

**IMPLEMENTING "BAAMBOOZLE" AS GAME
BASED LEARNING MEDIA TO IMPROVE
STUDENTS' ENGLISH ABILITY AT FIFTH
GRADE SD N 6 BESAKIH**

AN UNDERGRADUATE THESIS



NI KADEK ENIATI

NIM 21188203014

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF EDUCATION
INSTITUTE OF TECHNOLOGY AND EDUCATION
MARKANDEYA BALI**

2025

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by

NI KADEK ENIATI

NIM 21188203014

**Presented as partial fulfillment of the requirements for Education Bachelor
Degree (S.Pd.) in English Language Education Department of Institute
Technology and Education of Markandeya Bali**

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF EDUCATION
INSTITUTE OF TECHNOLOGY AND EDUCATION
MARKANDEYA BALI**

2025

APPROVAL

The undergraduate thesis by **Ni Kadek Eniati** NIM **21188203095** entitled **Implementing "Baamboozle" as Game Based Learning Media to Improve Students' English Ability at Fifth Grade SD N 6 Besakih** has been examined and approved for thesis.

Bangli, 3rd April 2025

Advisor I



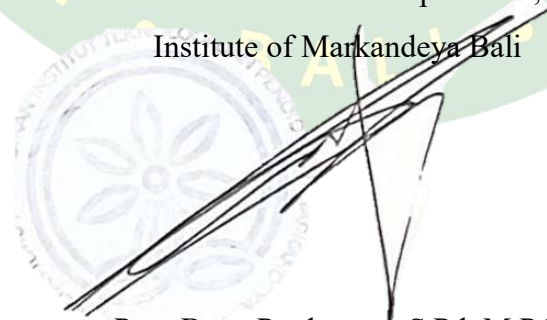
Luh Made Dwi Wedayanthi, S.Pd., M.Pd.
NIDN.0817068801

Advisor II



Ni Made Ayu Purnami, S.Pd., M.Pd.
NIDN.0821129103

Approved by,
Head of Education Department,
Institute of Markandeya Bali



Putu Beny Pradnyana, S.Pd. M.Pd.

NIDN. 0808018901

VALIDATION

The undergraduate thesis by **Ni Kadek Eniati** NIM **21188203014** entitled **Implementing “Baamboozle” as Game Based Learning Media to Improve Students’ English Ability at Fifth Grade SD N 6 Besakih** has been defended before the Thesis Examining Board of the English Education Study Program and accepted to fulfil one of the requirements for obtaining a Bachelor of Education degree (S.Pd.) in the English Language Education Study Program. Markandeya Bali Institute of Technology and Education.

Day : Thursday

Date : 17th July 2025

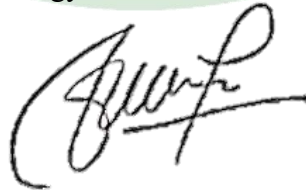
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4. Examiner II : Ni Made Ayu Purnami, S.Pd., M.Pd. 
5. Examiner III : Luh Made Dwi Wedayanthi, S.Pd., M.Pd. 

Approved by

Dean of Faculty of Education

Institute Of Technology And Education Markandeya Bali



(I Nengah Sueca, S.Pd., M.Pd.)

NIDN. 0802079101

STATEMENT

I, the undersigned below:

Name : Ni Kadek Eniati

NIM : 21188203014

Study Program : English Language Education Department

Stated that the undergraduate thesis entitled **“Implementing *“Baamboozle”* as Game Based Learning Media to Improve Students’ English Ability at Fifth Grade SD N 6 Besakih”** is my own writing. Source information which quoted from writer other has mentioned in text and included in the list References.

If later day proven or can be proven thesis This results plagiarism / plagiarism, I willing accept penalty on deed I.

Bangli, 14th August 2025

Researcher



Ni Kadek Eniati

NIM. 21188203014

MOTTO

“We are recycled stardust; we contain everything possible.”

— **Brianna Wiest**

“Sometimes you gotta fall before you you fly.”

— **Sleeping With Sirens**



DEDICATION

Praise to God Almighty for all his grace which has given health, strength, patience, and perseverance to the writer in writing this thesis. Therefore, it is with pride, and happiness that the author expresses gratitude and thanks to:

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ABSTRAK

Penerapan “*Baamboozle*” Sebagai Media Pembelajaran Berbasis Permainan Untuk Meningkatkan Kemampuan Bahasa Inggris Siswa Kelas V SD N 6 Besakih

Oleh

Ni Kadek Eniati, NIM. 21188203014

Program Studi Pendidikan Bahasa Inggris

Penerapan metode dan strategi belajar yang kurang tepat dapat mengakibatkan rendahnya kemampuan Bahasa Inggris siswa, sehingga diperlukan penerapan metode atau media yang tepat untuk memperbaiki kondisi ini. Penelitian ini dilaksanakan di SD 6 Besakih dengan jumlah siswa sebanyak 30 orang yang bertujuan untuk meningkatkan kemampuan Bahasa Inggris siswa melalui penerapan model atau strategi pembelajaran *game based learning* dengan media *Baamboozle*. Metode yang digunakan dalam penelitian ini adalah Classroom Action Research (CAR) yang dilaksanakan dalam dua siklus, dan masing-masing siklus dilaksanakan dalam dua pertemuan. Data dari penelitian ini dikumpulkan dengan observasi, wawancara serta tes yang terdiri dari *pre-test*, *post-test I*, dan *post-test II*. Hasil data dari penelitian ini dianalisis menggunakan analisis kuantitatif dan kualitatif dengan ketuntasan klasikal yang telah ditentukan adalah 80%. Hasil dari penelitian ini menunjukkan bahwa pada tahap awal (*pre-test*) data persentase ketuntasan klasikal siswa hanya mencapai angka 43,33% dengan rata-rata nilai siswa sebesar 68,3. Setelah dilaksanakan siklus I terjadi peningkatan pada pada hasil *post-test* dengan hasil ketuntasan klasikal mencapai 63,33% dan rata-rata nilai siswa sebesar 72,16. Dan pada tahap akhir yaitu siklus II hasil *post-test* siswa mengalami peningkatan yang signifikan hingga mencapai nilai rata-rata 81,16 dengan ketuntasan klasikal sebesar 83,33%. Berdasarkan data hasil penelitian menunjukkan adanya peningkatan kemampuan Bahasa Inggris setiap individu siswa kelas V di SD N 6 Besakih yang ditunjukkan dengan persentase hasil akhir tes pada penelitian ini melebihi persentase yang ditetapkan yakni 83,33%.

Kata Kunci: *Game Based Learning, Kemampuan Bahasa Inggris, Penelitian Tindakan Kelas*

ABSTRACT

Implementing "Baamboozle" as Game Based Learning Media to Improve Students' English Ability at Fifth Grade SD N 6 Besakih

By

Ni Kadek Eniati, NIM. 21188203014

English Education Study Program

The application of inappropriate learning methods and strategies can result in low student English proficiency, so the application of appropriate methods or media is needed to improve this condition. This study was conducted at SD 6 Besakih with a total of 30 students which aims to improve students' English language skills through the application of game-based learning models or strategies with Baamboozle media. The method used in this research is Classroom Action Research (CAR) which was conducted in two cycles, and each cycle was conducted in two meetings. Data from this study were collected by observation, interviews and tests consisting of pre-test, post-test I, and post-test II. The data results of this study were analyzed using quantitative and qualitative analysis with a predetermined classical completeness of 80%. The results of this study showed that in the initial stage (pre-test) the data on the percentage of classical completeness of students only reached 43.33% with an average student score of 68.3. After the implementation of cycle I, there was an increase in the post-test results with the results of classical completeness reaching 63.33% and the average student score of 72.16. And in the final stage, namely cycle II, the students' post-test results experienced a significant increase to reach an average score of 81.16 with a classical completeness of 83.33%. Based on the data from the research results, it shows that there is an increase in the English language skills of each individual fifth grade student at SD N 6 Besakih, which is indicated by the percentage of the final test results in this study exceeding the specified percentage of 83.33%.

Kata Kunci: *Game Based Learning, Students' English Ability, Classroom Action Research*

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All my thanks to the Almighty God because of his blessing, the researcher has finished this thesis entitled “Implementing *"Baamboozle"* as Game Based Learning Media to Improve Students' English Ability at Fifth Grade SD N 6 Besakih”.

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1. Dr. I Wayan Numertayasa, S.Pd., M.Pd. as the Rector of Institute of Technology and Education Markandeya Bali.
2. I Nengah Sueca, S.Pd., M.Pd. as the Dean of Faculty of Education.
3. Putu Beny Pradnyana, S.Pd., M.Pd. as the Head of Education Department.
4. Luh Made Dwi Wedayanthi, S.Pd., M.Pd. as the first supervisor who had guided and assisted the researcher in writing and finishing this thesis.
5. Ni Made Ayu Purnami, S.Pd., M.Pd. as the second supervisor who had guided and assisted the researcher in writing and finishing this thesis.

The writer realizes that this thesis is far from perfection and the writer hopes that this thesis can be useful in the field of education, especially for educators.

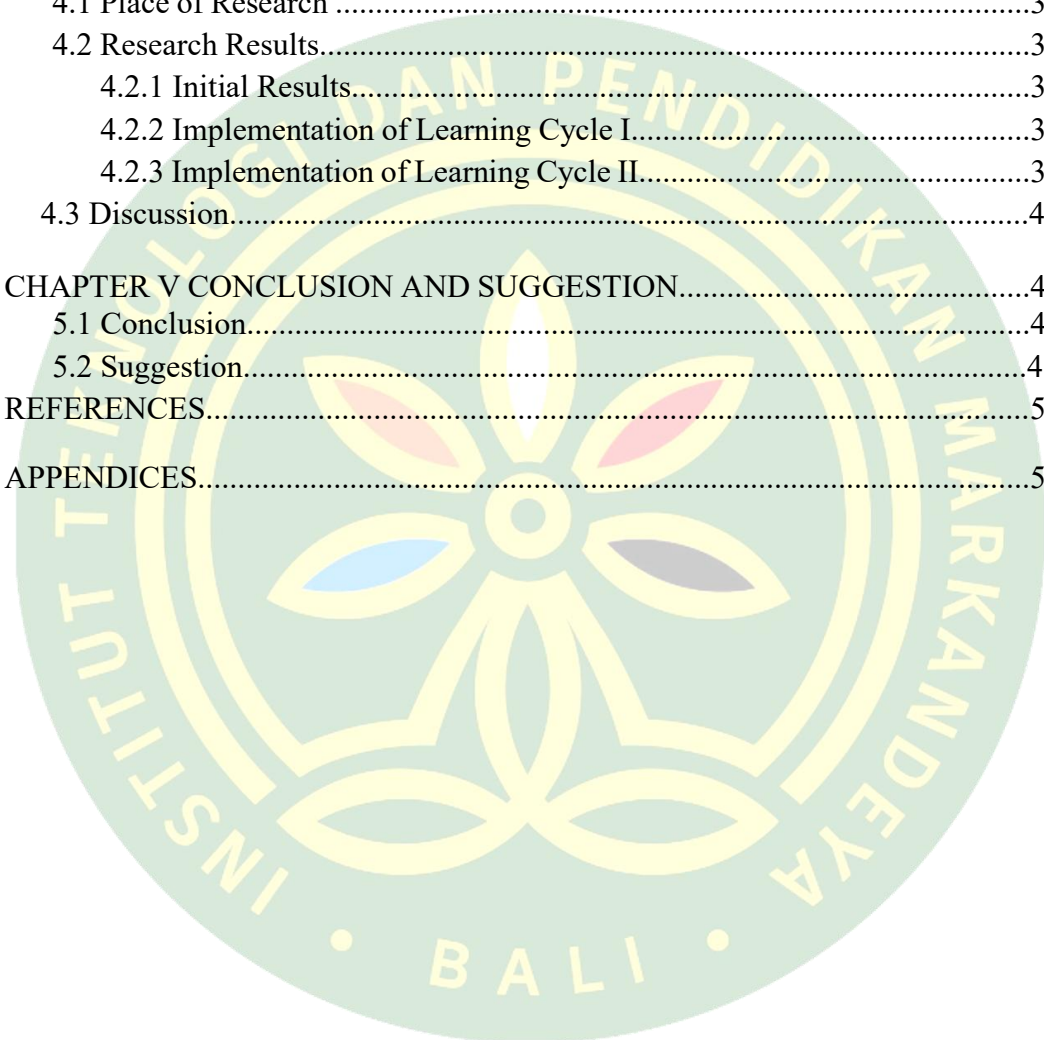
Bangli, 14th August 2025

The Researcher

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