

**IMPROVING STUDENTS' MOTIVATION IN READING
COMPREHENSION BY USING READING GAMES
AT TENTH GRADE OF SMK NEGERI 1 BATAM**

THESIS



By

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ABSTRAK

Rina Indrawani, 2012. Meningkatkan Motivasi Siswa dalam Pemahaman Baca dengan Menggunakan Permainan Bacaan pada Siswa Kelas X Mekatronika SMK Negeri 1 Batam. Tesis. Program Pascasarjana Universitas Negeri Padang.

Ada beberapa masalah yang terjadi dalam pengajaran Bahasa Inggris terutama pada pengajaran membaca. Ketika peneliti meminta mereka secara sukarela untuk membaca keras, hanya sedikit yang mau melakukannya. Jika peneliti memberikan pertanyaan-pertanyaan yang berhubungan dengan teks bacaan, hanya sedikit siswa yang bisa menjawab secara langsung. Mereka kelihatannya malas untuk melakukan kegiatan membaca ini, sehingga kelas menjadi pasif. Motivasi siswa dalam kegiatan membaca kurang. Untuk mengatasi masalah ini peneliti melakukan penelitian tindakan kelas dengan menggunakan permainan bacaan. Tujuan dari penelitian Tindakan Kelas ini adalah untuk menjelaskan sejauh mana reading game dapat meningkatkan motivasi siswa untuk membaca dalam pelajaran membaca pada siswa kelas X Mekatronika di SMK Negeri 1 Batam dan faktor apa saja yang mempengaruhi peningkatan motivasi siswa dalam membaca melalui reading game ini.

Ada dua siklus dalam penelitian ini yang terdiri dari perencanaan, tindakan, pengamatan dan refleksi. Untuk mengetahui peningkatan motivasi siswa dalam membaca, peneliti menggunakan data observasi, catatan lapangan, tes, dan wawancara yang dibantu oleh seorang kolaborator. Data kualitatif dikumpulkan melalui catatan lapangan dan wawancara sedangkan data kuantitatif dikumpulkan melalui lembar pengamatan dan tes. Subjek penelitian adalah 20 orang yang terdaftar di kelas X Mekatronik SMK Negeri 1 Batam.

Temuan dalam penelitian ini menunjukkan bahwa motivasi siswa dalam membaca meningkat melalui penggunaan reading game. Peningkatan tersebut dipengaruhi oleh beberapa faktor, yakni materi, media, aktivitas kelas, pengelolaan kelas, pendekatan guru dan strategy guru. Oleh karena itu, dapat disimpulkan bahwa penggunaan reading game mampu meningkatkan motivasi siswa dalam membaca dengan baik pada kelas X Mekatronika di SMK Negeri 1 Batam.

ABSTRACT

Rina Indrawani, 2012. Improving Students' Motivation in Reading Comprehension by Using Reading Games at Grade X of SMK Negeri 1 Batam. Thesis. Graduate Program. State University of Padang.

There are some problems found in teaching English especially in teaching reading. When the researcher asked them to read the text, they would rather do other activities such as chatting with their friends. When the researcher asked them for volunteer to read the text loudly, only few students wanted to do it. If some questions were asked by the teacher related to the text which they read, only few students wanted to answer those questions directly. They seemed lazy in doing that activity. Consequently, the class was in passive condition. There was lack of students' motivation in learning reading. To solve this problem the researcher conducted the action classroom research by using reading game. This action classroom research was aimed to explain whether reading games can better improve the students' motivation in reading comprehension for the students of ten grade of Mechatronic in SMK Negeri 1 Batam and explain what factors influence the improvement of students' motivation by using this reading games.

There are two cycles in this research that each cycle consists of plan, action, observation and reflection. The qualitative data were collected by field note, and interview while quantitative data were collected through observation sheet and test which were helped by a collaborator in conducting this research. The subject were 20 students whose registered in grade X Mechatronic of SMK Negeri 1 Batam.

The findings of this research showed that the students' motivation in reading comprehension improved by using reading games. The improvement was influenced by several factors, such as the material, media, classroom activity, classroom management, teacher approach, and teacher strategy. Therefore, it can be concluded that using reading game can better improve the students' motivation in reading comprehension at grade ten of Mecatronika in SMK Negeri 1 Batam.

6. Deden Suryana, M.Pd as her principal at SMK Negeri 1 Batam who has given her permission since she had studied and finishing this thesis.
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Finally, any coments and contributions to the development for further research are really appreciated.

Batam, 20 Agustus 2012

RINA INDDRAWANI

SURAT PERNYATAAN

Dengan ini saya menyatakan:

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Padang, 20 Agustus 2012

Saya yang menyatakan,

RINA INDRAWANI

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CHAPTER I

INTRODUCTION

A. Background of the Problem

Based on the School-Based Curriculum (KTSP, 2008), there are four language skills that have to be learned by the Vocational School (SMK) students. They are listening, speaking, reading and writing. Listening and speaking can be said as oral language, while reading and writing are called written language. All the skills have to be taught at SMK for each level; novice level is for grade X, elementary level is for grade XI and intermediate level is for grade XII. The Standard Competency of teaching English for grade X is to enable student to communicate using English as the same level as novice level.

The purpose of reading based on novice level in KTSP (2008) is the students are prepared to understand the meaning of the written text interpersonally and transactionally, formally or informally, in form of listening to order and instruction which relate to daily life. This reading skill has to be taught at both first and second semester of novice level.

Based on the researcher's observation in her class, it seemed that the students were not interested in getting involved in reading activity. For example, when the researcher asked them to read the text, they would rather do other activities such as chatting with their friends. When the researcher asked them for volunteer to read the text loudly, only few students wanted to do it. If some questions were asked by the teacher related to the text which they read, only few students wanted to answer those questions directly. They seemed lazy in doing

that activity. Consequently, the class was in passive condition. There was lack of students' motivation in learning reading.

Motivation is very important element in teaching and learning process. Students will get success and be easy to be directed to reach the goal of learning if they have high motivation. However, teaching students who did not have motivation in learning was ineffective because the students who were lack of motivation tend to be passive during the learning process. They did not want to respond when teacher asked them. They usually response only whenever the teacher asked them directly. Even, they were sometimes reluctant to respond.

There were several factors that made students' motivation low based on many researchers. These could be caused by students, teachers and other factors such as lack of knowledge, vocabulary, reading strategy, reading material, facilities and other factors.

In order to make students motivated, the teacher had to be responsible to do it. Teaching strategy used by the teacher influenced students' motivation. "Effective learning in the classroom depends on the teacher's ability...to maintain the interest that brought students to the course in the first place" (Ericksen in Davis, 1999). "Everyone agrees that a key factor in successful learning is learner's motivation. Everyone also agrees that a key factor in effective teaching is instructor's ability to facilitate students motivation....." (Allen & Uwin, 2000).

The researcher had already tried some strategies and techniques to solve these problems such as giving reward to the students who were active in reading and using some multimedias such as pictures, computer or laptop and LCD, but they only had a little influence to the students' motivation in reading.

Based on reading some literatures and reference books dealing with how to motivate students in learning English, the researcher's experience as an observer of English lecturer in teaching English at Wollongong University (Australia), and a teacher at SMA Negeri 1 Batam for five years, English games could be used as a strategy to motivate students. It seemed that it was very helpful for them in teaching English especially in reading skill. The students were very enthusiastic and curious to do reading activity, even for students who were often passive in class. The class was not boring, although it was taught every time they learned English. They often asked the teacher to play games again when they learned English.

From the literatures and reference books and experiences above the researcher will conducted a classroom action research entitles "Improving Students' Motivation in Reading Comprehension by Using Reading Games at the Tenth Grade of SMK Negeri 1 Batam".

B. Identification of the Problem

Based on daily observation by the researcher at the tenth grade students at SMK Negeri 1 Batam, there were some problems found in teaching English especially in teaching reading, they were as follow:

1. Students liked to chat during reading activites.
2. Students were lack of vocabulary. They did not have good understanding of what the text about is because they have limited vocabulary.
3. Students were lack of motivation in reading.
4. The reading materials were not interesting.

5. Teacher did not apply appropriate strategies in motivating students in teaching reading.

C. Limitation of the Problem

Many problems found in the teaching reading come from the students and teachers. This research would focus on the problem of students' motivation in comprehending reading texts at the tenth grade of SMK Negeri 1 Batam. Here, the researcher would apply Reading games to improve the students' motivation in reading comprehension.

D. Research Questions

The problem of this study can be formulated in the following questions:

1. To what extent can reading games improve students' motivation in reading comprehension at the tenth grade of SMK Negeri 1 Batam?
2. What factors influence the changes of students' motivation by using reading games at Class X Mecatronik of SMK Negeri 1 Batam?

E. Purpose of the Research

The purpose of this research is to find out the answers of the research questions above.

1. To explain whether reading games and activities can improve students' motivation in reading comprehension at Class X Mecatronik of SMK Negeri 1 Batam.
2. To explain what factors influence students' motivation in reading comprehension.

F. Significance of the Research

The result of this research will be expected to give contribution to :

1. The researcher herself, who would have experience in motivating students in teaching reading.
2. The English teachers who had the same problem in motivating students in teaching reading.
3. The Principal of the School whether Senior High School or Vocational School and even Yuniior High School, who will give instruction for the teachers especially English teachers in giving motivation for teachers.
4. Students of class X Mecatronic of SMK Negeri 1 Batam, who will use Reading Games to improve their motivation in reading comprehension.
5. Everybody who will read this research as refference for using English Games in motivation students in teaching reading.

G. Definition of the Key Terms

There were several terms that are used in this research, they were:

1. Students' motivation is students willingness, desire, compulsion to participate in, devoted effort, and sense of satisfaction from the activities associated with achieving a particular goal in learning process.
2. Reading Comprehension is an activity done by the reader to connect the ideas on the page to what they already know in order to understand and to get the idea of the text through some processes.
3. Reading Game is a game in which students are involved in teamwork (individual work, pair work or group work), competition, strategy, problem

solving, victory and retention by using handouts used to motivate students in reading comprehension.

CHAPTER V

CONCLUSION, IMPLICATION AND SUGGESTION

A. Conclusion

Based on the findings and discussion of the research, the researcher concluded two main points :

1. The use of Reading Game in teaching reading comprehension can be better improve students' motivation in learning reading at the ten grade of SMK Negeri 1 Batam. It could be identified from teaching implementation and the increasing score of students' motivation in reading comprehension from score before cycle I, cycle I and Cycle II.
2. There are some factors that influence the students' motivation during the application of Reading Game:
 - a. The interesting and various materials used in the research made the students had willingness to have discussion and participate in doing their activities in reading comprehension classroom.
 - b. The different combination of group discussion of students' activities where the students sit down in group of two or more. The combination of the higher achievement students help the lower achievement students. They can help each other if they find problem in learning, because they do not feel shame to say their problem or their opinion. It increases their motivation in teaching learning process.
 - c. The classroom management during the process of reading game influence students' motivation in reading comprehension. Well prepared

teacher in the process of teaching and learning in managing the class activities make students easier in learning.

- d. The interesting, different and colourful media of reading game for every meeting that makes students are not bored and feel interest and enthusiastic in teaching learning process.
- e. The teacher's approaches the students such as by giving help to the students when they find difficulties during the learning. The teacher should be nice and friendly with the students. She made the classroom atmosphere enjoyable.
- f. The teacher strategy had built the students' motivation in teaching learning process.

B. Implications

This research implies that the use of reading game can be chosen as one of the alternative technique that can be applied to improve students' motivation in reading comprehension. English teachers considered the result of this research has proved that by using reading game the students' motivation in reading comprehension at grade X Mechatronik of SMKN 1 Batam can significantly improve.

C. Suggestions

In accordance with the conclusion and implication, the suggestion can be made as follows:

1. The researcher as an English teacher suggests to other teachers who have the same problem with the researcher to use Reading Game in teaching reading

because Reading Game is better to improve students' motivation in reading comprehension.

2. The researcher as an English teacher suggests to other teachers to be more creative in using Reading Game in teaching and learning in the classroom to get better result.
3. For further research, the researcher suggests to other teachers to investigate whether Reading Game can improve students' achievement in other skill.

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