

**THE ELEMENTS OF DIDACTIC GAME TO TEACH ENGLISH IN
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ABSTRACT

The process of teaching and learning in the classroom using the game is not foreign anymore in this era. Various types of games result from the development of each teacher. One of them is didactic games. Didactic game is game as specific function of school learning. This study is qualitative research in which primary data were gathered through interview with two lecturers who assigned to teach English using games in English proficiency class and classroom observations. Besides, document review was also carried out to recheck the primary data. The results of the study show that teachers use six element of didactic games such as rules; goals and objective; outcomes and feedback; conflict, challenge, competition and opposition; interaction and representation or story. Teacher also conducted the activities that reflected meaningful activities that fit to students' proficiency related on what people do in real life situation.

Keywords: game based learning, didactic games, the elements of didactic games