ABSTRACT

Novi Ramadean. 2025. Implementing Digital Storytelling Game for Writing Skills Development in Grade 8th at MTs Al-Azhar Center OKU" **Thesis**. English Education Study Program. Faculty of Teacher Training and Education, Baturaja University. Supervisor I: Neti Lastri, M.Pd., Supervisor II: Trisilia Devana, M.Pd.

This research entitled "Implementing Digital Storytelling Game for Writing Skills Development in Grade 8th at MTs Al-Azhar Center OKU" aims to investigate whether the use of digital storytelling games significantly improves students' writing skills. The study applied a pre-experimental design involving one group of 30 eighth-grade students. Data were collected using writing tests in the form of pre-test and post-test, assessed by three raters based on five components of writing: content, organization, language use, mechanics, and engagement. The writing rubric used a five-point scale and was tested for both validity and reliability. The analysis showed that the mean score increased from 47.20 in the pre-test to 74.04 in the post-test. A paired sample t-test revealed a significant difference between pre-test and post-test scores, with a p-value of 0.000 ($p < 0.05$), indicating that the improvement was statistically significant. Therefore, the findings support the alternative hypothesis (Ha) and reject the null hypothesis (H$_0$). It can be concluded that implementing digital storytelling games has a significant positive effect on the development of writing skills among 8th grade students at MTs Al-Azhar Center OKU.

Keywords: digital storytelling game, writing skill, narrative text