

## ABSTRACT

Lestari, Regina Galih (2022). *Increasing Students' Skills in Writing Personal Letters through the Sentence Chain Game: CAR at SMA NEGERI 5 Yogyakarta*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Generally, writing is an important skill that students should have to create a good paragraph. The background of this study was to apply gamification learning to increase students' writing skills. This research aimed to determine the result and impact of applying the Sentence Chain Game in students' writing. The research question in this study: (1) To what extent can the Sentence Chain Game increase students in writing personal letters?

The researcher used Classroom Action Research by Kemmis and McTaggart (1988) to conduct this research. Two cycles of action research were used to conduct this research. The research participants were 36 students in grade XI Mathematics and Natural Sciences at SMA Negeri 05 Yogyakarta. The research instruments were an observation table, questionnaire, interviews, and writing test.

Based on the findings of the pre-test and post-test results, a questionnaire, and interviews to see the impact of the Sentence Chain Game on students, the researcher concluded that the students' ability in writing personal letters increased in various aspects. Before implementing the Sentence Chain Game, the mean of the pre-test score was 66.81, and then the researcher conducted the post-test and the mean score became 89.08. Therefore, the researcher compared the mean score of the pre-test and post-test. The t-test result was 0.000, less than the significant value ( $0.000 < 0.05$ ). According to this, the researcher concluded a positive and significant influence between the implementation of the Sentence Chain Game on students' ability to write Personal Letter.

From the result of questionnaire, the researcher found the most dominant improvements were in the content, language use, and mechanics, followed by organization and vocabulary. The researcher also found that the Sentence Chain Game was also an interesting learning media to be used to avoid boredom according to the results of the interviews.

**Keywords:** *Classroom Action Research, gamification, personal letter, Sentence Chain Game, writing skill*

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Secara umum, menulis merupakan keterampilan penting yang harus dimiliki siswa untuk membuat paragraf yang baik. Latar belakang penelitian ini adalah menerapkan pembelajaran gamifikasi untuk memfasilitasi keterampilan menulis siswa. Penelitian ini bertujuan untuk mengetahui dampak dari penerapan *Sentence Chain Game* dalam tulisan siswa. Rumusan masalah dalam penelitian ini: (1) Sejauh mana *Sentence Chain Game* dapat memfasilitasi keterampilan menulis *Personal Letter* pada siswa?

Peneliti menggunakan Penelitian Tindakan Kelas oleh Kemmis dan McTaggart (1988) untuk melakukan penelitian ini. Dua siklus digunakan untuk melakukan penelitian ini. Partisipan penelitian ini adalah 36 siswa kelas XI MIPA SMA Negeri 05 Yogyakarta. Instrumen penelitian berupa tabel observasi, angket, wawancara, dan tes menulis.

Berdasarkan temuan hasil pre-test dan post-test, angket, dan wawancara untuk melihat dampak dari *Sentence Chain Game* pada siswa, peneliti menyimpulkan bahwa kemampuan siswa dalam menulis surat pribadi meningkat dalam berbagai aspek. Sebelum menerapkan *Sentence Chain Game*, rata-rata skor pre-test adalah 66,81, kemudian peneliti melakukan post-test dan skor rata-rata menjadi 89,08. Oleh karena itu, peneliti membandingkan nilai rata-rata pre-test dan post-test. Hasil uji-t adalah 0,000, lebih kecil dari nilai signifikan ( $0,000 < 0,05$ ). Berdasarkan hal tersebut, peneliti menyimpulkan adanya pengaruh positif dan signifikan antara penerapan *Sentence Chain Game* terhadap kemampuan menulis *Personal Letter* siswa.

Dari hasil angket, peneliti menemukan peningkatan yang paling dominan pada konten, penggunaan bahasa, dan mekanik, diikuti oleh organisasi dan kosa kata. Peneliti juga menemukan bahwa *Sentence Chain Game* juga merupakan media pembelajaran yang menarik untuk digunakan untuk menghindari kebosanan menurut hasil wawancara.

**Kata kunci:** *Classroom Action Research, gamification, personal letter, Sentence Chain Game, writing skill*