CHAPTER I

INTRODUCTION

This chapter discusses about the background of study, formulation of the research problem, the purpose of the study, significance of the study, and definition of key terms.

A. Background of the Study

In Indonesia's school, English consist of four skills, namely listening, speaking, reading, and writing. Learning to write is not the same as learning to speak. Compared to other skills, writing is the most important and difficult skill. According to Wilson (2003: 212), learning to write well is important, one of the most important things the students will do in their education. So, writing is the most important skill in tapping the creativity of learners. Besides that, Paige Wilson (2003: 212) says that writing is almost never done without a reason. The reason may come from experience, such as receiving an unfair parking ticket, or from a requirement in class. This statement has a meaning that writing is not only activity that construct words become the good sentences but also the writers have to make the written work has a good meaning that can understand by the readers. In reality, some students thought that writing is more difficult. In writing students should transfer their ideas and thought in a piece of paper. In the

process of writing, students need to feel safe from attacks, emotionally and physically. Writing involves self-expansion and creativity, and since writing is a way for students to reveal their inner writing can be taken very personally. It means that every student has his own creativity in making his paper full of inks. This creativity can rise up if the writing class situation is supporting, and the way teachers ask and teach them also same, so it can make students easier to transfer their ideas in a piece of paper.

Based on the 2006 curriculum for Senior High School, one of the purposes of teaching English is that the students are expected to be able to write well. One of the basic competences in tenth grade of Senior High School is that the students have to be able to write a descriptive text, especially describing thing. Theoritically, the implementation of contextual teaching and learning approach will be effective in teaching writing activity. But in fact, still there are many problems during the teaching learning process.

In the preliminary study that was done by the researcher through interview on September 30th 2014 with the English teacher in SMAN 1 Rejotangan, the researcher found the case that the students' writing achievement needs to be improved. It can be seen from the students' writing score which is low. The result of interview during PPL program, the researcher identified that problems were caused by some factors such as;

lack of teaching media that was used makes the teaching and learning activity boring. Besides, many students were not focused when they describe something because the teacher didn't use interesting media. Because the students didn't focus, so writing activity is difficult for them. It means that it is difficult for them to explore the word into a text. So, the students feel bored when they accept the writing material from the teacher.

In order to improve the students' writing ability, there are several ways to be used by the English teacher such as; the use of teaching media, change the technique of the teaching learning process, change the classroom management, and atmosphere every week if it is possible, and revising the lesson plan. To solve that problem, the researcher decided to choose an appropriate media in teaching writing process especially in descriptive text. The media must be changed because media is any wide variety of exercise, activities, or tasks used in the language classroom for realizing lesson objectives.

Because of the reason, the researcher tries to apply a game for writing namely "Big City Adventure (San Franscisco)" to teach how to write a descriptive text of tenth grade in Senior High School. Big city adventure is a fantastic game. The game describe that the player must go through the journey to reach the destination. Many categories in that game, one category is a jigsaw puzzle. The students asked to arrange the picture in

board has been provided, after that the students make the descriptive text based on the picture. Everyone likes to look the pictures. The use of picture in the classroom makes a good stimulating focus for students' interest. And, if the students feel interest, it will make teaching and learning process becomes happy and easily. According to Munadi (2008: 43), instructional media can enhance the students' attention to the teaching materials. Every person has the nerve cell inhibitors, which are specialized cells in the nerve system that serves to throw a number of sensations that come. With the use of this game, the students can focus their attention on stimuli considered attractive and discard other stimuli. So, the researcher believe that the use of this media can improve the quality of the students in writing, especially in descriptive text.

To prove that strategy is effective to be used can be seen from the previous study. The thesis written by Mita (2008) conducted a research entitled *Improving The Second Years Students' Writing Skill on Descriptive Text Using Still Picture at SMP Negeri 1 Durenan In The 2007/2008 Academic Year.* The research conducted in Classroom Action Research. It consist of two cycles. The result of the research showed that still picture can improve students' writing skill on descriptive text, it can be seen that the student's got score above SKBM (Standar Ketuntasan Belajar Minimum) in cycle 2.

Based on the previous study above can be concluded that picture is

effective to be used in teaching and learning process, especially in writing descriptive. In relation the condition above, the researcher want to conduct the research entitled: **Improving the Student's Descriptive Writing Skill by Using Computer Game Software "Big City Adventure (San Francisco)" at SMAN 1 Rejotangan.**

B. Formulation of the Research Problem

Based on the objective of Classroom Action Research that it is intended to overcome the problem of learning in the classroom and develop learning the strategy, so the formulation the research problem is "How can the student's descriptive writing skill be improved by using computer game software "Big City Adventure (San Francisco)"?"

C. The Purpose of the Study

Based on the statement above the objective of the study is "The researcher wants to improve writing ability of descriptive text by using games based on game software "Big City Adventure (San Francisco)".

D. Significance of the Research

The researcher hopes that this study can be used and is useful for the students, the English teachers, and the other researchers. The result of the study is expected to give contribution for:

1. The students

    They can find a good learning to solve their problem in learning writing and help themselves in gaining their English. A good learning means that the students will get the interesting learning and they enjoy learning because they learn through software game "Big City Adventure". So, it makes their writing ability will be improved especially in descriptive text.

2. The English teachers

    It can be used to improve their knowledge and understanding on the use of various media in teaching writing. It means that, with the various media, the teachers can know the strengths and weakness of the media because they will try to understand how to apply the media in teaching learning process.

3. The other researcher

    The result can be used as valuable sources to conduct other research of the same ability by using different media.

E. Definitions of Key Terms

1. Writing

    Writing is an activity or process of the physical act in expressing ideas through forming letters of word in a good sentence.

2. Descriptive Text

    Descriptive text or description is a kind of functions to describe a particular person, place or thing. Descriptive writing appeals to the senses, so it tells how something looks, fells, smells, tastes, and/or sounds. A good description is a word picture; the reader can imagine the object, place, or person in his or her mind (Oshima: 2007: 61)

3. Computer software

    Software is also called a computer program. It consists of a series of instructions that tells the hardware of a computer what to do or how to do it.

4. Game

    A Game is structured activity, usually undertaken for enjoyment and sometimes used as an educational tool. A game is an activity with rules, a goal and element of fun that make students interest in learning process.

5. Big City Adventure (San Francisco)

    Big city adventure is a fantastic game. The game describe that the player must go through the journey to reach the destination. There

are some categories there, that are (1) Hidden object, (2) Two or more object of the same type, (3) Jigsaw Puzzle, (4) Matching Pairs. The researcher using jigsaw puzzle in this research.