

CHAPTER I

INTRODUCTION

In this chapter the researcher discusses the background of the research, statement of the problem, objective of the research, significant of the research, scope of the research and operational definition.

1.1 Background of the Research

Reading is very crucial skill that the students must master well. It is because reading leads us to know about new information. We cannot develop new information without reading; it means that we cannot go to upgrade our life without it. The impact of that is, we cannot interact with each other that have a lot of information from reading. Anglia (2018) defines that reading is very important for students to build their imagination and develop their knowledge from reading some information. Reading with enjoyment makes the students remember well about the information, than reading because of someone forced them to read.

Reading is very important in human life. Also in school, reading becomes the part of the important skill that the students must master it. Without reading the students cannot study at school or out of the school. The problem that the students usually face in the school is about the interesting text that makes the students have a curiosity to read the text. As the solution to solve the problem, the researcher wants to bring a new technique for the students and the teacher to use online game as a technique to teach students' reading comprehension. It is because, refers from Ashraf, Motlagh and Salami (2014) in their research proves that online game can be an effective way to become a technique in English teaching and learning.

Mobile legend game is an online game that the students usually play to spend their time and to enjoy their daily activity. In Mobile Legend Game there is an English language that the students can use to learn English language especially in learning reading comprehension. In Mobile Legend Game there are so many characters that the players usually use. There is a description in each

character, through that description the researcher wants to help the students to improve their reading comprehension.

Based on the researcher observation in the school, especially in SMA 1 Mejobo, the students are not active in the class, cannot answer the question from the material of descriptive text and cannot retell the content of the descriptive text. The students are not active in learning English, it proves when the researcher does the observation, and the students are talking with their friends, playing their phone, and disturb their friends who listen to the teacher. The students disturb each other and being busy with their own world, there is also a student who sleeps in the class. And when the teacher tries to get him up, he does not listen and continue his sleep. Based on that problem, the researcher will do a collaborative research with the teacher to change the students' situation in learning reading comprehension in tenth grade students of SMA 1 Mejobo Kudus. Remembering that the students have a good attention in playing an online game, the researcher tries to solve the problem by using Mobile Legend Game as a technique to teach students' reading comprehension. The students learn reading comprehension by using text description about the character in the Mobile Legend Game. After that, the students play the game to know more about the character and also easily in understanding the text that their friends created for their friends.

Based on that explanation, the researcher conducts a research to improve students reading comprehension by using Mobile Legend Game as a technique under title "Improving Students' Reading Comprehension by Using Mobile Legend Game".

1.2 Statement of the Problem

From the background of the research that has been explained above, the writer states the research problem as follow:

1. Is there any improvement of the students' reading comprehension of tenth grade students in SMA 1 Mejobo Kudus after being taught by using Mobile Legend Game as a technique?
2. How is the implementation of Mobile Legend Game to improve students'

reading comprehension of tenth grade students in SMA 1 Mejobo Kudus?

1.3 Objective of the Research

The significant of the research can be stated as follow:

1. To know whether there is any improvement or not in students' reading comprehension of tenth grade students in SMA 1 Mejobo Kudus.
2. To describe the implementation of Mobile Legend Gameto improve students' reading comprehension of tenth grade students in SMA 1 Mejobo Kudus.

1.4 Significance of the Research

Based on the explanation above, the significance of this research divides into two kinds, they are:

1. Theoretically

The significance of this research, theoretically can give a benefit for the other research as a source of the research and the researcher expects the development of this research can lead the other researchers who have the same method or technique.

2. Practically

Practically, the significance of this research may have an advantage for the:

a. The Teachers

The researcher expects that the teacher can use an interesting technique to teach the students. The researcher also hopes that this research will help the teacher to motivate the students to learn English especially in reading comprehension.

b. The Students

The significance for the students from this research is that the students can learn reading comprehension in a fun way. The students can improve their reading skill with authentic material and become active in the class. The researcher also expects that the students can easily do their test because they can comprehend the text.

1.5 Scope of the Research

The researcher focuses on reading comprehension. The researcher wants to improve students reading comprehension because the fact that reading skill is one of the crucial skills that the students can get the information and develop their knowledge. In tenth grade students of SMA 1 Mejobo Kudus the teacher explains the material by discussing it uses LKS. The students read and translate without knowing the meaning from the descriptive text. Due to it, the students are difficult in answering the question from descriptive text. To improve their students reading comprehension, the researcher and the teacher uses descriptive text that written in the Mobile Legend Game as the material; Mobile Legend Game can connect with other friends and the researcher expects that the students actively joining the teaching and learning process. It is because they read and know about the instruction and the description of the characters in Mobile Legend Game. A simple description in Mobile Legend Game is very useful for students to learn reading. The researcher uses descriptive text because the fact that descriptive text still uses simple present text and it helps the students to understand it easily. The researcher will conduct the research for tenth grade students of SMA N 1 Mejobo Kudus in academic year 2019/ 2020.

1.6 Operational Definition

The operational definition uses in this research are:

1. Reading comprehension is an English skill to understand the text well
2. Mobile Legend Game is a teaching technique to teach students reading comprehension in descriptive text