (2015, p. 11) state that "Wörter sind die kleinsten selbständigen Bausteine der Sprache". The statement can be interpreted that words are the smallest basic elements but still have independent meanings and functions in the language structure. This is in line with the opinion of Knipf- Komlósi et al. (2006, p. 58) which states that *"der Wortschatz einer Sprache bildet eine elementare Grundlage für die Äußerungen, die aus Wörtern, lexikalischen Einheiten bestehen"*. From the quote, it can be interpreted that the vocabulary in a language forms the basis for an expression. the expression consists of words that have lexical meaning.

A word class is a category in grammar used to group words based on their function and role in the sentence. Each word in the language has a specific function, and this function helps determine how the word is used in the sentence and its relationship with other words. Gross (in

Khoerudin, 2013 p.178) states that the division of word classes in German is different. According to the traditional system, word classes are divided into ten groups based on their type, namely: 1) verbs, for example *gehen* 'go'; 2) substantives, for example *Tisch* 'table'; 3) adjectives, for example *nett* 'friendly'; 4) Articles (articles), for example '*der*'; 5) pronomina, for example *er* 'he' (masculine singular); 6) numeralia, for example *eins* 'one'; 7) adverbs, e.g. *fast* 'almost';8) prepositions, e.g. *mit* 'with' ;9) conjunctions, such as *weil* 'because' and;10) interjections, e.g. *pfui* 'ih'

A noun is a class of words used to refer to people, places, things, animals, or concepts. Saragih, et al. (2012, p.3) state that *"Das Nomen ist eine Wortart, die Menschen, eine Sache oder ein Tier bezeichnet und im Deutschen am Anfang mit einem großen Buchstaben geschrieben wird. Es wird immer einem Artikel verbunden und kann am sowohl im Singular und als auch Plural stehen."* The quote can be interpreted that a noun is an expression that describes a person, thing or animal and begins with a capital letter. A noun is always associated with an article and can appear in both singular and plural forms.

3. METHODOLOGY

This research will be carried out using the Research and Development research method which has stages that need to be carried out so that the development of learning media can be carried out. According to Borg & Gall, the stages that have been modified can be formulated into 5 points as follows;

1. Research and information collecting is the stage for conducting research and analyzing problems by conducting literature studies and formulating a research framework.
2. Planning in this stage is the preparation of a research plan which includes formulating skills, research objectives, and research steps.
3. Develop preliminary form of product, namely the development of the form of the product. This step also includes preparing other components such as guidelines, game design and evaluating the feasibility of other supporting components.
4. Product Testing is testing the developed product.
5. Final Product Revision is carrying out the final improvement of the product produced based on the product trial to produce the final product.

4. RESULTS AND DISCUSSION

The process of developing learning media based on Role Play Game (RPG), is a media development process based on finding solutions to the difficulties in learning German vocabulary of high school students. In the learning process, the teacher stated that students have a hard time understanding vocabulary material, especially in visualizing images. One of the media that can be used in overcoming these difficulties is RPG media. The use of RPG media in learning is expected to overcome these problems.

RPG media is a digital-based game in the form of role simulation that requires players to play characters that have been determined by the game narrative. RPG is one of the games with the concept of combining narrative and strategic elements that provide a unique experience to the players. By using this media, it is hoped that it can provide a different learning experience from conventional methods because the characteristics of the RPG game itself have deep narrative involvement and strong characterization, students can indirectly deepen their understanding of German vocabulary without the need for excessive awareness of the learning process itself. This is one of the foundations for researchers in developing RPG media for vocabulary learning.

Before RPG media is developed, there are several stages that need to be carried out. One of these stages is choosing the research method, research location, and research subject. Researchers developed learning media in the form of an RPG-based educational game entitled "Dajul's Odyssey: Portal Of Languages". This research was prepared using the research and development method (Research and Development) which is based on the Borg & Gall theory. The steps of this research consist of Research and information gathering, Planning, Develop preliminary form of product, Product testing, and Final Product revision. The research was conducted at SMA Negeri 4 Cimahi. This school is located at Jl. Kihapit Barat No.323, Leuwigajah, Kec. Cimahi Sel., Cimahi City, West Java 40532. The researcher chose SMA Negeri 4 Cimahi as the research location because the location of SMA Negeri 4 Cimahi is close to the researcher's house, so the observation process can run more easily and SMA Negeri 4 Cimahi has German as the 2nd foreign language subject. The subjects in this study were XI-IPS 6 class students, researchers chose XI-IPS 6 class students, because the class was a class that had been used by researchers during P3K activities, so that researchers could more easily analyze class needs and facilitate the teaching process.

After the research method and location were determined, the researcher started the RPG media development process by conducting Research and information collecting. In this stage, information gathering was carried out by conducting observations and interviews with German language teachers and students at SMA Negeri 4 Cimahi, as well as literature studies to prepare the formulation of the research framework. The results of this stage are used as a foundation by researchers to develop learning media. Based on the results of observations and interviews that have been conducted with Mrs. Afi and Mrs. Rina as German language teachers at SMA Negeri 4 Cimahi, the information obtained is that Mrs. Afi and Mrs. Rina have difficulty when teaching vocabulary material to students, due to the limited variety of learning media which makes it difficult for students to understand the material. Therefore, Mrs. Afi and Mrs. Rina expect an interactive and easy-to-use learning media to help in explaining the material. Mrs. Afi and Mrs. Rina also said that students tend to be more active when learning if they use learning media. Based on the problems that have been conveyed, it is necessary to develop interactive learning media to solve the problems that occur in German language learning. RPG-based educational games can be used as an alternative to out-of-class learning. This game is a game that has a strong story narrative and involves players in decision making. At this stage, the researcher chose Essen und Trinken material because in this material there are quite a lot of vocabulary that can be learned by students.

Planning RPG media development is carried out by planning the development of RPG media that will be made. The development planning process is divided into three aspects, namely media aspects, material aspects and linguistic aspects. Media aspect planning includes the concept of game flow, design adjustments to the material, selection of fonts and selection of appropriate music. Furthermore, the planning of material aspects is done by adjusting the material to the basic competencies. Finally, the planning of linguistic aspects includes the material to be discussed and the use of language that is adjusted to the EYD (Improved Spelling) rules.

At the initial product development stage (Develop Preliminary form of product) researchers developed the initial form of RPG-based educational games. This game was designed using RPG Maker MZ which is application-based. This game is made in accordance with the planning that has been made before.

As a learning media RPG can be used as an alternative media in the selection of learning media to increase student learning motivation. But like learning media in general, RPG media also has advantages and disadvantages that need to be considered before use. The advantages of RPG media include:

     a. Easy to access
     b. Can be used as self-learning
     c. Interactive game flow
     d. Learning is delivered with a story narrative, which is useful to help players to more easily understand the material.

In addition to the above advantages, RPG media has the following disadvantages:

     a. To access this game requires an internet signal.
     b. The vocabulary in the material is incomplete.
     c. The material presented is limited to "Essen und Trinken".

At the product trial stage, product validation is carried out by validators who are experts in their fields to assess the feasibility of media and material. The first validation was conducted by Mrs. Hafdarani, who gave a score of 65 out of a maximum score of 70. The score was presented and resulted in a score of 92.85%, which is included in the "Very Good" category. Mrs. Hafdarani concluded that the RPG media was "feasible to use with revisions as suggested. "The second validation was conducted by Mr. Dani, who gave a score of 62 out of a maximum score of 70. The percentage of the score was 88.57%. Mr. Dani concluded that the RPG media was "suitable for use with revisions as suggested."

At the main product revision stage, the researcher made improvements based on the suggestions given by the two validators. The first improvement was that there was an error in the use of punctuation in the dialog. Second, there is a mismatch of words with PUEBI rules. Third, improving the translation of German. Fourth, using quotation marks to make the difference between direct dialog and narration clearer. Fifth, there are errors in writing currency in the dialog. Seventh, there are errors in writing the structure of making German words. Eighth, suggestions to add navigation buttons to make it easier for players to understand the flow of the game. After the game is fixed and reloaded, the RPG media entitled "Dajul's Odyssey: Portal Of Languages" was ready to use. However, due to time constraints, researchers have not been able to implement this game.

5. CONCLUSION

Based on the results of the development of educational games based on Role Play Game (RPG) for mastering German vocabulary that has been carried out, it can be concluded that Based on the results of observations and interviews with teachers, it is known that there are several problems in learning German vocabulary. The teacher stated that the lack of motivation and interest of students in learning German, so that the subject matter cannot be absorbed properly. In addition, sometimes students find it difficult to visualize the material presented. From these problems, media development is needed that can visualize the subject matter. Therefore, the development of Role Play Game media was chosen to overcome the problems that have been conveyed. The Role Play Game media entitled "Dajul's odyssey: portal of language" was developed using the Research and Development method. The game developed is included in the type of educational game, because it is made in the form of an application. The game development process is assisted by another application, RPG Maker MZ. And Based on the validation of German language learning experts

and practitioners, the RPG application "Dajul's Odyssey: Portal of Languages" is declared feasible to be used as a medium for learning German vocabulary. It was proven by the percentage of 92.85% from the first expert and 88.57% from the second expert. Both percentages are included in the very good category.

Based on the research that has been carried out, there are several recommendations, namely the RPG media development process need to be carefully planned in terms of design and production processes. It would be better if the work design is compiled from start to finish so that game development can be carried out in a structured manner. Besides that, research that uses research and development (R&D) methods, the research process should be continued until the stage of testing the effectiveness of the media or product so that the research results become more optimal and comprehensive.

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