

## **CHAPTER II**

### **REVIEW OF RELATED LITERATURE**

This chapter presents the references from the experts which are useful to give relevant knowledge in the field of the study for the next chapter. The researcher is going to describe theories and review some relevant research findings. These explanations can be shown as follows.

#### **2.1. Reading**

According to Grabe and Stoller (2002: 9) Reading is the ability to draw meaning from the printed page and interpret its information appropriately. From that definition, it means that reading is a result of the interaction between the perceptions of graphic symbols that represent language and reader's language skill, cognitive skill, knowledge of the world and so on.

##### **2.1.1. The Importance of Reading**

Reading is one of the most important language skills in academic. It is important to master reading because if the learner wants to understand about the text or word in English they have to read and get the explicit idea of it.

There is a strong correlation between reading skills and education academic success. Because when the students are more interested to read it will give evidence for them to involve their vocabulary. It is equivalent with The article by E.J. Pretorious (2002:169-196) Reading is important in the learning

context not only because it affords readers independent access to information in an increasingly information-driven society, but more importantly because it is a powerful learning tool, a means of constructing meaning and acquiring new knowledge.

Based on the explanation above, It is clear that increasing the ability to master reading is very important. Even the student can speak in English well, but the student did not want to read, or has low interest in reading, they will not get any new information about their development environment.

## **2.2. Game**

The game is a structured activity that usually carried out for pleasure, but sometimes it also can become as a media for education. According to Zulfadli Fahrul Rozi, (2010:6) Game is something that can be played with some rule so there are winner and loser in unserious case for refreshment purposes. Kinds of game for this project:

### **2.2.1. Adventure Game**

In these kinds of game, the player must finish the quest from the non-player character to play the next stages. The quest of the player can be asked to non-player character in the game by reading the text in the top of non-player character.

### **2.2.2. Word game**

Word game designed to test the ability of the player with some text that formed in random position.

### **2.3. Education**

Education in the dictionary it means the process of receiving or giving systematic instruction. According to Sugihartono (2007:3) Education means take care and construct training. Meanwhile, in Caleb Rosado (2000:5) Education is the harmonious development of the physical, mental, moral (spiritual), and social faculties, the four dimensions of life, for a life of dedicated service.

Education is a process of teaching learning in case of make student understand and get the idea of what the teacher explain to improve student knowledge.

Education can be obtained through formal also informal condition. Formal education acquired from the structured teaching learning process in an institution. But, informal education can be acquired from every experience of human daily life.

### **2.4. Edu Game**

Maltese (1995) describes clever teacher developed project-oriented game structures. It means as the teacher they should be more creative in designing a method for teaching student. That's why as a teacher in the globalization era which technology become as the highest priority in human life should update the

information about technology development in human life. On the other hand, before the teaching learning process started the teacher using some media or tools to gain student interest that make them feel enjoy to learn.

Based on Mumtaz, S. (2001) said the most popular activity on the home computer which all children enjoyed was playing games. It means that playing games for student makes they feel comfortable and interested. Edu game is a visual media to facilitate and motivate student interest in learning English by a digital virtual game that has animated character and interesting visual appearance.

## **2.5. Developing Material**

In developing a material, the researcher must know the characteristics of the students. In this case, the researcher takes adolescence learners as the subject. At this level, adolescence learners are more interested in the adventure genre of the game which is challenging, has the good visual appearance, and according to their mindset. For that reason, the researcher must develop the material that suitable with the student characteristics as adolescence learners. The development of material could not only make the student feel enjoy while playing the game, but also give a positive aspect of their education especially in reading skills.

### **2.5.1. Need Analysis**

The definition of needs analysis is a series of steps in order to find what the learner needs and evaluate the data to achieve learner requirement. Based on Iwai et al. (1999), needs analysis refers to the activities that are involved in collecting

information that will serve as the basis for developing a curriculum that will meet the needs of a particular group of students.

Another definition of needs analysis states by Li. R. Fatihi (2003.Pp.39) Needs analysis is a device to know the learners' necessities, needs, and lacks in order to develop courses that have a reasonable content for exploitation in the classroom.

In this study, the researcher uses a reference from Hutchinson and Waters (1987:53) they state that there are two types of needs which should be noticed. The first is target needs, where the researcher must identify and analyze what are the learners need in target situation. The second is learning needs, where the researcher as observer analyzes what are the students need to support their learning activities.

### **2.5.2. Target Need**

Hutchinson and Waters (1987:55) defines the target needs as an analysis which should be investigated in order to find out what are the learners need to do in target situation. There are three cases that should be attention on the target situation:

#### **2.5.2.1 Necessities**

This is a type of need established by the requires of target situation. It includes what the learner has to know in order to function effectively in that situation.

### **2.5.2.2 Lack**

Analyzing the target need cannot be done completely, if we are only paying attention to necessity. This type of need identifies what was the learner already knows, so we can consider what necessities are missing.

### **2.5.2.3 Wants**

It's also well known as subjective needs analysis because these needs are very personal and based on the learners perceived needs. Learner perceived needs are very important factor in motivating the learners to learn the subject such as vocabulary. Patently, the learners' want cannot all be realized. But at least, the wish of the majority can be discussed and partly met. Usually, the learners' want are discovered by questionnaire.

### **2.5.3. Learning Need**

Learners need are very important things to do in order to find out what are needed by the learners to help them, increasing their motivation, as well as their attention when teaching and learning occurs (Hutchinson and Waters (1987:60-62). There are several questions which needed to be considered when analyzing the learner needs, including; why are the learners taking the course?, How do the learners learn?, What resources are available?, Who are the learners? And so forth. These questions are necessary to determine the condition as well as their

needs to learn English. Ultimately, the target need and learner needs are two elements of need analysis which should be investigated.

## **2.6. RPG VX Ace Game Maker Application**

A role-playing game (RPG) is a game in which each participant assumes the role of a character, generally in a fantasy or science fiction setting that can interact within the game's imaginary world. RPG Maker VX Ace is the latest and greatest engine in the RPG Maker series, improving on every aspect of creating your very own epic adventure. The most powerful editor yet, Ace supports multiple tile sets, offers full control over auto shadow and has a very flexible features system. It allows anyone to build games with no coding required. This software is developed by interbrain. With this software it can give some advantages for every game developer, because the use of this software can create or developing games with no script needed.

## **2.7. Adolescence Learners**

Adjust to this research, young learners are children who aged 13-18 years old that usually belong to students in 8th grade, where the students are able to do reasoning towards concrete or real things and classify the concrete objects.

### **2.7.1. Definition of Adolescence Learners**

Young learners are students elementary school aged between 13-18 years, who still like to imagine, play and hyperactive. Omotoso, Olukunle (2007) state

that adolescents is a period of unpredictable behavior lacking the judgment ability that comes with experience. Adolescents often cannot appreciate the adverse consequence of their actions, at this stage in their lives experience. Meanwhile, another expert said that adolescence learners are naturally curious about their world and learn well by finding a variety of direct experiences involving their senses.

### **2.7.2. The Characteristic of Adolescence Learners**

The characteristics of adolescence learners are different with adult learners. According to Fran Salyers and Carol McKee (2003:4), there are several characteristics possessed by adolescence learners:

- Enjoys both intellectual and manipulative activities
- Prefers active involvement in learning
- Motivated to learn when lessons are related to immediate goals and interests
- Argues to clarify own thinking and to convince others
- Possesses a vivid imagination
- Exhibits independent, critical thinking
- Forgets easily because his/her mind is so preoccupied with other issues
- Sees relationships among similar concepts, ideas, and experiences and makes inferences
- Seeks to find causal and correlative relationships
- Begins to understand abstract ideas (but research indicates that many remain in the concrete operations stage)



- Makes personal-social concerns a priority over academic matters
- Likes to discuss experiences with adults
- Shows intense curiosity about the world and him/herself
- Forms long-lasting attitudes about learning
- Begins is thinking about own thinking (metacognition)

### **2.7.3. English for Adolescence Learners**

English is a language which is designed as an international language. Learning English is better to be taught from an early age. It is because of adolescence learners still easily in absorbing what is the material for the teacher than adult learners. In addition, adolescence learners have more opportunity and time than adult learners, they are also still not ashamed to make mistakes in pronouncing words or writing, and others. In learning English reading skills, adolescence learners must master amount of vocabulary first. Furthermore, if the student still has low vocabulary, the student can understand the meaning or the idea of the text by reading the text before and after. Reading is taught to adolescence learners that are still associated with the information on the environment around them.

### **2.8. Review of Previous Study**

Review of previous study is made in order to avoid plagiarism. This study intends to develop English reading comprehension material using RPG Maker VX Ace applications for adolescence learners in 8<sup>th</sup> grade.

Another study from (Klopfer, Osterweil, & Salen, 2009) which other similar application has conducted to develop the digital game project as a media and Digital games also can foster positive group process and decision-making strategies. Digital learning games differ from games of entertainment and games designed for training purposes.

Related to the study, the researcher tries to find a different subject material and subject of the study also different application for making the game. In the researcher studies, he will develop reading material for adolescence learners.

This study has combined the use of digital education game application to learn reading comprehension and use research and development as a research design. Now, the researcher tries to use RPG Maker VX Ace game maker as a media to learn reading comprehension entitled *Developing English Reading Comprehension Using Digital Edu Game for Adolescence Learners* will be discussed further in this study.