

**THE EFFECT OF USING GOSSIPS GAME ON STUDENTS'
LISTENING COMPREHENSION
AT MA DARUL HIKMAH
PEKANBARU**



BY

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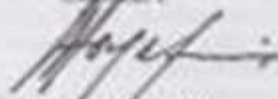
The thesis entitled *The Effect of Using Groups Game on Students' Listening Comprehension at MA Darul Ibtisam Pekanbaru* is written by Lily Anika, SIN. 1101420031E. It has been approved and examined by the examination committee of undergraduate degree at Faculty of Education and Teacher Training of State Islamic University of Sultan Syarif Kasim Riau on Syahri 22 1435 H/June 20 2014 M as one of the requirements for the Undergraduate Degree (S.Pd) in English Education.

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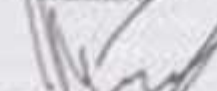
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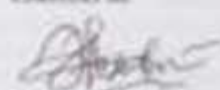
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ABSTRACT

Ully Astika, (2014):The Effect of Using Gossips Game on Students' ListeningComprehension at MA Darul Hikmah Pekanbaru

Based on the researcher's preliminary observation and information from the English teacher at MA Darul Hikmah Pekanbaru, it was found that some of the first year students had problems in listening comprehension, especially on descriptive text. They could not reach the minimum standard of score. In this case, the researcher was interested in conducting a research entitled the effect of using Gossips Game on students' listening comprehension at MA Darul Hikmah Pekanbaru. This research had two variables that were Using Gossips Game as an independent variable and listening comprehension as a dependent variable.

The main focus of this research was to find out whether there was a significant effect before and after being taught by using Gossips Game on students' listening comprehension on descriptive text at MA Darul Hikmah Pekanbaru. The researcher formulated the problems that would be answered by using the quantitative research. The type of research was pre-experimental research, with one group pretest and posttest design. The subject of this research was the tenth grade students at MA Darul Hikmah Pekanbaru. The researcher took one class, that was experimental class. There were 25 students as sample from 166 students of population after doing clustering sample randomly. In collecting the data, the researcher used multiple choices test. In analyzing the data, the researcher used Paired Samples t-test formula by using SPSS version 17.

Based on the analysis of data, the result showed that there was significant effect on students' listening comprehension before being taught by using Gossips Game and students' listening comprehension after being taught by using Gossips Game. It was proved by finding t_o (10.122) was higher than T-table, whether in level significant of 5% and 1% $2.064 < 10.122 > 2.797$. It means that null hypothesis (H_o) was rejected and alternative hypothesis (H_a) was accepted. It means that there was significant effect of using Gossips Game on students' listening comprehension at MA Darul Hikmah Pekanbaru. Therefore, it could be concluded that students' listening comprehension on descriptive text after being taught by using Gossips Game was better than students' listening comprehension on descriptive text before being taught by using Gossips Game.

ABSTRAK

Uly Astika, (2014): Pengaruh dari Penggunaan Gossips Game terhadap Pemahaman Mendengar Siswa di MA Darul Hikmah Pekanbaru.

Berdasarkan pengamatan awal peneliti dan informasi dari guru bahasa Inggris di Madrasah Aliyah Darul Hikmah Pekanbaru, ditemukan bahwa beberapa siswa kelas satu memiliki masalah dalam pemahaman mendengar, terutama pada teks deskriptif. Mereka tidak bisa mencapai nilai standar minimal (KKM). Dalam hal ini, peneliti tertarik untuk melakukan penelitian dengan judul pengaruh dari penggunaan Gossips Game terhadap pemahaman mendengar siswa di Madrasah Aliyah Darul Hikmah Pekanbaru. Penelitian ini memiliki dua variabel yaitu penggunaan Gossips Game sebagai variabel independen dan pemahaman membaca siswa sebagai variabel dependen.

Fokus utama dari penelitian ini adalah untuk mengetahui apakah ada pengaruh yang signifikan sebelum dan sesudah diajarkan dengan penggunaan Gossips Game terhadap pemahaman membaca teks deskriptif pada siswa kelas satu di Madrasah Aliyah Darul Hikmah Pekanbaru. Peneliti merumuskan masalah yang akan dijawab dengan menggunakan penelitian kuantitatif, jenis penelitian ini adalah penelitian pre eksperimental, tepatnya one group pretest and posttest design. Subjek penelitian ini adalah siswa kelas satu di Madrasah Aliyah Darul Hikmah Pekanbaru. Penulis mengambil satu kelas, yaitu kelas eksperimen. Ada 25 siswa sebagai sampel dari 166 populasi setelah melakukan pengelompokan sampel secara acak. Dalam pengumpulan data, peneliti menggunakan tes pilihan ganda. Dalam menganalisis data, penulis menggunakan rumus Paired Sample T-test dengan menggunakan SPSS versi 16.

Berdasarkan analisis data, hasil penelitian menunjukkan bahwa ada pengaruh yang signifikan diantara pemahaman mendengar siswa yang diajarkan sebelum menggunakan Gossips Game dengan pemahaman mendengar siswa yang diajarkan setelah menggunakan Gossips Game. Hal itu dibuktikan dengan ditemukan t_o (10.122) adalah lebih tinggi dibandingkn dengan T-tabel, pada taraf significant 5% dan 1% $2.064 < 10.122 > 2.797$. Dengan demikian null hypothesis (H_o) ditolak, dan alternative hypothesis (H_a) diterima. Itu berarti bahwa ada pengaruh yang signifikan dari penggunaan Gossips Game terhadap pemahaman mendengar teks deskriptif pada siswa kelas satu di Madrasah Aliyah Darul Hikmah Pekanbaru. Jadi, dapat disimpulkan bahwa kemampuan mendengar siswa pada teks deskriptif setelah diajarkan dengan Gossips Game lebih baik dari pada sebelum diajarkan dengan Gossips Game.

أولي أستيكاً، () : تأثير استخدام ألعاب الفهم
عالية دار بيكانبارو

الأولية من باحثين و
المدرسة عالية دار بيكانبارو
فهم ولا سيما في
هذه الحالة، باحثين المهتمين
للطلاب في المدرسة عالية دار بيكانبارو. مع تأثير
وهي كمتغير و الفهم كمتغير تابع.
التركيز الرئيسي من هذه الدراسة هو لمعرفة ما إذا كان هناك اختلاف كبير
في المدرسة عالية دار بيكانبارو. صياغة سيتم الرد
الكمية البحث هو التجريبية، بالتحديد تصميم
مواضيع هذه الدراسة هي طلاب في المدرسة عالية
بيكانبارو . وهي هناك .
عينة عشوائية . بيانات، يستخدم الاختيار من متعدد في تحليل
البيانات، يستخدم صيغة عينة الإحصائي للعلوم الاجتماعية
تحليل البيانات، وأظهرت النتائج أن هناك اختلاف كبير يتم تدريس
الفهم ثرثرة مع الفهم ثرثرة. ويتضح
() هو تي ، ومستوى كبير
< > فرضية العدم(هو)، يتم قبول فرضية
بديلة (ها). وهذا يعني أن هناك تأثير كبير استخدام الفهم
في المدرسة عالية دار بيكانبارو. ، فإنه يمكن استنتاج

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Pekanbaru, May 26 2014

The researcher

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