

CHAPTER 1

INTRODUCTION

A. The Background of the Problems

Much of the modern civilizations, like science, technology, fashion, business world, and anything else includes the high standards of living, growing and developing in the west side of the earth. And almost all of the the countries there use English as their first language or their second language. In order to develop the better civilization in our country, we should learn from them. Learning can be done if there is communication. A good communication can be done if those who are communicating use the same language. It means that English plays an important role in developing of sciences and technologies in the world especially for developed countries like Indonesia. Based on the fact above, the goverment of Indonesia decides that English should be taught as a subject in all levels or grades in schools or it can be said that English must be taught to students of kindergarten level until university level.

In teaching English, there are four skills to be taught. they are speaking, listening, writing and reading. Writing is one of the important skills in teaching English. It has occupied a place in most English language course. Students need to learn writing in English, for occupational or academic purposes. To write well, the students must have good capabilities in writing process and writing aspects. The

students must be able to organize the idea, to construct the sentence, to use punctuation and spelling well. Besides, they must be able to arrange their writing into cohesive and coherent paragraphs and texts.

Nowdays, students are demanded to be more active in learning and teaching process in the classroom. By being more active the education system tries to make the students more intergrated into the lesson in order that they can understand and get the value from what they learn. So, the teacher will need some strategies to face the students because strategies are important for learning and teaching process especially in learning and teaching language.

Strategies are tools for active, self-directed involvement, which is essential for developing communicative competence.¹ One of the strategies is by using a game. The word “game” is related to an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others.² And the “True and false essay game” is a game where the participant, the students, will write ten sentences based on real situation, some true and some false and after that they exchange their paper, and finally they should be able to recognize the definitions of words and distinguish which one is true and which one is false.³

¹Rebecca L. Oxford. *Language Learnig Strategies*. (New York : Newbury House Publisher,1990), 1.

²Andrew Wright, et.al., *Games For Language Learning(Third Edition)* . (New York : Cambrige University Press,2006), 1.

³ *Ibid*, 58.

Before conducting this synopsis, the researcher did a little observation in a school where the researcher would conduct this research and did an interview with a teacher of English there. Based on the observation and the interview with the teacher of English, the students' problem was that they were not interested in English, especially in writing. It was supported by the students' score of achievement that most of them did not passing grade standart (KKM = 70). This problem can be caused by the teacher or the students. It can be itemized in these following phenomena:⁴

1. Some of the students are truant during English class
2. Some of the students do not pay attention to the teacher
3. Some of the students mock other students who seriously study English
4. Some of the students are lazy doing written exercises of assignments
5. Some of the students do not like their teacher of English
6. Some of the students are bored while English class is running

The way of teaching of teachers of English in this school also influence this phenomena. They still used conventional way of teaching writing. They just gave lecturing and asked the student to do the task and exercises that provided in the textbook. Considering the phenomena and explanation above, a game is needed in teaching and learning process especially in teaching and learning language. True and false essay game is a solution of this interest issue because this

⁴ Nurmailis. S. Pd., Interviews Result on March 14 , 2013

game helps and encourages many students to sustain their interest and works, it helps the teacher to create contexts in which the language is useful and meaningful, and it also provides one way of helping the students to *experience* language rather than merely *study* it.⁵ The procedures are :

1. The teacher divide the class into pairs. Ask each pair to write ten sentences or statements based on descriptions of real places and/or events on separate strips of paper, some true and some false.
2. Invite the pairs to exchange their strips of paper and try to group them into true and untrue statements.⁶

Based on the explanation above, the researcher conducted a research entitled **The Effect of Using True and Flase Essay Game Towards Writing Interest of the Second Year Students at SMP Negeri 1 Tambang Kampar.**

B. Definition of The Terms

1. Effect

Effect is a term referring to a number of emotional factors that may influence language and use.⁷ Based on this research, the term of effect refers to the influence of using true and false essay game towards writing interest of the students'.

⁵Andrew Wright, et.al., *Op. Cit*, 2.

⁶*Ibid*, 59.

⁷ Jack C Richard and Richard Schmidt. *Longman Dictionary of Language Teaching and Applied Linguistic*. (New York :Pearson Education,1985). p. 24

2. True and False Essay Game

True and false essay game is the game in which students will recognise or attempt to work out the definitions of words and to distinguish true definitions from false ones by using a dictionary to find the definitions of words and using a wide range of language to write plausible false definitions for real (and possibly imaginary) words.⁸

3. Writing

Writing is transcription of composing ideas; it is not the product of thought, but its actualization and dramatization⁹. In this research, researcher will try to encourage their interest to write.

4. Interest

Interest is activity or subject in which you enjoy doing or learning about.¹⁰ Interest in this research means that the students' feeling in learning English especially in writing.

⁸ Andrew Wright, et.al., *Op. Cit*, 58

⁹ Jane B.Hughey.*Teaching ESL Composition :Principle and Techniques*.(Newbury House Publishers, Inc. Rowley, Massachusetts. 1983) . p. 38.

¹⁰ Oxford Dictionary, *Learner's Pocket Dictionary: Fourth Edition* (New York: Oxford University Press, 2008), 143.

C. The Problems of the Research

Based on the phenomena explained in the background of the problems, it is obvious that the second year students at SMP N 1 Tambang Kampar had a lot of problems, particularly in their writing interest.

1. The Identification of the Problems

Based on the problems showed in the background of the problems, the problems of this research are identified as follows :

- a. What makes some of the students truant during English class?
- b. What makes some of the students hard to pay attention to the teacher?
- c. How do some of the students mock other students who seriously study English?
- d. How are some of the students lazy to do written exercises?
- e. How do some of the students dislike their teacher of English?
- f. What makes some of the students feel bored while English class is running?

2. The Limitation of the Problems

Based on the identification of the problems above, it obviously seems that the main students' problem in this term is their writing interest. And true and false essay game will try to be the solution. So, the researcher will limit the research on the effects of writing interest of the students by using true and false essay game.

3. The Formulation of the Problems.

Based on the limitation of the problems above, the research questions on this research can be formulated as follows:

- a. How is the students' writing interest taught without using true and false essay game at the second year students of SMP N 1 Tambang Kampar?
- b. How is the students' writing interest taught by using true and false essay game at the second year students of SMP N 1 Tambang Kampar?
- c. Is there any significant effect of using true and false essay game towards students' writing interest at the second year students of SMP N 1 Tambang Kampar?

D. The Objectives and Significances of the Research

1. The Objectives of the Research

Based on the research questions formulated above thus, the objectives of this research are as follows:

- a. To find out the information about the writing interest of the students by using true and false essay game.
- b. To find out the information about the writing interest of the students with out using true and false essay game.
- c. To find out the significant difference of using true and false essay game towards writing interest of the students.

2. The Significances of the Research

The significances of this reasearch are as follow:

- a. These research finding are hopefully contributing the researcher as a novice researcher in term of learning research.
- b. These research finding is also expected to give the positive contribution related to process of teaching and learning English, especially on how to increase the writing interest by using true and false essay game.
- c. These research finding is also expected to be practices in order to develop the theories on teaching and learning English as a foreign

language and for those who are concerned in the world of language teaching and learning in general.

E. The Reasons for Choosing the Title

The reasons why the researcher is interested in conducting a research on the title above are based on several considerations:

1. The title of this research is relevant with the status of the researcher as a student of the English Education Department.
2. The title of this research is not yet researched by any other researcher as far as the researcher is concerned.
3. The researcher is able to conduct the research problems, especially in terms of time, energy, distance, and finance.