

**DISCOVERING SELF-EFFICACY BY LIFE SIMULATION GAME
SERIES IN MAKING DIGITAL STORYTELLING**

A THESIS

**Submitted to Fulfill the Requirements for *Sarjana Pendidikan* Degree at
English Education Department of Faculty of Educational Sciences and
Teachers' Training Siliwangi University**



by

Danie Dwi Hermana

152122122

**ENGLISH EDUCATION DEPARTMENT
FACULTY OF EDUCATIONAL SCIENCES AND TEACHERS'
TRAINING
SILIWANGI UNIVERSITY
TASIKMALAYA**

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APPROVAL SHEET

**DISCOVERING SELF-EFFICACY BY LIFE SIMULATION GAME
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by

DANIE DWI HERMANA

NPM. 152122122

Approved by:

Supervisor I

Supervisor II

Santiana, S.S., M.Pd.

NIDN. 0405077601

Arini Nurul Hidayati, M.Pd.

NIDN. 0406048801

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**“DISCOVERING SELF-EFFICACY BY LIFE SIMULATION GAME
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DANIE DWI HERMANA

152122122

Approved by:

Supervisor I,


Santiana, M.Pd.
NIDN. 0405077601

Supervisor II,

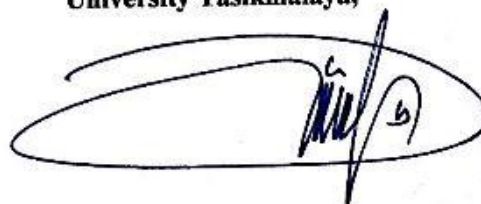

Arini Nurul Hidayati, M.Pd.
NIDN. 0406048801

Assigned by:

**Dean of FKIP Siliwangi University
Tasikmalaya,**


Dr. H. Cuci Hidayat, M.Pd.
NIP. 196304091989111001

**Dean of FKIP Siliwangi
University Tasikmalaya,**


Dr. Dian Kardijan, M.Pd.
NIP. 0404077101

APPROVAL SHEET

This thesis has been established through an examination held
on 30th of October 2019

Examiner I

Examiner II

Santiana, M.Pd.
NIDN. 0405077601

Arini Nurul Hidayati, M.Pd.
NIDN. 0406048801

Examiner III

Examiner IV

Rahmat S., M.Hum.
NIDN. 0413117802

Melisa Sri S., M.Pd.
NIDN. 0402018202

Examiner V

Drs. Ruslan, M.Pd.
NIDN. 0407046201

PERNYATAAN

Dengan ini saya menyatakan bahwa skripsi saya yang berjudul *"DISCOVERING SELF-EFFICACY BY LIFE SIMULATION GAME SERIES IN MAKING DIGITAL STORYTELLING"*, beserta seluruh isinya adalah sepenuhnya hasil karya saya sendiri dan saya tidak melakukan penjiplakan atau pengutipan dengan cara yang tidak sesuai dengan keilmuan yang berlaku dalam masyarakat. Atas pernyataan ini saya siap menanggung konsekuensi atau sanksi apabila ditemukan adanya pelanggaran terhadap etika keilmuan atau ada klaim dari pihak terhadap keaslian skripsi saya.

Tasikmalaya, Agustus 2019

Yang memberi pernyataan,



Danie Dwi Hermana

152122122

DANIE DWI H.. 2019. “Discovering Self-Efficacy by Life Simulation Game Series in Makin Digital Storytelling” Pendidikan Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan (FKIP). Universitas Siliwangi. Tasikmalaya.

ABSTRAK

Self-efficacy yang ditemukan setelah menggunakan permainan untuk memenuhi kebutuhan pembelajaran sangat jarang ditemukan. Untuk mata kuliah *Digital Storytelling* (DST), peneliti mengoptimalkan penggunaan seri game simulasi kehidupan agar kebutuhan mata kuliah dapat terpenuhi. Penelitian ini bertujuan untuk menunjukkan bagaimana efikasi diri didapatkan ketika seri permainan simulasi kehidupan mendukung pembuatan tugas sebuah cerita digital. Partisipan dalam penelitian ini adalah tiga orang mahasiswa, termasuk saya, yang memiliki hubungan yang cukup dekat. Ketiga partisipan ini dilibatkan dalam sebuah wawancara semi terstruktur dalam bahasa Indonesia. Selain itu dua refleksi diri dari peneliti digunakan sebagai data sekunder. Semua data yang diperoleh dianalisis melalui analisis naratif yang dikembangkan oleh Labov (1967). Juga, mengambil tiga proses pengaktifan efikasi diri (proses kognitif, proses motivasional, dan proses afektif) dari Bandura (1997). Hasil dari penelitian ini adalah proyek DST menunjukkan aktifnya efikasi diri terhadap peneliti.

Kata kunci: *self-efficacy*, The Sims 4, DST proyek, *narrative inquiry*

PREFACE

Praise and gratitude we send to Allah *swt.* who has poured His grace and His gift and bestowed me guidance, health, and patience so that the writing process of my thesis entitled **“Discovering Self-Efficacy by Life Simulation Game Series in Making Digital Storytelling”** can be completed. This thesis is structured to fulfil the requirements for *Sarjana Pendidikan* degree at English Education Department of Faculty of Educational Sciences and Teachers’ Training of Siliwangi University, Tasikmalaya.

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I as the writer welcome suggestions and constructive criticism from the readers to improve my writing. Hopefully, this research proposal can be useful and gives the advantages both for me and the readers.

Tasikmalaya, October 2019

The Writer

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