

ABSTRACT

Wiharjo, Oda Yuni Nugrahaeni. 2012. *Using Games to Improve Students' Motivation in Writing Skill of Eleventh Graders of SMA NEGERI 6 YOGYAKARTA*. Yogyakarta: Sanata Dharma University.

Motivation has been acknowledged as an essential part in a teaching learning activity. Motivation helps the students receive more input in second language acquisition. The researcher found that the students of XI IPA 4 of SMA N 6 Yogyakarta lacked motivation in writing activity. The other problems that the researcher also found in the learning and teaching activities were the monotonous activities. Besides, the students had writing problems, those are: vocabulary, organizing ideas, and revising the draft.

This research was intended to overcome the learning problems of XI IPA 4 of SMA N 6 Yogyakarta. The use of games was taken up as the solution considering that the games provided some advantages in teaching learning activity. A game provides various activities in a class and can raise students' motivation in learning. The researcher formulated two questions to be answered in this research. The first question is "how do games improve students' motivation in writing skill?". The second question is "to what extent do games improve students' motivation in writing skill?".

This research utilized Classroom Action Research (CAR) which was focused on the implementation of games in writing activity in XI IPA 4 of SMA N 6 Yogyakarta. The participants of this research were 25 students of XI IPA 4 of SMA N 6 Yogyakarta 2011/2012 academic year. Games were used as the main activity in the learning and teaching process. There were two cycles in this research. In the first cycle, the game was placed at organizing idea in the writing process. Besides, in the second cycle, the game was placed at revising draft in writing process. Both of the cycles were conducted in one meeting. In this research, one cycle was meant to implement of one game. The instruments employed in gathering the data were observation, field notes, questionnaires, and guiding questions for interview. Then, in analyzing the gathered data, triangulation technique was employed.

The results of the data gathered showed that the use of games was implemented through group work. Moreover, it built student-student interaction in sharing their knowledge. This research concluded that games were able to improve students' motivation in writing activity. Furthermore, it was found that game make the writing activity be different. The students also said that games helped them in expanding their vocabulary, organizing their idea, and revising their draft.

Keywords: classroom action research, motivation, writing activity, game

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Motivasi telah diketahui secara umum sebagai bagian penting dalam kegiatan belajar dan mengajar (KBM). Motivasi membantu siswa dalam menyerap lebih banyak pengetahuan dalam penerimaan bahasa kedua. Peneliti menemukan bahwa siswa di kelas XI IPA 4 SMA N 6 Yogyakarta memiliki kekurangan motivasi dalam kegiatan menulis. Masalah lain yang ditemukan peneliti dalam kegiatan belajar mengajar adalah kegiatan yang monoton. Disamping itu siswa juga mengalami permasalahan dalam kosakata, menyusun ide, dan merevisi naskah.

Penelitian ini dimaksudkan untuk mengatasi masalah yang dihadapi oleh siswa kelas XI IPA 4 SMA N 6 Yogyakarta. Penggunaan permainan dipilih sebagai solusi mengingat bahwa permainan memberi manfaat dalam kegiatan belajar mengajar. Peneliti merumuskan dua masalah untuk dipecahkan dalam penelitian ini. Rumusan masalah yang pertama ialah: “Bagaimana penggunaan permainan dapat meningkatkan motivasi siswa dalam kegiatan menulis?” Rumusan masalah yang kedua ialah: “Sejauh mana penggunaan permainan dapat membantu meningkatkan motivasi siswa dalam kegiatan menulis?”

Penelitian ini adalah Penelitian Tindakan Kelas (PTK) yang difokuskan pada penerapan permainan dalam kegiatan menulis di kelas XI IPA 4 SMA N 6 Yogyakarta. Responden dalam penelitian ini berjumlah 25 siswa dari kelas XI IPA 4 SMA N 6 Yogyakarta tahun ajaran 2011/2012. Permainan digunakan sebagai kegiatan utama dalam proses belajar mengajar. Terdapat dua siklus dalam penelitian ini. Pada siklus pertama, permainan diletakkan dalam kegiatan penyusunan ide. Sedangkan pada siklus kedua, permainan diletakkan dalam kegiatan revisi. Kedua siklus dilaksanakan dalam satu kali pertemuan. Instrumen yang digunakan dalam mengumpulkan data yaitu: observasi, catatan lapangan, kuesioner, dan panduan wawancara. Dalam menganalisis data yang sudah terkumpul, peneliti menggunakan teknik triangulasi.

Hasil dari data yang terkumpul menunjukkan bahwa permainan diterapkan dalam kerja kelompok. Penggunaan permainan juga membangun interaksi siswa-siswa saat berbagi pengetahuan mereka. Penelitian ini menyimpulkan bahwa permainan dapat meningkatkan motivasi siswa dalam kegiatan menulis. Selain itu peneliti juga menemukan bahwa permainan membantu mereka dalam mengembangkan kosakata, menyusun ide, dan merevisi naskah. Penggunaan permainan juga membangun interaksi antara siswa-siswa dalam berbagai pengetahuan.

Kata kunci: penelitian tindakan kelas, motivasi, kegiatan menulis, permainan