

**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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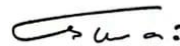


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## **MOTTO**

**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**

## TABLE OF CONTENTS

<b>EXAMINER APPROVAL SHEET</b> .....	<b>i</b>
<b>APPROVAL SHEET</b> .....	<b>ii</b>
<b>SURAT PERNYATAAN KEORISINILAN</b> .....	<b>iii</b>
<b>MOTTO</b> .....	<b>iv</b>
<b>ACKNOWLEDGEMENT</b> .....	<b>v</b>
<b>TABLE OF CONTENTS</b> .....	<b>vi</b>
<b>ABSTRACT</b> .....	<b>viii</b>
<b>CHAPTER I INTRODUCTION</b> .....	<b>1</b>
1.1    Background of the Study .....	1
1.2    Research Question.....	6
1.3    Objective of the Study.....	6
1.4    Significance of the Study .....	6
1.5    Operational Definition.....	7
<b>CHAPTER II LITERATURE REVIEW</b> .....	<b>8</b>
2.1.    Concept of Reading Comprehension.....	8
2.1.1.    Reading Comprehension .....	9
2.1.2.    The Importance of Reading Comprehension .....	9
2.1.3.    The Taxonomy of Comprehension.....	11
2.1.4.    Component of Reading Comprehension .....	15
2.1.5.    Teaching Comprehension for Senior High School .....	17
2.2.    Narrative Text.....	18
2.2.1.    Generic Structure of Narrative Text.....	18
2.2.2.    The Characteristic of Narrative Text.....	19
2.2.3.    Kinds of Narrative Text.....	20
2.3.    Concept of Game Based-Learning .....	21
2.3.1.    Theoretical Foundation of Game-based Learning .....	22
2.4.    Concept of Game.....	23
2.4.1.    Types of Games.....	24
2.5.    Concept of Jeopardy Game .....	25
2.5.1.    Purpose of Jeopardy-style Game .....	26

2.5.2.	<u>The Steps to Play Jeopardy-style Game</u> .....	26
2.5.3.	<u>Advantages of Jeopardy Game</u> .....	28
2.5.4.	<u>Teaching Reading Comprehension by Using Jeopardy Game</u> .....	29
	<b><u>CHAPTER III RESEARCH METHOD</u></b> .....	<b>31</b>
3.1	<u>Research Design</u> .....	31
3.2	<u>The Location and Setting of the Research</u> .....	32
3.3	<u>Subject of the Research</u> .....	33
3.4	<u>Research Instrument</u> .....	33
3.5	<u>Research Data</u> .....	36
3.6	<u>Data Collection Procedure</u> .....	36
3.7	<u>Process Analysis Procedure</u> .....	37
3.8	<u>Score Analysis</u> .....	39
3.9	<u>Success Indicator</u> .....	41
	<b><u>CHAPTER IV RESEARCH FINDING AND DISCUSSION</u></b> .....	<b>42</b>
4.1.	<u>Research Finding</u> .....	42
4.1.1.	<u>Preliminary study</u> .....	42
4.2.	<u>The Implementation of <i>Jeopardy!</i> Game</u> .....	44
4.2.1.	<u>Analysis of the Cycle 1</u> .....	45
4.2.2.	<u>Analysis of the Cycle 2</u> .....	52
4.3.	<u>Discussion</u> .....	59
	<b><u>CHAPTER V CONCLUSION AND SUGGESTION</u></b> .....	<b>64</b>
5.1.	<u>Conclusion</u> .....	64
5.2.	<u>Suggestion</u> .....	65
	<b><u>BLIBLIOGRAPHY</u></b> .....	<b>66</b>
	<b><u>APPENDIX</u></b> .....	<b>69</b>



## **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**