

THE EFFECT OF JEOPARDY GAME ON STUDENTS' READING COMPREHENSION

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ABSTRACT

The problem of this research is does jeopardy game give an effecton reading students'comprehension. This research is conduct for eight-grade SMP Advent 2 Medan in academic year 2021/2022. This quantitative research is experimental research uses pretest, treatment, and post-test design. The population of this study is SMP Advent 2 Medan and samples are 46 students. Data are collected through multiple-choice tests consisting of 20 questions with four options. Jeopardy game contains independent variable of the study, while understanding the students reading is a dependent variable. According to compilation, test result shows the average score of exspermental group is 100 which is considered very good, and the control group is 95, which is considered very good. Conclusion of this research is using jeopardy game as an effective strategy to enhance the reading of understanding students at SMP Advent 2 Medan.

Keywords: Jeopardy Game, Reading Comprehension.

ABSTRAK

Masalah dalam penelitian ini adalah apakah jeopardy game mempengaruhi pemahaman membaca siswa. Penelitian ini dilakukan pada siswa kelas VIII SMP Advent 2 Medan tahun ajaran 2021/2022. Penelitian kuantitatif ini merupakan penelitian eksperimen dengan menggunakan desain pretest, treatment, dan posttest. Populasi penelitian ini adalah SMP Advent 2 Medan dengan sampel sebanyak 46 siswa. Data dikumpulkan melalui tes pilihan ganda yang terdiri dari 20 soal dengan empat pilihan. Membaca siswa adalah variabel dependen. Berdasarkan kompilasi, hasil tes menunjukkan bahwa nilai rata-rata kelompok eksperimen adalah 100 yang dianggap sangat baik, dan kelompok kontrol adalah 95 yang dianggap sangat baik. Kesimpulan dari penelitian ini adalah penggunaan jeopardy games sebagai strategi yang efektif untuk meningkatkan pemahaman membaca siswa di SMP Advent 2 Medan.

Kata Kunci: Jeopardy Game, Membaca Pemahaman.

1. INTRODUCTION

The presence of online games does have a major impact on everyday activities among adults of working age, especially among school-age youths.

This condition can be proved by the trend of youths in particular who are in their first high school (junior high) spending time playing online games. This is a sobering fact that school-age

youths should spend more time their leisure with more positive activities. From a sociological perspective, a person who makes the game a top priority tends to develop into egocentric and individualist. Both problems can impede cognitive, effective, and psychosomatic learning.

As the ages progressed, science and technology also flourished. This can be seen in the multitude of new discoveries, one of the fast-growing online games. Games are something that can be played with certain rules so that there are winners and there are losers, usually in a casual context or for refreshing purposes. Living in modern times as we do today, gaming functions are no longer just entertainment or refreshing but they also have a positive effect on the educational world. The impact the game has on the student's learning at school is considerable since it is something most readily available to the youth of the day The Jeopardy game was an interactive game with media that could make learners active. (jasmadi,2010;1012) modeled a science subject on jeopardy, but researchers developed it for an English subject on reading skills. Gaming in the games was one of the first performances of popular television in America.

The Jeopardy game itself is jeopardy made by Merv griffin. This event is a quiz competition that retreats the question and answer format of many of the quiz shows. Jeopardy game are also gained worldwide popularity with regional adaptation in many other countries. The popularity of jeopardy games played a big part in global television events. Indonesian television also presented questions that are almost as dangerous, but until now there have been no questions presented in Indonesia with an official license on jeopardy. America became the first popular site for the game to develop in the form of quizzes and online games. Jeopardy

game not only use in-game spheres but also used by the educational world.

Reading is a process that is carried out and employed by the reader to obtain messages that the writer intended to convey through the medium of the written word/language (Henry Guntur Tarigan, 2008:7). In the learning process, teachers as teachers and educators hold a great role and responsibility to help increase learners' success in achieving their goals Learning is the ability to process the text, and understand the intent of the text with what the reader knows.

Individuals' ability to understand the text is influenced by their ability and ability to process information. As for factors that influence reading comprehension such as motivation, interest, vocabulary, general knowledge of specific subject knowledge, word identification skills, reasoning ability, and effective use of strategy to identify key ideas and supporters. Based on the above description, researchers are encouraged to conduct research in schools according to their name "the effect of jeopardy game on students' reading comprehension".

2. RESEARCH METHODS

Umar (2010:30), "Research design is all the process needed in the planning and implementation of research". According to Silaen, (2018) research design is a design regarding the overall process required in planning and implementing research. In completing this study, researchers used experimental research design. Experimental research design means researchers are conducting an experimental. Arifin (2009:127) experimental research may involve manipulation of the subject's condition, coupled with strict control over outside factors, and involving subject control or systematic scientific methods being made to build relationships that involve causality. The design of experimental

research research determined by how researchers organized the subject into different conditions and groups

- a. Location of research According to nasution (2003:43) the research site points to the understanding of social locations that are characterized by 3 elements of which actors, places and activities can be observed. As for that research site it is SMP Advent 2 Medan.
- b. Population of research Evaporation populating is a generalized region of objects or subjects that have certain qualities and characteristics that the researchers set out to study and then to retract Sugiyono (2005:90) Evaporation populating is a whole subject of research occupational Precipitating population is the whole variable of variables studied by mathematicians. Cumulative improvement is all the value of both calculating and quantifying both quantitative and qualitative-based characteristiz Gradual policing is the whole of individuals into the research area to be generalized in one study when the population is very large, researchers usually select samples from the population as proxy.

The population of these research objects is the total 107 students enrolled in the school of Advent 2 Medan doctrinal year (2021-2022) school of vii class number 41 students, VIII class number 46 students, ix class number 20 students, so total 107. After looking at the number of students at the eighth SMP Advent 2 Medan CLASS Total VIII A 23 experimental class VIII B 23 Control.

The instrument in this study uses tests. The instrument form given is a written test form of multiple choice. The number of questions made is 20 problems with five choices. The number of questions between experimental class and control class corresponds to different

problems but with the same level of difficult.

Data collection techniques are a method used by researchers to collect data for research. Data collection techniques in research are pretests and posttests. 1. Pretest Before students learned about jeopardy games, pretests were made to get data on reading the good student's experimental classes and control classes. 2. Treatment Treatment to be given, how to apply jeopardy games to enhance student reading comprehension. During treatment, researchers will carefully explain so that students can understand, and are given only to experimental groups. In treatment these researchers will present the question in the form of power point.the game of jeopardy is used to help students better understand the text correctly through question and answer activity. 3. Posttest After students learned about jeopardy games, post-testing is done to get a visual on the reading of the good student's experimental classes and control classes.

Test data is used to determine an understanding of reading using a jeopardy game in control class. Before analyzing the data, researchers collected the data and analyzed it using the following procedures: a. Analyzing pretest and any correct problem will be scored 5 and 0 for the wrong answer b. Each score obtained will be converted into a maximum set of core 100 The sum of right answer c. Score = $x \times 100$ The whole question d. To classify the researchers' scores make the following criteria.

3. RESULT AND DISCUSSION

Result

The researchers use quantitative analysis in the study. The sample of this study is SMP Advent 2 Medan eight-grade students in the school year 2021-2022. The researchers decided to collect samples from two classes of the

population. Researchers chose experimental groups and control groups.

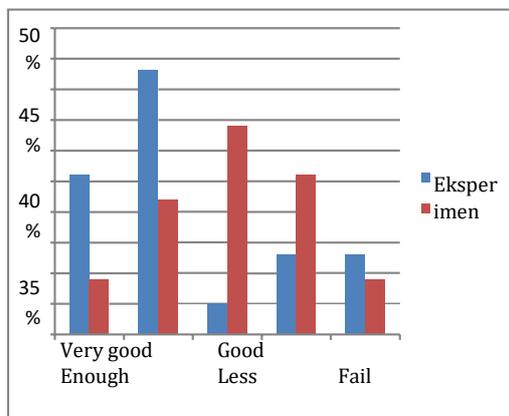
The experimental group is VIII A with a total of 23 students and the control group is VIII B with a total 23 students. The total number of students in this sample is 46. Data collected through pretest and posttest to all samples. There are 20 questions and all are multiple choice.

Discussion

1. Pretest

Researchers held pretest for both groups of both experimental groups and control groups on 8 December 2022. Tes made up of 20 questions and all the multiple options. Researchers saw the list present in the experimental group and the control group in this discussion. The pretest group of experiments and control groups are listed in the following table.

Pretest Results Can Also Be Seen in Graph Form Such as The Following



The chart above shows the pretest results of experimental groups and control groups. In the experimental group there are 6 students belong to the very good category, 10 in good category, 1 student belong to enough category, 3 students belong to the less category and 3 students belong to the fail category

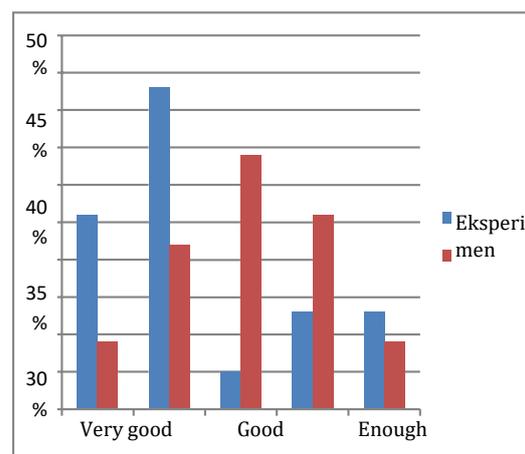
From the control group, you can see that 2 students are in very good categories and 5 students are in good categories, while a sufficient category exists of 8 students and others in less

than 6 students and failing category there are 2 students.

2. Post-test

Researchers held post-test on December 8, Posttest was conducted by both groups of groups of experiments and control groups. The post-test group experiment and the control group can be seen in the table below.

The Results of The Post Test Can Also Be Seen In The Table Below



The Frequency Distribution of Students' Score in Post-test

From the above graph can be seen the results of the post-test experimental group and the control group. At the experimental group there are 18 students belong to the very good category and 5 students belong to the good category and the absence of students in the category is quite, less or fail.

While in the control group there are 11 students belong to the very good category, 4 students belong to the good category, 5 students belong to the enough category and 3 students belong to the less category and no one in the failure category.

The following are calculations using SPSS to prove that the count is manually correct.

	Pre-experimental	Pre-control	Post-eks.	Post-control
Valid	23	23	232	23
Missing	0	0	0	0
Mean	68,04	61,08	83,47	73,69
Median	70	60	85	75
Mode	80	60	80	60
StandarDeviasi	12,58	11,17	7,29	13,07
Variance	158,49	124,9	53,26	170,94
Range	40	40	30	40
Maximum	80	80	100	95
Minimum	40	40	70	55
Sum	1565	1405	1920	1695

4. CONCLUSION

Based on the data that has been obtained or collected, the following conclusions can be drawn student reading comprehension at SMP Advent 2 Medan succeeded with the use of jeopardy games. It can be proven by their increased value in data analysis. The achievement of the experimental group in improving reading comprehension is very good, it can be seen from 23 samples.

There were 78% or (18) students who obtained very good grades, 22% (5) students who obtained good grades, while in the control group of 23 samples there were 48% (11) students, 17% (4) students obtained good grades, 22% (5) students who obtained sufficient grades and 13% (3) students obtained less grades. From the data that has been collected and analyzed, it can be concluded that the use of jeopardy games in improving students' reading comprehension is successful, especially for groups that get treatment (experimental group) after holding a pretest. Suggestion, hope that research using the jeopardy game method can help students' reading comprehension. And with this research can be useful for readers.

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