

DEVELOPING POWERPOINT-BASED GAME FOR YOUNG LEARNERS TO LEARN VOCABULARY

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Abstrak: Penelitian ini menggambarkan cara membangun dan mengoperasikan permainan berbasis PowerPoint untuk *young learners* dalam mempelajari kosakata bahasa Inggris. Metode yang digunakan adalah metode penelitian dan pengembangan (R&D). Prosedur penelitian ini mengikuti model Borg dan Gall dengan sedikit modifikasi. Langkah-langkah yang dilakukan di dalam penelitian ini adalah penelitian dan pengumpulan informasi, perencanaan, dan pengembangan produk. Hasil dari penelitian ini tertuang dalam bentuk 1) petunjuk membangun game berbasis PowerPoint yang terdiri dari 4 langkah, yaitu: mengimplementasikan desain, memberi animasi dan efek suara, memasukkan hyperlink dan mengaplikasikan mekanisme skor, dan *finishing*, dan 2) petunjuk mengoperasikan game berbasis PowerPoint.

Kata Kunci: PowerPoint, Permainan, Kosakata, *Young Learners*

Abstract: This research described how to construct and operate a PowerPoint-based game for young learners to learn vocabulary. The research method was research and development (R&D). The research procedures followed Borg and Gall model with some modifications. The steps conducted in this research were research and information collecting, planning and product developing. The result of this research are in the form of 1) constructing manual of the PowerPoint-based game consisting of 4 steps, namely: implementing the design, giving animation and sound effect, inserting hyperlink and applying scoring mechanism and finishing, and 2) operating manual for the PowerPoint-based game playing.

Keywords: PowerPoint, Game, Vocabulary, *Young Learners*

Language consists of four skills. They are listening, speaking, reading and writing. To master these skills, students need support from other language elements, such as vocabulary. Lessard-Clouston (2013, p. 2) defines vocabulary as the words of a language, including single items or phrases of several words which convey a particular meaning. Since they are part of the language which convey the meaning, lacking of vocabulary may result in difficulties when studying a

language. Therefore, vocabulary is taught from the very early level of language learning to make the students easier in studying these skills.

Vocabulary is generally taught from the primary school. The students in the primary school are categorized as young learners. Linse (2005) defines young learners as students of the kindergarten and primary school, age of 5 – 12 years. However, teaching vocabulary to students, especially to young learners, is not easy due to their specific characteristics which influence the learning process. Farwaniya (2009) characterizes young learners as very active and imaginative. They also have short attention span and learn best through playing. Therefore, the teachers are demanded to design more activities which can involve the students actively.

However, in order to know the students' real problems in vocabulary learning, the researcher did pre-observation. Based on the pre-observation, Year-5 students faced difficulties in memorizing the vocabulary that the teacher taught. This problem occurred because the media used by the teacher did not give enough support either to attract the students' attention or to make them easier in learning the vocabulary. The teacher just gave lists of words on the blackboard to memorize.

To solve these problems, the teacher needs to find an interesting medium that can make them enjoy learning. One of the media that can be used is game. Game is an activity that requires at least one player, has rules and has a victory condition (Rogers: 2010). The use of game in learning can enhance the interest and motivation of the students because game can create joyful and interesting environment. Yolageldili (2011, p. 220), claims "Learners are motivated to learn the language when they are in a game." When teachers employ game in the learning process, the students will be interested and motivated to learn. The students are interested and motivated in learning, they will focus their attention and later they will improve their learning achievement.

Nowadays the use of technology, especially computer, in education is getting broader. The government is also promoting the use of computer and requiring the teachers to implement it in education. It is also supported by computer price which is getting cheaper in the market. Therefore, the teachers are expected to be able to use and develop skills in implementing technology for education purpose. For this research, the writer would like to construct a game about vocabulary by using Microsoft Office PowerPoint 2007. The use of Microsoft PowerPoint is already familiar among the teachers. Therefore, the writer intended to show to the teachers how to maximize the use of PowerPoint to develop an interactive media design, that is, in form of game. By combining some features such as pictures, colorful layout, animation, sound effect, time limit function, etc, which are packed in one interactive medium, this product hopefully can help the teachers to make another variation of media that finally aimed to make the students interested and easier in learning vocabulary.

METHOD

This research used research and development methodology. According to Borg, W.R & Gall, M.D cited in Sukmadinata (2013, p. 57), research and development is a method used to develop and validate a product. However, the writer conducted this research until developing stage only. It followed Borg and Gall model cited in Sukmadinata (2013, p. 169) with some modifications. The steps conducted in this research are: 1) research and information collecting, 2) planning, and 3) product developing. In the research and information collecting step, the data were obtained through observation to identify the real situation in teaching vocabulary. After finding the problems, the researcher reviewed some literatures to look for the possible solution that can be used to resolve these problems. After analyzing the students' problems and its possible solution, the researcher continued to the next step, that is, planning. In the planning step, the plans for developing the product were arranged. It included the design of the product and the content that will be presented in the product. The design of the product was made in the form of sketch. Lastly, in the product developing step, each of the sketches was implemented in the PowerPoint slides. Every single slide in PowerPoint would be used to implement one sketch. These designs then were added with animation and sound effect to make it more interesting. Then, the designs were made linking to each other by using hyperlink feature to form a scenario of game.

FINDINGS AND DISCUSSION

Findings

From the observation that was conducted in “SDN 18 Sange Duyung, Kab. Sambas”, it was found that Year-5 students faced difficulties when memorizing the vocabulary that the teacher taught. This was mainly because of no variation of media in teaching vocabulary that made them interested and easier in memorizing the vocabulary. Teacher just gave lists of words on the blackboard to memorize. After reviewing some literatures related to this problem, the researcher found that the use of game could make the students interested and easier in learning vocabulary.

However, another problem appeared. A game was not easy to develop as it required a good skill in programming that may be only few people, especially teachers, had that skill. Another alternative was getting the game from the store. But, this was also not a better choice since the price of games in the market was relatively expensive. The writer then came up with another choice, that was, using PowerPoint software instead of usual game maker software to develop the game. This choice came up when the writer realized that PowerPoint has one useful tool, that is, Hyperlink in which with this tool PowerPoint has a potential to be used to develop the game.

In the planning step, the results were in form of content preparation and the sketch for the game's layout. In this research the researcher chose the topic of stationery. There were 20 vocabulary of stationery that would be presented in the game, namely: ruler, book, pencil, ballpoint, eraser, pencil sharpener, correction pen, scissors, board marker, chalk, highlighter, glue, tape, stapler, envelope,

folder, cutter, paper, paper clip, and push pin. The sketch of layout consisted of five different slides, of which some would be repeated according to the number of the questions. They were opening slide, question slide, wrong notification slide, correct notification slide, and finishing slide. The examples of sketches for developing game in PowerPoint are as follows.

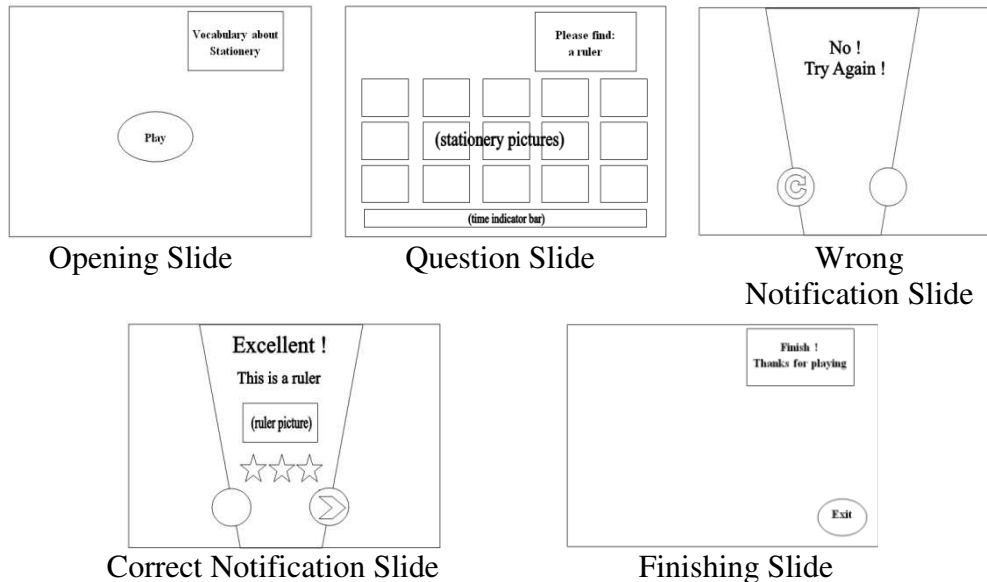


Figure 1: Layout sketches

Finally, from the product developing step, the manuals for constructing and operating the PowerPoint-based game are produced.

Constructing manual of PowerPoint-based game

To construct the PowerPoint-based game there are 4 steps that can be followed, they are: 1) implementing the design, 2) giving animation and sound effect, 3) inserting hyperlink and applying scoring mechanism, and 4) finishing.

1. Implementing the Design

To start implementing the design, preparing pictures must be done according to the topic of the game. Here, prepare the stationery pictures and a classroom picture that will be used as the background. These pictures can be obtained from internet sources, photographs or drawing.

1.1 Opening Slide

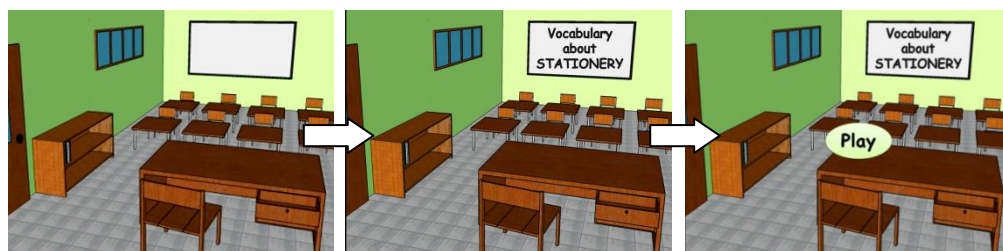


Figure 2: Process of designing opening slide

- First insert the background into PowerPoint.
- Open the Microsoft PowerPoint.

- Click on INSERT tab – PICTURES.
- In the INSERT PICTURES window, locate the background picture according to where it was saved.
- Click on INSERT.
- Resize the background picture to make it fill the surface of the slide.
- Second, type the title of the game.
 - Click on INSERT – SHAPES – TEXT BOX.
 - Click on the appropriate place in the background to put the text box.
 - Type “Vocabulary about STATIONERY” as the title of the game.
- Third, make a start button.
 - Click on INSERT – SHAPES – OVAL.
 - Drag the mouse in the middle of the slide to create an oval that will be used as a start button.
 - Adjust the color by clicking on FORMAT – SHAPE COLOR.
 - Right-click on the oval and choose EDIT TEXT.
 - Type “Play” in it.

1.2 Question Slide

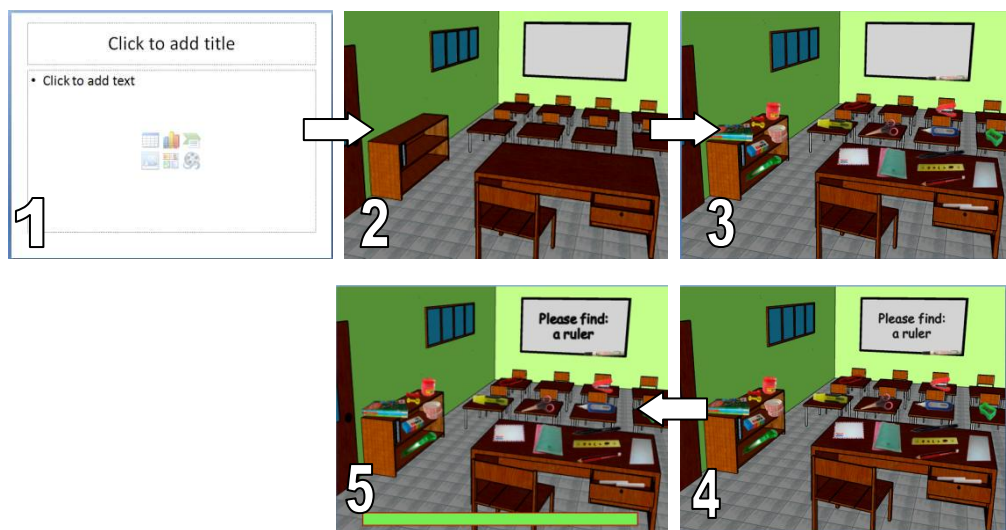


Figure 3: Process of designing question slide

- First, add a new slide by pressing CTRL + M on the keyboard.
- Second, add a background picture by copying it from the opening slide.
 - On the opening slide, right-click on the background and choose COPY.
 - Go back to the second slide, right-click and choose PASTE.
- Third, insert the stationery pictures into the slide.
 - Click on INSERT tab – PICTURES.
 - In the INSERT PICTURES window, choose one stationery picture and click INSERT.
 - Resize and arrange it to fit in the background.
 - Repeat the steps for the rest of stationery pictures.
- Fourth, type the question.

- Click on INSERT – SHAPES – TEXT BOX.
- Type “Please find: a ruler”.
- Fifth, make a time indicator bar. The time indicator consists of two rectangles. The first one will be set to transparent and the other one will be set to green.
 - Click on INSERT – SHAPES – RECTANGLE
 - Drag the mouse in the bottom of the slide to create a rectangle.
 - Click on FORMAT tab – SHAPE FILL – NO FILL to make the rectangle’s color become transparent.
 - Copy the rectangle to create the second rectangle.
 - Change the second rectangle color to green.
 - Move it above the first rectangle.

1.3 Wrong Notification Slide

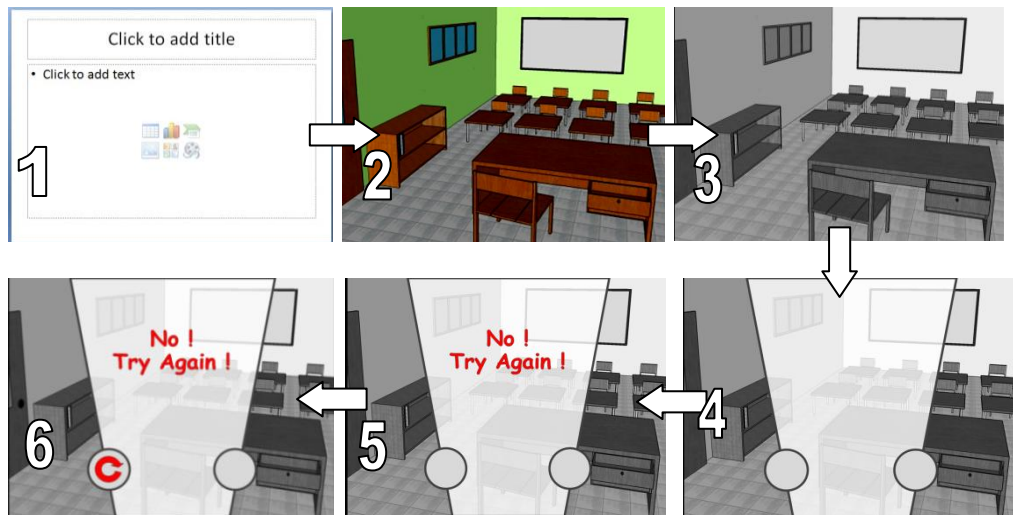


Figure 4: Process of designing wrong notification slide

- First, add another new slide by pressing CTRL+M on the keyboard
- Second, add a background by copying it from the first slide.
- Third, change the background color to grayscale.
 - Click on the background.
 - Click on FORMAT – RECOLOR – GRAYSCALE.
- Fourth, create a layout.
 - Click on INSERT – SHAPES – TRAPEZOID.
 - Resize, rotate and adjust the color of the trapezoid as seen above.
 - Add two circles by clicking on INSERT – SHAPES – OVAL.
 - Place the two circles as seen in the picture.
- Fifth, type a notification text.
 - Click on INSERT – SHAPES – TEXT BOX.
 - Type “No! Try Again!”
- Sixth, create a replay button.
 - Click on INSERT – SHAPES – CIRCULAR ARROW.

- Drag the mouse until forming an arrow.
- Put it in the middle of the left circle.

1.4 Correct Notification Slide

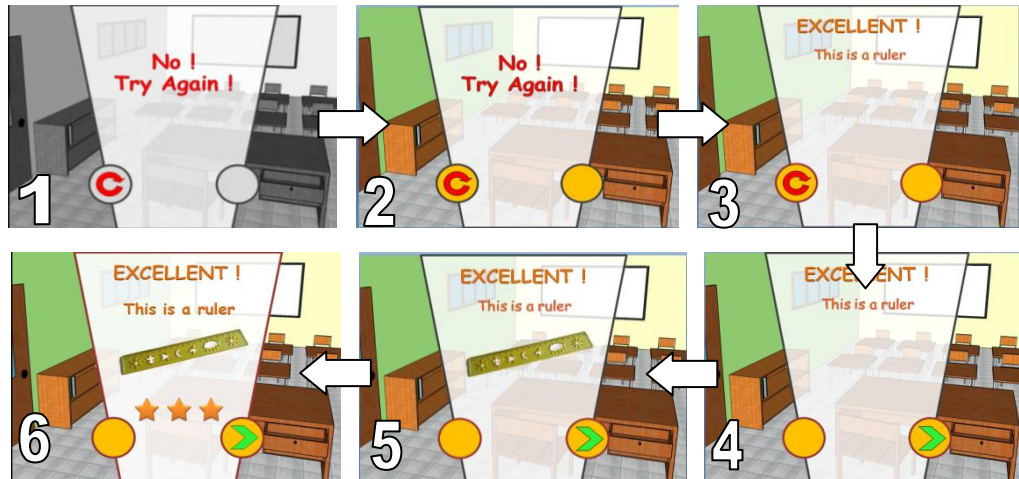


Figure 5: Process of designing correct notification slide

- First, copy the wrong notification slide to make a correct notification.
- Second, make it more colorful by returning the color.
 - Click on the background.
 - Click on FORMAT – RECOLOR – NO RECOLOR
- Third, change the notification text into a correct notification text, for example, “Excellent! This is a ruler”.
- Fourth, remove the replay button and create a “next” button for the player to continue to the next question.
 - Click on the replay button and press DELETE on the keyboard.
 - Click on INSERT – SHAPES – CHEVRON to create a “next” button.
 - Place it in the middle of the right circle.
- Fifth, insert the correct stationery picture and place it below the notification text.
- Sixth, draw three stars.
 - Click on INSERT – SHAPES – 5-POINT STAR
 - Drag the mouse until forming a star.
 - Triple the star by doing copy and paste.
 - Arrange the stars below the picture.

1.5 Finishing Slide



Figure 6: Process of designing finishing slide

- First, add a new slide by pressing CTRL + M on the keyboard.
- Second, add a background picture and insert a text box. Type “Finish! Thanks for Playing”.
- Third, insert and oval shape to create an exit button.

2. Giving Animation and Sound Effect

2.1 Giving Animation to Slide 1

There are two objects that will be animated in Slide 1, they are: the title and the start button.

2.1.1 Animating Title

- Click on the title (“Vocabulary about Stationery”)
- Click on ANIMATIONS tab – CUSTOM ANIMATION.
- Click on ADD EFFECT on the custom animation pane.
- Choose ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.

2.1.2 Animating Start Button

- Click on the start button.
- Click on ADD EFFECT – ENTRANCE - ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.

2.2 Giving Animation to Slide 2

There are two objects that will be animated in Slide 2, they are: the question and the time indicator bar.

2.2.1 Animating Questions

- Click on the question (“Please find: a ruler”)
- Click on ADD EFFECT – ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.

2.2.2 Animating Time Indicator Bars

- Click on the green rectangle.
- Click on ADD EFFECT – EXIT – MORE EFFECTS – PEEK OUT.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.
- Click on the drop-down menu of DIRECTION and choose TO LEFT.
- Click on the drop-down menu of the RECTANGLE and choose EFFECT OPTIONS
- Click on TIMING tab and type 13 in the SPEED box. Then, click OK.

By doing this, the green rectangle will slowly disappear to the left in 13 seconds. Then, to make the slide move to the next slide (wrong notification) after the time is over, do the following steps:

- Click on ANIMATIONS tab, and then see at AUTOMATICALLY AFTER on the right side.
- Uncheck the ON MOUSE CLICK check box
- Check the AUTOMATICALLY AFTER check box.
- Make sure the time is 00:00.

By doing this, the slide will move automatically to the next slide by the time the green rectangle disappear.

2.3 Giving Animation and Sound Effect to Slide 3

There are two objects that will be animated in Slide 3, they are: the wrong notification text and the replay button. Besides, the slide will be given sound effect.

2.3.1 Animating Texts

- Click on the text “No! Try Again!”
- Click on ADD EFFECT – ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.

2.3.2 Animating Replay Buttons

- Click on the replay button.
- Click on ADD EFFECT – ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.

2.3.3 Giving Sound Effect to Slide 3

- On ANIMATIONS tab, see at TRANSITION SOUND on the right side.
- Click on the drop-down menu and choose one of the sounds that are appropriate to indicate a wrong answer, for example “bomb”.

2.4 Giving Animation and Sound Effect to Slide 4

There are four objects that will be animated in Slide 4, they are: the correct notification text, the picture of the correct answer, the stars and the “next” button. Besides, the slide will be given sound effect as well.

2.4.1 Animating Texts

- Click on the text “Excellent!”.
- Click on ADD EFFECT – ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.
- On the drop-down menu of ZOOM choose IN FROM SCREEN CENTER.
- Click on the text “This is a ruler”
- Click on ADD EFFECT - ENTRANCE – ZOOM.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.
- Click on the drop-down menu of ZOOM and choose IN SLIGHTLY.
- Next, click on the drop-down menu of the text and choose TIMING.
- Enter 0.7 in the DELAY box. (Delay the animation for 0.7 seconds).

2.4.2 Animating Pictures

- Click on the picture.
- Click on ADD EFFECT – ENTRANCE – MORE EFFECTS – EASE IN.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.
- Next, click on the drop-down menu of the picture and choose TIMING.
- Type 0.7 in the DELAY box.

2.4.3 Animating and Giving Sound Effect to Stars

- Click on the first star (star on the left).
- Click on ADD EFFECT – ENTRANCE – ZOOM.
- Change the START to AFTER PREVIOUS and ZOOM to OUT.
- Click on the drop-down menu of the stars and choose EFFECT OPTIONS.
- On the drop-down menu of SOUNDS, choose CASH REGISTER.
- Then, go to TIMING tab. Type 1.2 in the DELAY box.

Repeat the same steps for the second and the third stars except for the delay just give them 0.5 seconds.

2.4.4 Animating Buttons

The button in Slide 4 is used to go to the next question.

- Click on the button.
- Click on ADD EFFECT – ENTRANCE – EASE IN.
- Click on the drop-down menu of START and choose AFTER PREVIOUS.
- Click on the drop-down menu of SPEED and choose VERY FAST.

2.4.5 Giving Sound Effect to Slide 4

- On the ANIMATIONS tab, see at TRANSITION SOUND.
- Click on the drop-down menu and choose one of the sounds that are appropriate to indicate a correct answer, for example “applause”.

By doing this, the students will get applause when choosing a correct answer and will get bomb sound when making a wrong one.

3. Inserting Hyperlink and Applying Scoring Mechanism

3.1 Inserting Hyperlink in Slide 1

In Slide 1 the hyperlink will be inserted to start button. This button will link to question slide.

- Right-click on the start button.
- Choose HYPERLINK.
- Select NEXT SLIDE.
- Click on OK.

3.2 Inserting Hyperlink in Slide 2

In Slide 2 the hyperlink will be inserted to all stationery pictures. The correct picture will be linked to correct notification slide, whereas the wrong pictures will be linked to wrong notification slide.

- Right-click on the correct picture. (The sample here is “ruler”)
- Choose HYPERLINK.
- Click on PLACE IN THIS DOCUMENT – SLIDE 4 – OK.
- Then, right-click on another picture, for example: “book”.
- Choose HYPERLINK
- Click on PLACE IN THIS DOCUMENT – NEXT SLIDE – OK.
- Then, repeat the same steps for the rest of stationery. Link them to wrong notification as well.

3.3 Scoring Mechanism

- First, block Slide 2 to Slide 4 by clicking on Slide 2, then press and hold CTRL and click on Slide 3 and Slide 4.
- Right-click and choose COPY.
- Right-click and choose PASTE twice. (The total slides now should be 11).
- Second, copy Slide 2 and paste it between Slide 10 and Slide 11. (This slide will be used for the second question).

Now the total of slides are 12 which consist of 1 opening slide, 4 question slides, 3 wrong notification slides, 3 correct notification slides and 1 finishing slide. The following are the detail of each slide. Do some modifications as seen in the pictures.

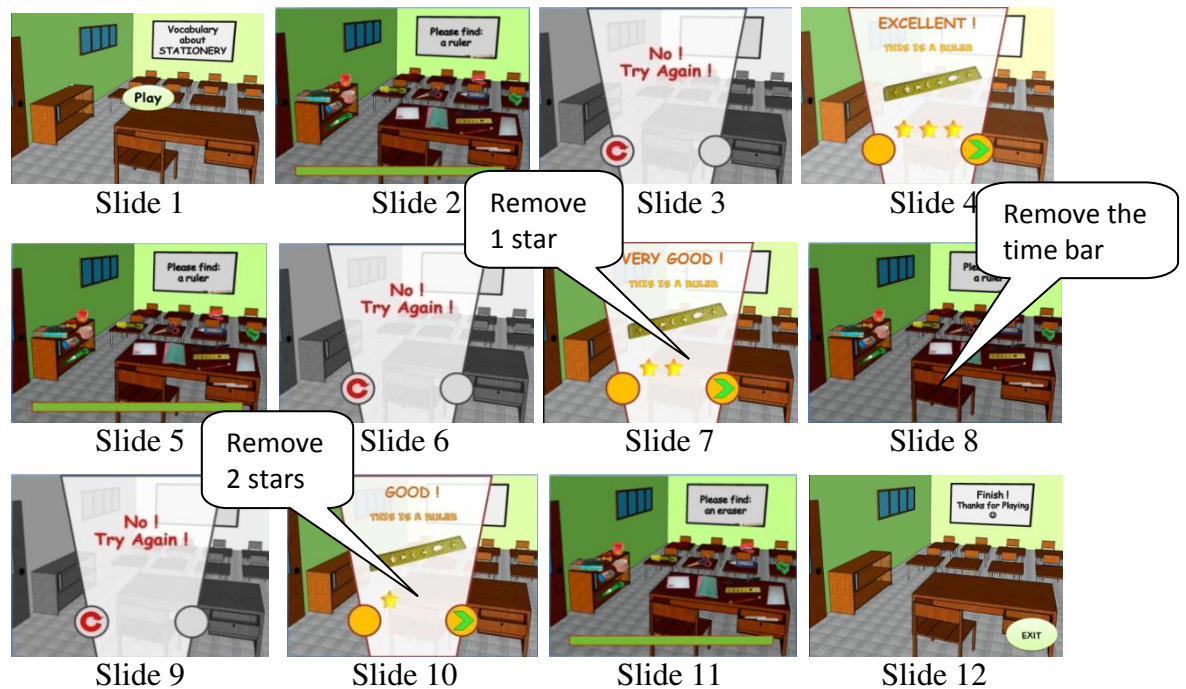


Figure 7: Scoring mechanism for question no. 1

3.4 Inserting Hyperlink in Slide 3

In Slide 3 the hyperlink will be inserted to the replay button.

- Right-click on the replay button.
- Choose HYPERLINK.
- Select SLIDE 5.
- Click on OK.

3.5 Inserting Hyperlink in Slide 4

In Slide 4 the hyperlink will be inserted to the “next” button.

- Right-click on the “next” button.
- Choose HYPERLINK
- Select SLIDE 11.

3.6 Inserting Hyperlink in Slide 5

Slide 5 is the second chance of the first question. It is a copy of Slide 2, so all the hyperlinks are also copied. In this slide, change the hyperlink of the “ruler”.

- Right-click on the “ruler”.
- Choose EDIT HYPERLINK.
- Select SLIDE 7.

3.7 Inserting Hyperlink in Slide 6

Slide 6 is the second wrong notification. It is a copy of Slide 3. In this slide, the replay button will be linked to Slide 8.

- Right-click on the replay button.
- Choose HYPERLINK.
- Select SLIDE 8.

3.8 Inserting Hyperlink in Slide 7

Slide 6 is the second correct notification. It is a copy of Slide 4. In this slide, the “next” button will be linked to Slide 11.

- Right-click on the “next” button.
- Choose HYPERLINK.
- Select SLIDE 11.

3.9 Inserting Hyperlink in Slide 8

Slide 8 is the third chance of the first question. In this slide, change the hyperlink of the “ruler”.

- Right-click on the “ruler”.
- Choose EDIT HYPERLINK.
- Select SLIDE 10.

3.10 Inserting Hyperlink in Slide 9

Slide 9 is the third wrong notification. In this slide, the replay button will be linked to Slide 8 (its previous slide)

- Right-click on the replay button.
- Choose HYPERLINK.
- Select PREVIOUS SLIDE.

3.11 Inserting Hyperlink in Slide 10

Slide 10 is the third correct notification. In this slide, the “next” button will be linked to Slide 11 (its next slide).

- Right-click on the “next” button.
- Choose HYPERLINK.
- Select NEXT SLIDE.

3.12 Inserting Hyperlink in Slide 12 (Finishing Slide).

- Click on the exit button.
- Click on INSERT tab – ACTION.
- From the drop-down menu of HYPERLINK TO: choose END SHOW.
- Click on OK.

3.13 Adding Second and Next Questions

Slide 11 is the first slide of the second question. It is a copy of Slide 2, that is, the first slide of the first question. Here, the second question will repeat the same mechanism as in the first question. Therefore, it will need 9 slides as well. To have a complete second question, firstly make it become 9 slides by copying Slide 3 to Slide 11.

- Block Slide 3 to 11
- Right-click and choose COPY
- Right-click between Slide 11 and finishing slide.
- Choose PASTE.

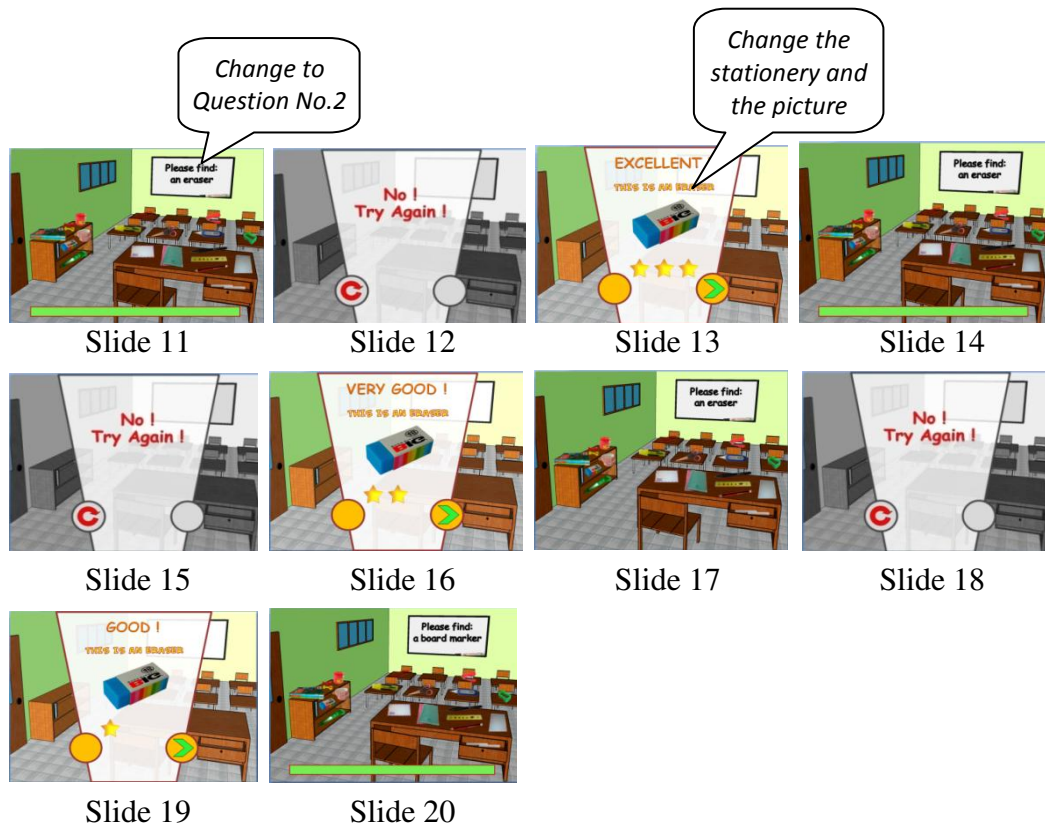


Figure 8: Scoring mechanism for question no.2

After the pictures and texts in Slide 11 – 20 have been modified it is the time to modify the hyperlink. The hyperlinks are inserted into the same pictures and buttons as applied in the first question (Slide 2 – Slide 10). The only difference is deal with the target or the place where the links go. Below is the hyperlink scheme for Question Number 2.

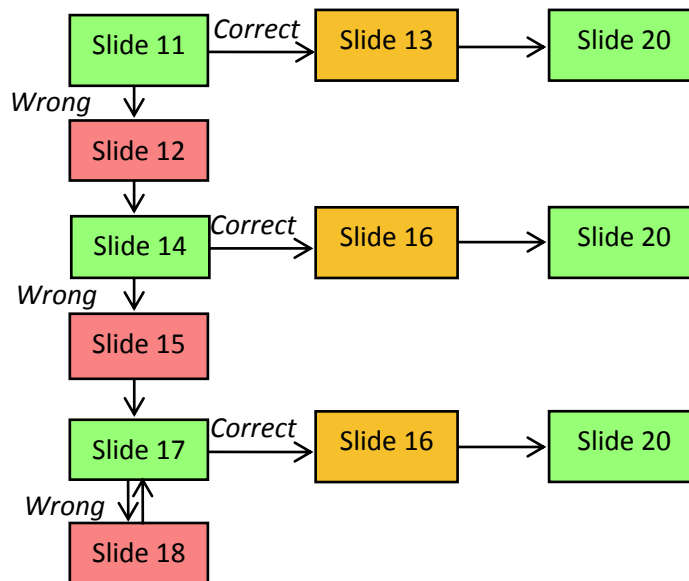


Figure 9: Hyperlink scheme for question no. 2

- In Slide 11 (question slide), change hyperlink of “ruler” to NEXT SLIDE and for “eraser” to Slide 13.
- In Slide 12 (wrong notification), change the hyperlink of replay button to Slide 14.
- In Slide 13 (correct notification), change the hyperlink of “next” button to Slide 20.
- Change the hyperlink of the next slides based on the scheme above.

After the hyperlinks have been completely inserted in all slides of the second question, do the same steps, start from copying the slides until changing the hyperlink, for the third and the next questions. The hyperlink schemes for the third and the next questions are continued from their previous question scheme.

4. Finishing

4.1 Preventing Unintended Slide Transition

- Click on SLIDE SHOW tab.
- Click on SET UP SLIDE SHOW.
- Click on BROWSED AT A KIOSK (FULL SCREEN).

4.2 Saving Projects in PowerPoint Show Format

- Click on the office button on the top left corner.
- Choose SAVE AS – POWERPOINT SHOW.
- Type the file name.
- Click on SAVE button.

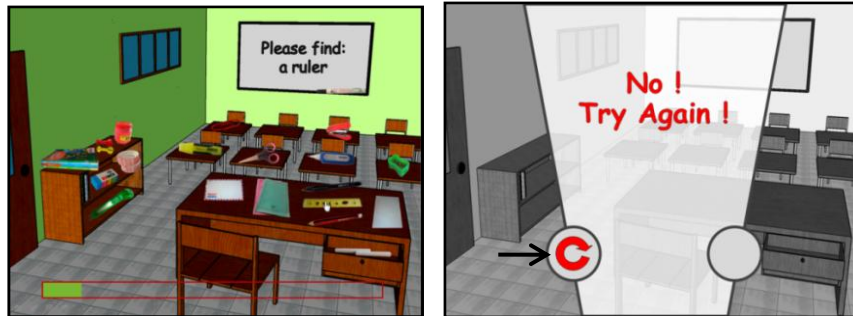
Operating manual of the PowerPoint-Based game

The following is the manual to operate the game.

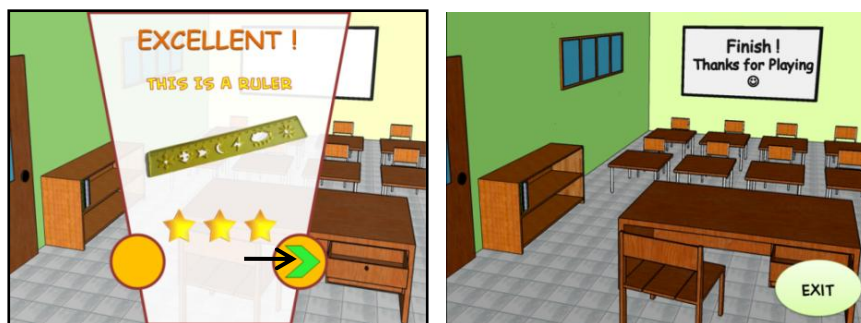
- Double-click on the PowerPoint game file.
- Click on PLAY button.



- Find and click the correct picture according to the question before the time is over.
- If the time is over or clicking on the wrong picture, the wrong notification will appear. Then, click on the replay button.



- If the correct picture is clicked, the correct notification will appear. The numbers of stars are determined by how many mistakes are made. Making no mistake will get three stars, making one mistake, two stars, and making two or more mistakes, one star.
- Click on the “next” button to continue to the next question.
- When all questions have been answered, the finishing notification will appear. Click on EXIT button to exit from the game.



Discussion

The constructing manual of the PowerPoint-based game consisted of 4 steps. They were implementing the design, giving animation and sound effect, inserting hyperlink and applying scoring mechanism and finishing. The result of the first step was the implementation of the design from the sketches into the real design in PowerPoint software. By combining pictures and SHAPES, the sketches could be transformed into colorful and beautiful design. A colorful and beautiful design combined with the real pictures of vocabulary was designed to attract the students’ attention and to make them easier to remember the vocabulary.

The second step was giving animation and sound effect. By giving animation and sound effect, the game will hopefully be more interesting for children. The products of this step were 1) the animated time indicator bar which functions to give time limit in each question (it is intended to make the students more focus), 2) the animation of some pictures, shapes, and texts and 3) the sound effect each time students make a wrong or correct choice.

The third step was inserting hyperlink and applying scoring mechanism. Hyperlink functions to link one slide to another slide. By using this function, the media was made interactive. When the media have been interactive, the students could learn independently. When interacting with the media, the students would

get direct feedback of what they did. When choosing the wrong answer, they would be quickly informed that they have made wrong choice and asked them to try again. When choosing the correct answer, they would get reward and reinforcement then would get notification to continue to the next question.

Scoring mechanism was the combination of slides which make the reward/score possible to be made varied. It determined the number of stars which would appear. When making no mistake the students would get three stars, making one mistake, two stars and making two or more mistakes, one star. By applying this mechanism, the game would be more challenging for students.

The last step was finishing. It consisted of two steps. The first was preventing unintended slide transition. By default, PowerPoint slides will move to the next slide each time the user click the mouse on random place in the slide. If it occurred in the game, the gameplay would be disorganized. The result of this step enabled the slide movement through the hyperlink only. The second step was saving projects in PowerPoint Show (ppsx) format. The product of this step was the PowerPoint files that would be automatically opened into slide show mode. This would prevent the students to see inside the PowerPoint files, which contain all information about the game, including the answer.

CONCLUSION AND SUGGESTION

Conclusion

In conclusion, PowerPoint gives more opportunity for teachers to express their creativity in developing learning media. The steps that can be followed to construct a PowerPoint-based game are: 1) implementing the design, 2) giving animation and sound effect, 3) inserting hyperlink and scoring mechanism, and 4) finishing. By following these steps, all the teachers who know how to operate PowerPoint are likely able to develop their own games. However, because this research did not follow all the process in research and development study, the weakness of this research is still encountered. Therefore, this research is recommended to continue, for example by adding features and by validating the game. Then, the advantages of this game can hopefully be optimized. Finally, it is hoped that the product of this research can become an initial reference for the English teachers to make another variation in teaching vocabulary. By such product, the language can be so interesting that the students are interested and easy to master vocabulary in particular and language in general.

Suggestion

In this case, the writer would like to provide some suggestions as follows: 1) in order to have a better product, the teacher should use internet resources to get more variation of sound effects. The variation of sound effect can make the game more interested and avoid boredom, 2) this research will be continued by the next researcher by adding more features or by validating the game. Some features that can be added are pronunciation and spelling. Those features will make the game more valuable to help students in learning vocabulary.

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