

**IMPROVING THE STUDENT'S DESCRIPTIVE WRITING
SKILL BY USING COMPUTER GAME SOFTWARE "BIG
CITY ADVENTURE (SAN FRANCISCO)" AT SMAN 1
REJOTANGAN**

THESIS

Presented to Faculty of Tarbiyah and Teacher Training
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In partial fulfillment of the requirements for the degree of *Sarjana Pendidikan Islam* (S.Pd.I) in English Education Department



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MOTTO

*When we want to realize our dream, it needs
thousand steps to make it happen, but we need
one step to reach the thousand steps.*

DEDICATION

I dedicate this thesis to:

- ❖ My Parents, Mudjiono and Wiwik Legowowati S.Pd who always pray for my success and who always give motivation to me.
- ❖ My beloved advisor, Ida Isnawati, M.Pd who always guided and gave me unforgettable knowledge.
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States that this thesis is truly my original work. It does not published by another person expect those as indicated in quotation and bibliography. Due to the fact, I am the only person responsible for the thesis. If a later time it is found that this thesis is a product of plagiarism, I am willing to accept any legal consequences that may be imposed to me.

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ABSTRACT

Ardiana, Anis. Student Registered Number. 3213113045. 2015. Improving Descriptive Writing Skill by Using Computer Game Software “Big City Adventure (San Francisco)” at SMAN 1 Rejotangan. Sarjana Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic Institute (IAIN) Tulungagung. Advisor: Ida Isnawati, M.Pd.

Key Words: Improve, Skill, Descriptive Text, Computer Game Software “Big City Adventure (San Francisco)”

Many students in Senior High School get problem in learning of writing. In teaching English for students in Senior High School, there are many problems in teaching writing, there are: many students consider that writing is very difficult. Besides, the teaching learning becomes very boring. Moreover, the teacher does not use interesting media which can make the students have good motivation in learning. As a result, the students dislike to follow teaching learning writing in the class. The researcher finds these problems from the PPL Program and the Interview that is done on Sept 30th, 2014 with the English teacher. That is why, the researcher is sure that Computer Game Software “Big City Adventure (San Francisco)” is the one of the best solutions to solve this problem. Because the use of game in teaching learning process has the function to make the teaching and learning process more interesting. Beside, the use of game can make the students felt enjoy in teaching and learning process.

The purpose of the research is: 1) The researcher wants to improve writing ability of descriptive text by using games based on game software “Big City Adventure (San Francisco)”.

The subject of this study is the second semester of X-D grade students at SMAN 1 Rejotangan in the academic year 2014/2015. This study is done on April 1st, 2015 until April 30th, 2015. The researcher choose X-D class which consist of 29 students because the researcher found that there are many problems in teaching learning English, especially in teaching writing. This research is Classroom Action Research that consists of two cycles. The Criteria of Success is if 80% of the students get score ≥ 70 and the Passing Grade is 70. In this research, the researcher uses four instruments; they are interview, questionnaire, observation, and writing test.

From the finding, it can be implied the significant result from this study. There are any student or 0% pass the test in preliminary-test. Then, there are 23 students or 70% pass the test in cycle 1. And in the last cycle 2, there are 28

students or 96% who success in the test. From the questionnaire given, it can be proved that the students are exited and enjoy following the activity of teaching learning using Computer Game Software “Big City Adventure (San Francisco)”. The improvement of students’ writing here from preliminary study, cycle 1, and cycle 2 were because the students although by using Computer Game Software “Big City Adventure (San Francisco)” with following steps: 1) Explaining the roll of Computer Game Software “Big City Adventure (San Francisco)”. 2) Asking the some students to arrange the puzzle based on the Computer Game Software “Big City Adventure (San Francisco)” in front of the class. 3) Asking the students to write down descriptive text based on the puzzles that have been arranged. 4) Giving the comment and make conclusion about all of the material.

Finally, the researcher suggest to the English teacher to be able to use various media based on the students’ ability and the situation of the class to get the success of teaching learning process. The scores which are got from the using of Computer Game Software “Big City Adventure (San Francisco)” can improve students’ writing ability in descriptive text, so that the result from this research can prove the hypothesis explained in this study.

ABSTRAK

Ardiana, Anis. Student Registered Number. 3213113045. 2015. Improving Descriptive Writing Skill by Using Computer Game Software “Big City Adventure (San Francisco)” at SMAN 1 Rejotangan. Sarjana Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic Institute (IAIN) Tulungagung. Advisor: Ida Isnawati, M.Pd.

Kata Kunci: Meningkatkan, Kemampuan, Descriptive Text, Computer Game Software “Big City Adventure (San Francisco)”

Banyak siswa di Sekolah Menengah Atas mendapat masalah dalam pembelajaran menulis. Dalam pembelajaran Bahasa Inggris untuk Sekolah Menengah Atas, terdapat banyak masalah di dalam pembelajaran menulis, seperti; banyak siswa yang menganggap bahwa aktifitas menulis itu sangat sulit. Selain itu, minimnya media yang digunakan sehingga proses pembelajaran menjadi membosankan. Ditambah lagi, para guru belum menggunakan media yang menarik yang bisa membuat siswa semangat dalam belajar. Akibatnya, siswa tidak suka mengikuti pembelajaran menulis di kelas. Masalah-masalah ini ditemukan pada saat melaksanakan Program PPL dan wawancara yang dilakukan dengan guru Bahasa Inggris pada tanggal 30 September 2014. Oleh karena itu, penulis yakin jika media Computer Game Software “Big City Adventure (San Francisco)” adalah solusi terbaik untuk masalah ini karena penggunaan permainan dalam proses pembelajaran mempunyai fungsi untuk membuat proses belajar dan mengajar lebih menarik. Disamping itu, penggunaan permainan bisa membuat siswa merasa nyaman dalam proses belajar dan mengajar.

Tujuan dari penelitian ini adalah: 1) Peneliti ingin meningkatkan kemampuan menulis teks deskriptif siswa dengan menggunakan computer game software “Big City Adventure (San Francisco)”?

Subjek untuk penelitian ini adalah siswa kelas X-D SMAN 1 Rejotangan pada tahun akademik 2014/2015 semester dua. Penelitian ini dilaksanakan pada 1 April 2015 sampai 30 April 2015 dan penulis memilih kelas X-D yang terdiri dari 29 siswa. Penulis memilih kelas ini karena dari kelas ini ditemukan banyak masalah, khususnya dalam pembelajaran menulis. Penelitian ini merupakan Penelitian Tindakan Kelas yang terdiri dari 2 siklus. Kriteria kelulusan dari

penelitian ini jika 80% mendapatkan nilai 70 atau lebih dan standar nilai kelulusan minimalnya adalah 70. Didalam penelitian ini, penulis menggunakan 4 instrumen, yaitu interview, pertanyaan, observasi, dan tes menulis.

Dari penelitian tersebut didapatkan hasil yang signifikan. Pada preliminary-test tidak ada siswa yang lulus tes (0%), pada siklus 1 ada 23 (70%) siswa yang lulus tes, dan pada siklus ke-2 ada 28 (96%) siswa yang lulus tes. Dari hasil angket yang telah diberikan, terbukti bahwa para siswa tertarik dan senang mengikuti aktifitas tersebut. Beberapa kegiatan dalam pembelajaran yang dilakukan oleh peneliti sebagai guru yang ingin membantu menyelesaikan masalah-masalah yang ada dengan menggunakan media Computer Game Software “Big City Adventure (San Francisco)” adalah: 1) Menjelaskan aturan permainan Computer Game Software “Big City Adventure (San Francisco)”, 2) Meminta siswa menyusun puzzle berdasarkan Computer Game Software “Big City Adventure (San Francisco)” di depan kelas, 3) Meminta siswa untuk menuliskan teks deskripsi berdasarkan puzzle yang telah mereka susun, 4) Memberikan komentar dan kesimpulan kepada siswa.

Akhirnya, penulis menyarankan seorang guru Bahasa Inggris harus lebih menguasai media yang sesuai dengan ketrampilan siswa dan situasi kelas untuk mencapai kesuksesan. Hasil dari pembelajaran menggunakan media Computer Game Software “Big City Adventure (San Francisco)” dapat meningkatkan hasil belajar siswa dalam ketrampilan menulis teks deskriptif, sehingga hasil dari penelitian tersebut dapat membuktikan hipotesis yang telah dijelaskan dalam pembelajaran ini.

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The writer realizes that this research is far from being perfect. Therefore any constructive criticism and suggestion will be gladly accepted.

Tulungagung, 7th July 2015

Writer

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