

ABSTRACT

This thesis entitled “*The Effectiveness of Digital Domino Card Game on Seventh Grade Students’ Reading and Viewing Skills at MTs PSM Tanen Rejotangan Tulungagung*” was written by Ayulia Febrianti, Student ID Number 1860203221012, under the supervision of Dr. Muh. Basuni, M.Pd.

Keywords: *Digital Domino Card Game, Reading-Viewing Skills, Digital Learning, EFL Students.*

Reading-viewing skills are essential components of English language learning, requiring students not only to comprehend written texts but also to interpret visual information presented in various forms, such as pictures, symbols, tables, diagrams, charts, maps, and other visual representations. These skills enable students to construct meaning by integrating textual and visual information. However, preliminary observation at MTs PSM Tanen Rejotangan Tulungagung revealed that many seventh-grade students experienced difficulties in identifying main ideas, locating specific information, interpreting visual elements, and connecting visual and textual information. Although digital learning media have been increasingly integrated into English instruction, limited studies have specifically examined the effectiveness of the Digital Domino Card Game in improving students' reading-viewing skills. Therefore, this study aimed to investigate the effectiveness of the Digital Domino Card Game on seventh-grade students' reading-viewing skills.

This study employed a quantitative approach using a quasi-experimental design. The population consisted of all seventh-grade students at MTs PSM Tanen Rejotangan Tulungagung in the academic year 2025/2026. Two classes were selected through purposive sampling as the experimental and control groups. The experimental group was taught using the Digital Domino Card Game, while the control group received regular classroom instruction. Data were collected through a reading-viewing test administered as a pre-test and a post-test. The instrument was validated and tested for reliability before administration. The collected data were analyzed using descriptive statistics, normality and homogeneity tests, and an independent samples t-test through IBM SPSS Statistics.

The findings indicated that the students in the experimental group achieved higher post-test scores than those in the control group. The independent samples t-test showed that the significance value (Sig. 2-tailed) was 0.02, which was lower than 0.05. Therefore, the alternative hypothesis (H_a) was accepted, while the null hypothesis (H_0) was rejected. It can be concluded that the Digital Domino Card Game had a significant positive effect on seventh-grade students' reading-viewing skills at MTs PSM Tanen Rejotangan Tulungagung.

ABSTRAK

Skripsi yang berjudul “The Effectiveness of Digital Domino Card Game on Seventh Grade Students’ Reading and Viewing Skills at MTs PSM Tanen Rejotangan Tulungagung” ini ditulis oleh Ayulia Febrianti, NIM 1860203221012, dengan dosen pembimbing Dr. Muh. Basuni, M.Pd.

Kata Kunci: *Digital Domino Card Game, Keterampilan Membaca dan Mm, pembelajaran digital, siswa EFL.*

Keterampilan membaca dan *viewing* merupakan aspek penting dalam pembelajaran bahasa Inggris karena siswa dituntut memahami teks tertulis sekaligus menginterpretasikan informasi visual. Namun, berdasarkan hasil observasi awal di MTs PSM Tanen Rejotangan Tulungagung, banyak siswa kelas VII mengalami kesulitan dalam mengidentifikasi gagasan utama, menemukan informasi spesifik, menginterpretasikan unsur visual, serta menghubungkan informasi tekstual dan visual. Meskipun media pembelajaran digital telah banyak digunakan dalam pembelajaran bahasa Inggris, penelitian mengenai efektivitas *Digital Domino Card Game* terhadap keterampilan membaca dan *viewing* masih terbatas. Oleh karena itu, penelitian ini bertujuan untuk mengetahui efektivitas *Digital Domino Card Game* terhadap keterampilan membaca dan *viewing* siswa kelas VII di MTs PSM Tanen Rejotangan Tulungagung.

Penelitian ini menggunakan pendekatan kuantitatif dengan desain kuasi eksperimen (*quasi-experimental design*). Sampel penelitian terdiri atas dua kelas VII yang dipilih menggunakan teknik *purposive sampling*, yaitu kelas eksperimen dan kelas kontrol. Data dikumpulkan melalui *pre-test* dan *post-test* menggunakan instrumen tes yang telah memenuhi uji validitas dan reliabilitas. Data dianalisis menggunakan statistik deskriptif, uji normalitas, uji homogenitas, dan *independent samples t-test* dengan bantuan IBM SPSS Statistics.

Hasil penelitian menunjukkan bahwa nilai *post-test* kelas eksperimen lebih tinggi daripada kelas kontrol. Hasil *independent samples t-test* menunjukkan nilai signifikansi (*Sig. 2-tailed*) sebesar 0,02 ($<0,05$), sehingga hipotesis alternatif (H_a) diterima dan hipotesis nol (H_0) ditolak. Dengan demikian, dapat disimpulkan bahwa *Digital Domino Card Game* berpengaruh positif secara signifikan terhadap keterampilan membaca dan *viewing* siswa kelas VII di MTs PSM Tanen Rejotangan Tulungagung.