

THE EFFECT OF USING JEOPARDY GAMES ON STUDENTS' READING COMPREHENSION

NABILA RIANTI
190403024

SUPERVISOR

Supervisor 1: Baihaqi, S.S., M.A.
Supervisor 2: Irma Dewi Isda, S.Pd., M.Hum.

ABSTRACT

This research aims to find the effect of jeopardy games on students' reading comprehension and to find out the students respond to the application of jeopardy games. This research is an experimental research with one group pretest-posttest design. This research was conducted at SMA Negeri 4 Langsa. The population used in this research was all twelfth classes at which amounted to 64 students, while the sample used came from class twelfth grade of IPA which amounted to 27 students using purposive sampling technique. Data collection instruments consists of test, observation and interview. Data analysis was carried out using quantitative methods through hypothesis testing using the Paired T-Test. Based on the mean value of pretest 59.77 and posttest 89.44. The hypothesis test used by this research is the effect of using jeopardy games on students' reading comprehension amounted to $t_{count} > t_{tabel}$ $41.19 > 2.055$ with a significant level of $\alpha = 0.05$. Thus, the alternative hypothesis was accepted. The results of this research show that there is a significant effect of using jeopardy games on students' reading comprehension after the treatment. The use of this games obtained a positive response from students, such as this game can attract students' attention, increase their activeness, and enthusiasm in participating in the learning process. In addition, this game also makes it easier for students to understand the content or meaning contained in a text.

Keywords: Jeopardy games, Reading comprehension, Learning activity, English skill