THE USE OF JEOPARDY GAME TO IMPROVE READING COMPREHENSION OF NARRATIVE TEXT FOR X.5 STUDENTS AT SMA HANG TUAH 4 SURABAYA

THESIS

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MOTTO

What was meant to be was meant to be.

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All praise due to Allah SWT the Most Merciful, the Most Benevolent, and the Most Omnipotent

I dedicated my thesis with the title "The Use of Jeopardy Game to Improve Reading Comprehension of Narrative Text for X.5 Students at SMA Hang Tuah 4 Surabaya" to:

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Surabaya, 16 July 2024
Researcher

Septian Arif Rizaldi

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ABSTRACT

Rizaldi, Septian Arif. 2023. The Use of Jeopardy Game to Improve Reading Comprehension of Narrative Text for X.5 Students at SMA Hang Tuah 4 Surabaya.

Advisor : (I) Dr. Ribut Surjowati, S.Pd., M.Pd and (II) Dr.Drs. Supeno, M.Hum., M.Pd

This study explored the impact of using Jeopardy games to improve students' reading comprehension. By fulfilling five game design criteria fun, educational, promoting English, interesting, and easy to use, the Jeopardy game provided an engaging and competitive learning environment.

This research involves a sample of 25 students from SMA Hang Tuah 4 Surabaya. In the observation, the researcher found that the students had difficulty in comprehend English written text. The problem such as students' lack of enthusiasm, lack of vocabulary, and cannot analyse, infer, unify information from text, are the root of the problem.

Research findings show that teaching reading comprehension of narrative text through the Jeopardy game is effective. The results prove that the use of the Jeopardy game increases the percentage of students' test scores which from the preliminary study was 32%, increasing to 60% in cycle 1, then increasing to 84% in cycle 2.

Key terms: Game, Jeopardy, Reading comprehension