



**THE STUDENTS' PERCEPTIONS ON MOBILE GAMES AS LEARNING
MEDIA IN SMA 2 BAE KUDUS IN ACADEMIC YEAR 2019/2020**

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MURIA KUDUS UNIVERSITY**

2019



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MEDIA IN SMA 2 BAE KUDUS IN ACADEMIC YEAR 2019/2020**

SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing
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MOTTO AND DEDICATION

Motto

- ❖ “Doing Your Best Means Never Stop Trying” – Deddy Corbuzier
- ❖ “Don’t Panic, Sometimes The Little Things Can Save Your Life” – Deddy Corbuzier
- ❖ “When You Are Young It’s Time To Fail” – Deddy Corbuzier



Dedication

The final project is dedicated to :

- Himself, who never give up on doing this skripsi research

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Robiulana Ustadzi (201532027) has been approved by the skripsi advisors for further approval by the Examining Committee.

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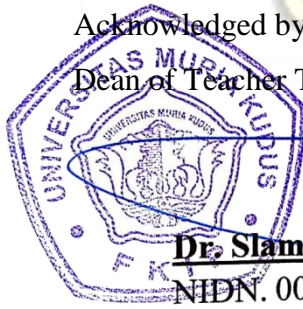

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Kudus, 23 August 2019

The writer,



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ABSTRACT

Ustadzi, Robiulana. 2019. *The Students' Perception on Mobile Games as Learning Media in SMA 2 Bae Kudus in Academic Year 2019/2020*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors : (1) Drs. Muh. Syafei, M.Pd. (2) Farid Noor Romadlon, M.Pd.

Keywords: *Students Perception, Mobile Games, High School*

Mobile games are a form of interactive and engaging authentic materials currently receiving much attention from educators. They offer potentials in improving students ability. Research has shown games integrated into mainstream classrooms support higher-level learning and thinking skills, and can be especially helpful in developing future professionals

This research aimed to; (1) describe the students' perceptions on mobile games as learning media in SMA 2 Bae Kudus in academic year 2019/2020; (2) know the reasons of students prefer the mobile games as learning media.

This is descriptive qualitative research. The researcher uses the questionnaire to collect the data. The participant of this research is 29 students of eleventh grade of SMA 2 Bae Kudus in academic year of 2019/2020. And to analyze the data, the research uses percentage.

The result of this research shows that according to the students, in students' motivation aspect is mobile games activity give more benefit, It proves students' believe that mobile games activity get their lots of benefits. While in students' attitudes aspect is more flexible for students' to determine their own learning time. It proves that students' can have their own learning time. So the students' will not use just one learning time. And students' cognitive development aspect is the last aspect. The most students' cognitive development is the games challenge students understanding of the subject. It show that these games challenge students' understanding in subject.

The conclusion of this research is the students of SMA 2 Bae Kudus think that in students motivation aspect the most important that games activity give more benefit. While on students attitudes aspect, the students think that mobile games is more flexible for students to determine their learning time. And the last aspect is students' cognitive development, the students think that mobile games challenge students' understanding of the subject. Finally, the researcher hopes this research can be used by the English teacher as a suggestion to be make students' more enjoyable in class and not under pressure. So the learning process will be running smoothly and the students will like their English teacher.

ABSTRAK

Ustadzi, Robiulana. 2019. *Persepsi Siswa terhadap games mobile sebagai media belajar di SMA 2 Bae Kudus di tahun akademik 2019/2020*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing : (1) Drs. Muh. Syafei, M.Pd. (2) Farid Noor Romadlon, M.Pd.

Kata Kunci: *Persepsi Siswa, Games mobile, Sekolah*

Mobile Games adalah bentuk materi otentik yang interaktif dan menarik yang saat ini menerima banyak perhatian dari pendidik. Mereka menawarkan potensi dalam meningkatkan kemampuan siswa. Penelitian telah menunjukkan permainan yang diintegrasikan ke dalam ruang kelas utama mendukung keterampilan belajar dan berpikir tingkat tinggi, dan dapat sangat membantu dalam mengembangkan profesional masa depan

Penelitian ini bertujuan untuk; (1) mendeskripsikan persepsi siswa tentang permainan mobile sebagai media pembelajaran di SMA 2 Bae Kudus pada tahun akademik 2019/2020; (2) mengetahui alasan siswa lebih menyukai game mobile sebagai media pembelajaran.

Ini adalah penelitian kualitatif deskriptif. Peneliti menggunakan kuesioner untuk mengumpulkan data. Partisipan dalam penelitian ini adalah 29 siswa kelas XI SMA 2 Bae Kudus tahun akademik 2019/2020. Dan untuk menganalisis data, penelitian ini menggunakan persentase.

Hasil penelitian ini menunjukkan bahwa menurut siswa, dalam aspek motivasi siswa adalah aktivitas game mobile memberikan manfaat lebih, itu membuktikan siswa percaya bahwa aktivitas game mobile mendapatkan banyak manfaat. Sedangkan dalam aspek sikap siswa adalah Lebih fleksibel bagi siswa untuk menentukan waktu belajar mereka sendiri. Ini membuktikan bahwa siswa dapat memiliki waktu belajar mereka sendiri. Jadi para siswa tidak akan menggunakan hanya satu waktu belajar. Dan aspek perkembangan kognitif siswa adalah aspek terakhir adalah Permainan ini menantang pemahaman siswa tentang subjek. Ini menunjukkan bahwa permainan ini menantang pemahaman siswa dalam subjek.

Kesimpulan penelitian ini adalah siswa SMA 2 Bae Kudus berfikir bahwa dalam aspek motivasi siswa yang paling penting adalah game memberikan banyak keuntungan. Sedangkan pada aspek sikap siswa, siswa berfikir bahwa mobile game lebih fleksibel untuk siswa menentukan waktu belajarnya. Aspek terakhir adalah perkembangan kognitif siswa, paling penting adalah game menantang para siswa untuk memahami pelajaran. Terakhir, peneliti berharap penelitian ini bisa digunakan guru bahasa Inggris sebagai masukan untuk membuat siswa menikmati kelas tanpa tekanan. Jadi pembelajaran akan berjalan lancar dan siswa akan menyukai bahasa Inggris mereka.

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