

IMPROVING THE STUDENTS' READING SKILLS BY USING GAMES
AT MTS NEGERI 1 DELI SERDANG

Anggie Nadia Harahap¹, Noni Sulistia², Fahdilla³, T Zunita Miha Sy⁴, Rafadila
Asty⁵, Risty Deswinta⁶, Surya Kelana Putra⁷
^{1,2,3,4,5,6,7} UIN Sumatera Utara - Indonesia

Email: ¹anggienadiarahap@gmail.com, ²sulistianoni05@gmail.com,
³fadila070701@gmail.com, ⁴mihatengkuzunitamiha@gmail.com,
⁵tanjungdila05@gmail.com, ⁶ristydeswinta97@gmail.com,
⁷skputra_mhum@yahoo.com

Abstract

Keywords:
Students,
Reading Skills,
Games,
Improving

English is a very important language for used, apart from being popular, English is also used in various countries and regions. In learning English, many students use various ways to improve English skills, there are listening skills, speaking skills, writing skills and reading skills. In Improving and learning English is also a lot teachers and students who perform various techniques, methods and strategies to improve listening skills, speaking skills, reading skills and writing skills in English. But the results are obtained is not as expected, then the author conduct research on students with the theme of improvement students' reading ability by using games. With this game it will have an effect on increasing students' interest in reading, as well as students' enthusiasm in improve reading skills. This study used a qualitative approach with interview data collection techniques and the focus of the interviews was on students. The author's method use is to investigate how to improve students' reading skills in reading lessons, and also how the effectiveness of the game in skills reading students. The results of this study indicate that (1) students become more enthusiastic in English Subjects (2) students become more quickly know the new vocabulary (3) the student's memory is increasing (4) using games in learning is very effective to use.

Kata Kunci:
*Siswa,
Kemampuan
Membaca,
Games,
Mengembangkan*

Abstrak

Bahasa Inggris merupakan bahasa yang sangat penting untuk digunakan, selain populer, bahasa Inggris juga digunakan di berbagai negara dan daerah. Dalam pembelajaran bahasa Inggris, banyak siswa menggunakan berbagai cara untuk meningkatkan kemampuan bahasa Inggris, ada keterampilan mendengarkan, keterampilan berbicara, keterampilan menulis, dan keterampilan membaca. Dalam peningkatan dan pembelajaran bahasa Inggris juga banyak guru dan siswa yang melakukan berbagai teknik, metode dan strategi untuk meningkatkan keterampilan mendengarkan, keterampilan berbicara, keterampilan membaca, dan keterampilan menulis dalam bahasa Inggris. Namun hasil yang diperoleh belum sesuai dengan yang diharapkan, maka penulis melakukan penelitian terhadap siswa dengan tema peningkatan kemampuan membaca siswa dengan menggunakan permainan. Dengan adanya permainan ini akan berpengaruh pada peningkatan minat baca siswa, serta semangat siswa dalam meningkatkan keterampilan membaca. Penelitian ini menggunakan pendekatan kualitatif dengan teknik pengumpulan data wawancara dan fokus wawancara adalah siswa. Metode yang penulis gunakan adalah untuk menyelidiki bagaimana meningkatkan keterampilan membaca siswa dalam pelajaran membaca, dan juga bagaimana keefektifan permainan dalam keterampilan membaca siswa. Hasil penelitian ini menunjukkan bahwa (1) siswa menjadi lebih antusias dalam mata pelajaran Bahasa Inggris (2) siswa menjadi lebih cepat mengetahui kosa kata baru (3) daya ingat siswa meningkat (4) penggunaan permainan dalam pembelajaran sangat efektif untuk digunakan.

INTRODUCTION

In ancient times, English was used and became the most popular language in the world, as well as being the most important foreign language in developing countries so that the use of English is increasing nowadays. English is used to communicate between people and also when someone is in a certain country or area. In this case, a person must use English because English is an international language. This makes most people nowadays communicate using English, so this makes students in Indonesia also have to learn English, especially as technology is increasingly developing, of course, using English. This is intended so that many people can use the technology.

In this case, to improve students' English skills, of course, students must first know about English, so that students are proficient in speaking, writing, reading, and listening. To improve the ability to read, listen, speak, and also write, this is still a problem for people who live in Indonesia, because in training or learning English, of course not many people can do it, and also in training or learning English, an educator must be able to make students' enthusiasm better by using media, interesting learning methods, and also good strategies to increase students' interest in learning English. With that, of course, every person or educator has their own way of teaching and learning English,

Some time ago, a scientist named Hubbard conducted research on games based on language learning, according to him using games can evoke various reactions. Positive reactions as well as negative reactions. The use of games in learning is a new method that can increase students' interest and enthusiasm in learning to read so that students will achieve what they should have achieved during the learning process. In addition to increasing students' interest and enthusiasm when learning by using games, this is also useful for increasing concentration, students' language skills, and also the ability to interact with others. Games that can support the learning and teaching process in improving reading skills are games that are available in electronics such as mobile phones, laptops, and others. So, in this day and age more people use mobile phones in carrying out their learning and teaching processes. Because, apart from cell phones and laptops being objects that can be taken anywhere, cell-phones and laptops also have complete features to support student learning. The use of this game is also widely used by the community because it can be used anywhere, moreover there are games that can be accessed without using a cellular data network.

Apart from all that, there are also many people who have different perspectives on the use of games in this learning. Someone sees that using this game is a new learning method so that it can increase students' enthusiasm in learning, but different from some people, they think that using this game is something that is not good to use in learning.

They think that using this game can solve the focus on a child when studying, because when using electronic media such as cell-phones and laptops there will be notifications about WhatsApp and other applications, moreover students are even excited about using games not only as learning media but just for fun. -have fun. Students become unfocused and also this will make it difficult for parents to pay attention to their children. So that parents think using this game is not effective for use.

A study conducted by Huyen and Nga, they gave a game to several students and they got the result that students seemed to understand the subject matter provided using the game more quickly. Students also think that the English used in the game really helps them in completing their assignments at school. With that there are many games that focus on increasing knowledge and also reading skills in students, one of which is the quizizz game, but in this study the author does not discuss quizizz games. Apart from that, using games in the learning process of students in improving their reading skills has been widely used by various kinds of people. Using this game makes it much easier for someone to improve their reading skills because by using this game students think it is something new so that students are interested in using games as a medium for learning to read, besides games can be used anywhere and anytime, a child can learn alone without having to go to school.

The use of games in learning English certainly has a positive impact and can also have a negative impact, the positive impact itself arises from the increasing number of students' knowledge in English. However, the use of games in the learning process has more positive impacts than negative impacts. Based on the statement above, it can be concluded that the use of games in the student learning process can be used because it is very effective. The aim of this research was to find out how to improve students' reading skills by using games, especially for students at MTs Negeri 1 Deli Serdang.

METHOD

In this study, the researchers use a qualitative method. In this analysis, qualitative research is research that refers to a research approach that is related to subjective meaning and to the production of social practice through data collection such as interviews, observations and open questionnaires (Flick, 2014). Furthermore, qualitative research is a form of social action that stresses on the way of people interpret, and make sense of their experiences to understand the social reality of individuals. It makes the use of interviews, diaries, journals, classroom observations and immersions; and open-ended questionnaires to obtain, analyze, and interpret the data content analysis of visual and textual materials, and oral history (Zohrabi, 2013). Qualitative research aims to maintain the form and content of human behavior and analyze its qualities. The data in this study are improving the Students' reading skills by using games at MTS Negeri 1 Deli Serdang. The technique used by the researcher is an interview technique. The researcher analyzed the interview data by transcribing the contents of the interview into writing. So that from the results of these interviews, researchers can find research data. The researcher conducted interviews with students about students' fears in learning English?

FINDING AND DISCUSSION

The use of games in learning for students has a very positive impact on the Deli Serdang 1 State MTs School, as has been done by the author in analyzing the use of games in improving students' reading skills at the Deli Serdang 1 State MTs school, as in the questions I have asked the students.

1. Students become more enthusiastic in English subjects

When the researchers interviewed students at MTs Negeri 1 Deli Serdang, 'why are you now more enthusiastic about English lessons?' The student answered "*we can play games, miss. It's to fun to learn English if using games, miss, I pretty understand about the topic miss*". The other one student answered "*in my view, I often playing games on my smartphone, of course miss, if learning*

English using games, I'm more interested, miss". The next student "actually I don't really like English lessons, after you making our class more fun with your games, I'm really enthusiastic, miss"

In this case, students think that English is not difficult, and it is very easy when using games, this makes them interested in learning English.

2. Students become more quickly know the new vocabulary

When the researchers interviewed students at MTs Negeri 1 Deli Serdang, 'how did you add new vocabulary?' The student answered "*because we played the game, at first I didn't know what the meaning is, but I still played it, I just pressed it, but it took a long time to find out the meaning, so sometimes I search the meaning on the internet, and that's I adding my new vocab, miss*", the other one student "*for me, because there is a lot of new vocabulary in this game, of course I'm interested to write the new vocab with the meaning in my book*" the next student answered "*at first it made me lazy to play, but because the pictures were very interesting, that's why I was even more interested in adding new vocabulary, miss*".

This makes students think that by playing games in learning it increases their vocabularies knowledge, because like it or not students have to know what it means so they know what is meant in the game.

3. The student's memory is increasing

When the researchers interviewed students at MTs Negeri 1 Deli Serdang, 'did using games in learning make your memory of learning material more stratified?' They answered "*Yes, miss, because there are visuals and sounds in the game, and this is what helps us remember you.*", the other one student, said "*Then miss, since we play games all the time, we hear that word virtually every day, which is why it remains in our heads miss.*", the next student answered, "*It's difficult to remember miss if we read it in a book or dictionary since we don't read the book every day. So if we read it once, we forget it the following day; if it's a game, we play it every day, so it's easier to remember*".

Students think that using games in learning makes their memory power increase because of the images and sounds that make them remember something, this makes student learning increase.

4. Using games in learning is very effective to use

When the researchers interviewed students at MTs Negeri 1 Deli Serdang, learning to read using games, was this effective in your reading ability? They answered *"Yes, miss, every subject employs miss games if possible, it's amusing, and I'm confident you won't be bored. Miss, if we learn English before playing the game, tell us to read the tale in the game first, then we may play the game and answer the questions in the game"*, the other one student, said *"If studying is enjoyable, we will be eager to study rather than drowsy as is customary. Miss, if you learn to play our game, it will refresh our eyes"*, the next student answered, *"Yes, miss. We will undoubtedly be interested in the topic, especially if you learn through group games."*

In this case students think that using games in learning to read is very effective because it can improve their reading skills. before playing the game students must read the story in the game, then be able to answer it.

CONCLUSION

Based on the results of this study, it can be concluded that the use of games in learning English, especially on students' reading ability is very effective and greatly influences students' knowledge improvement in English lessons. Students become more enthusiastic; students' memories in knowing English vocabulary are increasingly stratified. With that learning using games really needs to be used because with that a teacher can turn on a class atmosphere to be more enthusiastic and full of enthusiasm, besides that this will also be very influential in increasing students' knowledge in English lessons, it's not wrong if every subject uses media or games that are in electronics to increase student enthusiasm, and also this can make an approach between teachers and students, and make fellow students become more compact. If some people think

that using games makes students addicted and lazy to learn, of course this is wrong because by using games students know how to divide their time, and they will be able to concentrate on playing the game. This research is recommended for students as a writing reference material. It is recommended for teachers to improve students' reading skills by using the games method to make the class atmosphere more enjoyable.

REFERENCES

- Ariantoro, T. R. (2016). Dampak Game Online Terhadap Prestasi Belajar Pelajar. *JUTIM (Jurnal Teknik Informatika Musirawas)*, 1(1).
- Arijani, R. (2013). Meningkatkan Kemampuan Membaca Pemulaan Menggunakan Media Snader Game. *Jurnal Pendidikan Anak*, 322.
- Prastius, E. (2020). Pengaruh game online terhadap kemampuan berbahasa inggris. *Computer Based Information System Journal*, 8(2), 29-36.
- Hafidah, R. (2013). Penggunaan Games Untuk Meningkatkan Penguasaan Vocabulary Sebagai Penunjang Mata Kuliah Bahasa Inggris Mahasiswa Kelas Paser Prodi PG-PAUD FKIP UNS. *Widya Sari*, 15(1), 39-49.
- Maryuni, M. Peningkatan Kemampuan Membaca Melalui Teknik Permainan Menyusun Kata Pada Siswa Kelas I SDN Inpres 5 Birobuli. *Jurnal Kreatif Tadulako*, 4(10), 107680.
- DELLA NUR, W. I. J. I. A. R. T. I. (2016). Dampak Penggunaan Game Online Terhadap Pembelajaran Bahasa Inggris (Ditinjau Dari Persepsi Mahasiswa). *JURNAL ELEKTRONIK FAKULTAS SASTRA UNIVERSITAS SAM RATULANGI*, 3(3).
- Nur, M. R. O., Ardita, Y., & Oliviera, B. (2020). Digital Native Students' Perspectives of Online Games Use for Learning Grammar in English Class at Avizena. Edu Private Course. *Jurnal Studi Guru Dan Pembelajaran*, 3(1), 24-30.
- Ta'uno, I. B., & Poai, S. T. (2022). The Impact of Online Games On Students In Learning English Vocabulary. *Sintuwu Maroso Journal of English Teaching*, 8(1), 33-36.
- Asmara, C. H. (2022). The Use of Online Game as Media to Motivate Learning Vocabulary in English during Pandemic at Ban Loei Wangsai School Thailand. *English Journal Literacy Utama*, 6(2), 505-517.