

CHAPTER I

INTRODUCTION

This chapter consists of background of the study, the statement of the problem, the objective of the study significant of the study, scope and limitation of the study and definition of key term.

1.1 Background of the Study

As an international language English is very important to learn by every people to communicate with the other around the world. Even every second language students was taught by the teacher. Unfortunately, the result of learning process mainly reading of students is still disappointing.

In mastering this competence is not easy actually since it has something to do not only with the background of the knowledge but also with the learner's mental factors that is their mood, motivation and readiness. If the students are not encourage to try to express their thoughts and feeling in the language learning, they will easily get bored, lose their motivation and be reluctant to participate in classroom activities.

Computer games are very popular among children and adolescents. In this respect, they could be exploited by educational software designers to render educational software more attractive and motivating. The English teacher can teach reading through digital multimedia which can make the student more

interested to learn English. By applying the one of techniques which students like, it could encourage the students to participate in the classroom activities especially reading. The teacher should also be able to encourage his students to express themselves by giving some ideas from the quiz that visualized with the game. The teacher has to give opportunities to the students in expressing their ideas without being afraid of making mistakes when they trying to answer the quiz.

The current method of reading skill is expected to help the students master language competencies they are; students are able to read for various purposes of texts. Students can understand, analyze critically and can use information from various sources.

Teaching reading English is an activity to teach students to read and understand the text. Not only that, but also analyzing the implicit idea from the writer of the text that they read.

Here the writer takes this study because, reading also become as one important component from four English skills in learning language, and teaching is a media or facilitation on it.

In these times, digital media technology are very popular among the public. There are lots of emerging sophisticated phones such as smartphones, laptop, tablet PC, and iPhone or iPad. Where, all of them are provided advance and attractive features for the users. Advanced digital media technology provide so many features with low price that makes most of people around the world has digital media technology.

Based on the problems above, the researcher tries to develop education media in the form of Edu Games to improve English reading comprehension text using for adolescence learners. This product are expected to be useful for adolescence learners, because the program was designed for Emulated Android version and Windows version that can be running on both of those Operating System (OS) so that they are not only use mobile technology for playing this kind of games, but also playing on their notebook or PC. In the other hand, the researcher also expected that the reading material inside the game, can improve students motivation to learn and understanding about the text easily.

1.2 Problem Statement

According to the statement above from the background of the study above, the problem of the study is formulated as follows:

How to develop English reading comprehension with educational game as teaching learning media for the adolescence learners?

1.3 Purpose of the Study

The purpose of the study is to develop English reading comprehension using digital edu game for adolescence learners to motivate the student and make the situation on the class becomes more interesting.

1.4 Significance of the Study

The writer hopes that this research will be useful, especially for the institution, in which it has relation with the teaching English. Besides, the writer hopes that the study can give benefits in theoretical significance and practical significance:

1.4.1 Theoretical Significance

In theoretical significance of this study hopes can provide contribution to:

1.4.1.1 Material Development

In developing material of reading skill with a good design and interested for the learner can provide students understanding. In developing English lesson especially reading lesson which is very useful for adolescence learner the teacher must be creative and innovative to make them interested to follow the teacher and understand the material more easily.

1.4.1.2 Teaching English for adolescence learners

The expectation of the research is help students to motivate the student interest in learning reading and facilitate student in comprehending the text when they reading text and analyzing the text with visual effect from the game. The teacher also can be easy to explain reading material more effectively.

1.4.2 Practical Significance

1.4.2.1 In practical significance this study is expected to give contribution for some parts;

1.4.2.1.1 Adolescence learners

It is expected that developing English Reading Comprehension using Edu Games which can be played in mobile phone or portable devices can become as a good way for students to learn reading.

1.4.2.1.2 Student Parents

From the development of digital media as teaching method about education game software. It is expected that this study will give contribution for the parents. Because, it can provide their kids some positive activity even they are playing their phone.

1.4.2.1.3 Researcher

As the researcher it can provide a chance to apply also analyze the advantages of this game directly as a tool or teaching learning media for the student

1.5 Scope and Limitation of the Study

In order to avoid misunderstanding discussion, the researcher gives the scope only in developing English reading comprehension. However, this reading comprehension focus on kinds of text in the form of adventure edu game. The researcher developing this software to be running on two kind of Operating System, it is: Android Operating System for mobile or portable devices and Windows for PC version.

Then, the researcher wants to limit this study which is only for adolescence learners in 8th grade who aged 13-18 years old. It is because of children who aged 13-18 years old is a transitional stage of physical and physiological human development that have enough awareness, readiness and high curiosity to learn other language even their language itself.

1.6 Definition of the Key Term

1.6.1 Reading comprehension

Reading comprehension is an activity of understanding text and analyzing the implicit idea of the writer.

1.6.2 Edu Game

Edu Game is reading digital teaching learning media with some interested features that can be running on portable devices such as mobile phone and pocket computer.

1.6.3 Adolescence Learners

Adolescence learners are children 13-18 years old that belongs to students in junior high school student up to senior high school student, where the students are able reasoning towards real things and classify the real objects.