

SKRIPSI



**IMPROVING STUDENTS' READING COMPREHENSION
BY USING MOBILE LEGEND GAME**

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**ENGLISH EDUCATION DEPARTMENT
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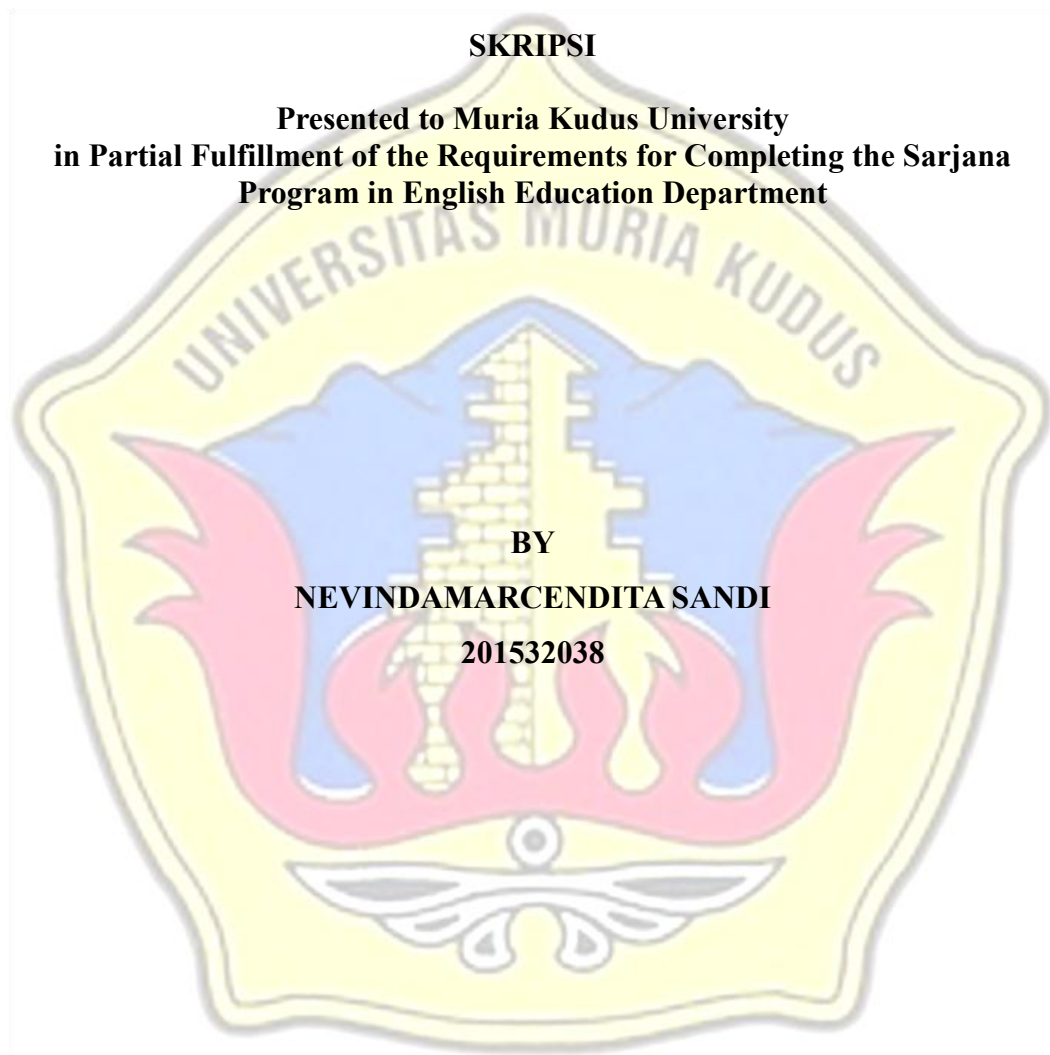
2019



**IMPROVING STUDENTS' READING COMPREHENSION
BY USING MOBILE LEGEND GAME**

SKRIPSI

**Presented to Muria Kudus University
in Partial Fulfillment of the Requirements for Completing the Sarjana
Program in English Education Department**



BY

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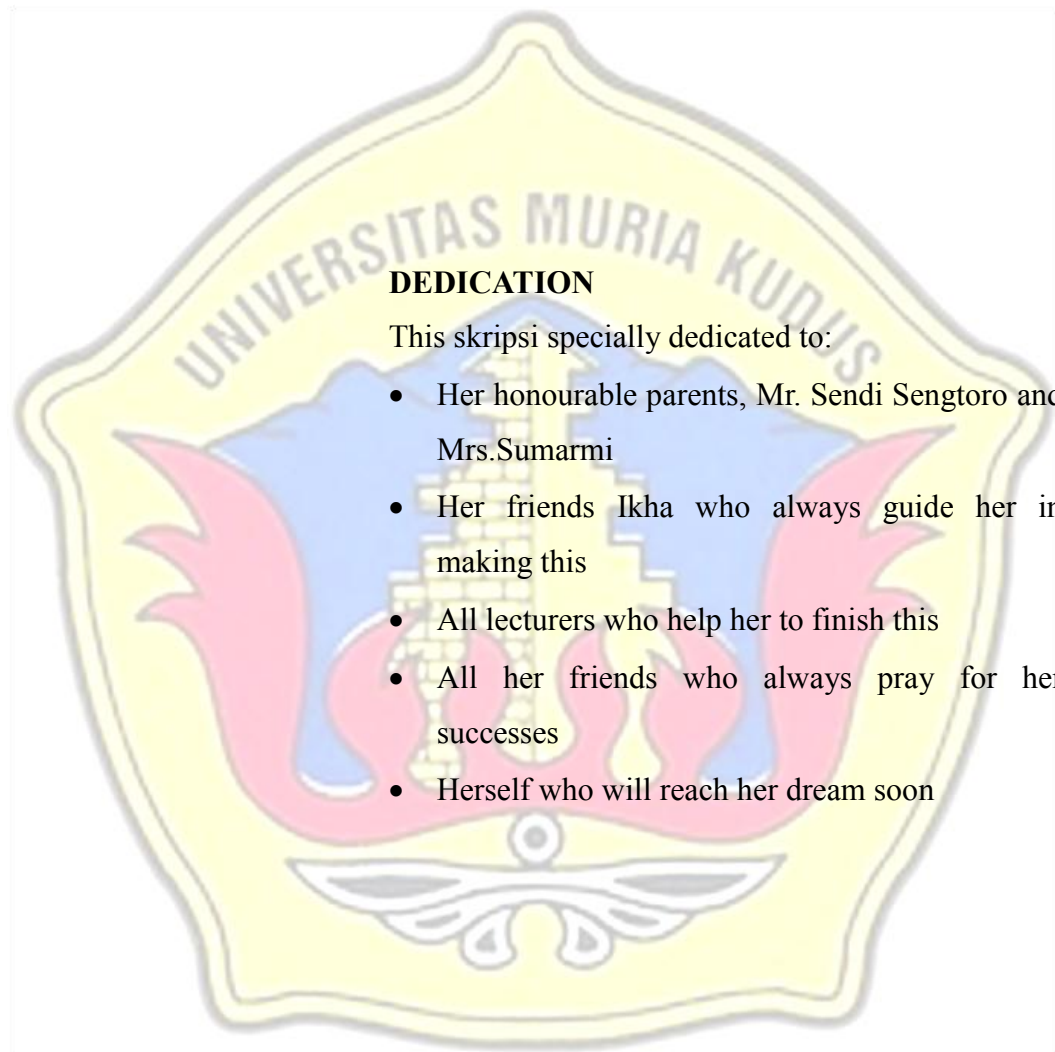
MOTTO AND DEDICATION

MOTTO

“They know my name but never know my story”

“Take it easy and be slow, the world still run”

“If the world hate you, you can hate it back cause you have a feeling too”




ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Nevinda Marchendita Sandi (NIM 201532038) has been approved by the *Skripsi* advisors' for further approval by the Examining Committee.

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Finally, the researcher hopes that it will be useful for the readers, especially for those who are in the field of education.

Kudus, 17th August 2019

The Researcher



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ABSTRACT

Sandi, Nevinda Marchendita. 2019. "*Improving Students' Reading Comprehension by Using Mobile Legend Game*". Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (i) Dr. Dra. Sri Endang Kusmaryati, M.Pd(ii) Agung Dwi Nurcahyo, S.S, M.Pd.

Key Words: Reading Comprehension, Game, Mobile Legend, Descriptive Text

Mobile Legend Game is a popular mobile game for teenager. Even though Mobile Legend Game usually has a bad point of view, but in this research, the researcher wants to make Mobile Legend Game become useful and give many advantages for the students teaching and learning, especially teaching and learning reading comprehension of descriptive text. The researcher uses character on mobile legend game to teach the students.

The objective of this research is to find out whether there is any improvement or not in students' reading comprehension of tenth grade students in SMA 1 Mejobo Kudus. And also, to describe the implementation of Mobile Legend Game to improve students' reading comprehension of tenth grade students in SMA 1 Mejobo Kudus.

This research is classroom action research. The researcher uses two cycle in this research. In each cycle follow by several steps such as, plan, action, observation and reflection. The subject of this research is X MIPA 2 students of SMA 1 Mejobo Kudus in academic year 2018/ 2019.

The result of the research shows that there is an improvement on students' reading comprehension taught by using Mobile Legend Game. It is proved in the students score in their achievement test in cycle 1 and cycle 2. The students mean score in cycle 1 only 69.778 which means in the level of sufficient categorize, while in cycle 2 the students' mean score improve become 84.694 which mean in the categorize of good. The students who reach the passing grade also improve from 53% of the students in cycle 1 become 100% of the students in cycle 2. In the students condition and situation at the classroom activities also improves. In cycle 1 a lot of students busy with their own activities and did not listen to the teacher' instruction, even there is a student slept in the class and also there is a student played their phone in the class. The students are not active and did not want to know about English lesson. They also cannot make a sentence that the teacher asks them to make a description from the character. But, in cycle 2 the students improve their motivation. The students become more active in learning and they listen to the instruction from the teacher. They also can easily retell the description from the Mobile Legend Game character because they get the direct experience and know more about the character by playing Mobile Legend Game.

ABSTRAK

Nevinda, Marchendita S. 2019. *“Meningkatkan Pemahaman Membaca Siswa dengan Menggunakan Game Mobile Legend”*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (i) Dr. Dra. Sri Endang Kusmaryati, M.Pd (ii) Agung Dwi Nurcahyo, S.S, M.Pd.

Kata Kunci: *Pemahaman Membaca, Game, Mobile Legend, Teks Deskriptif*

Game Mobile Legend adalah game seluler populer dikalangan remaja. Meskipun Game Mobile Legend biasanya memiliki sudut pandang yang buruk, namun dalam penelitian ini, peneliti ingin menjadikan Game Mobile Legend bermanfaat dan memberikan banyak keuntungan bagi siswa dalam proses belajar mengajar, terutama pengajaran dan pembelajaran membaca pemahaman teks deskriptif. Peneliti menggunakan karakter pada Game Mobile Legend untuk mengajar para siswa.

Tujuan dari penelitian ini adalah untuk mengetahui apakah ada peningkatan atau tidak dalam pemahaman membaca siswa siswa kelas sepuluh di SMA 1 Mejobo Kudus. Dan juga, untuk mendeskripsikan implementasi Game Mobile Legend untuk meningkatkan pemahaman membaca siswa kelas sepuluh di SMA 1 Mejobo Kudus.

Penelitian ini adalah penelitian tindakan kelas. Peneliti menggunakan dua siklus dalam penelitian ini. Dalam setiap siklus diikuti oleh beberapa langkah seperti, rencana, tindakan, observasi dan refleksi. Subjek penelitian ini adalah siswa X MIPA 2 SMA 1 Mejobo Kudus tahun akademik 2018/2019.

Hasil penelitian menunjukkan bahwa ada peningkatan pada pemahaman membaca siswa yang diajarkan dengan menggunakan Mobile Legend Game. Hal ini dibuktikan pada skor siswa dalam tes prestasi pada siklus 1 dan siklus 2. Nilai rata-rata siswa pada siklus 1 hanya 69,778 yang berarti pada tingkat kategori cukup, sedangkan pada siklus 2 skor rata-rata siswa meningkat menjadi 84,644 yang berarti dalam kategori baik. Siswa yang dapat mencapai nilai KKM juga meningkat dari 53% siswa pada siklus 1 menjadi 100% siswa pada siklus 2. Kondisi dan situasi siswa di kelas juga meningkat. Pada siklus 1 banyak siswa sibuk dengan kegiatan mereka sendiri dan tidak mendengarkan instruksi guru, bahkan ada siswa yang tidur di kelas dan ada juga siswa yang memainkan telepon mereka di kelas. Para siswa tidak aktif dan tidak ingin tahu tentang pelajaran bahasa Inggris. Mereka juga tidak dapat membuat kalimat yang diminta guru untuk membuat deskripsi dari karakter. Namun pada siklus 2, siswa meningkatkan motivasi mereka. Para siswa menjadi lebih aktif dalam belajar dan mereka mendengarkan instruksi dari guru. Mereka juga dapat dengan mudah menceritakan kembali deskripsi dari karakter permainan Mobile Legend karena mereka mendapatkan pengalaman langsung dan tahu lebih banyak tentang karakter tersebut dengan memainkan permainan tersebut.

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