CHAPTER I

INTRODUCTION

A. The Background of Study

Education is an important role in the development of a country. Therefore, the government is increasingly improving the quality of education in Indonesia. The government has made serious efforts such as revamping the curriculum, improving teacher skills, and providing facilities that support the teaching and learning process. The use of media in the teaching and learning process is very important in achieving learning objectives. Slameto, (2003) states that there are three factors that influence student learning outcomes, namely: teaching methods, learning media, and student learning motivation.

Utilization of technological developments in education can also be used as a medium for teaching materials, learning methods, and learning evaluation tool processes, because according to the Organization for Economic Co-operation and Development (2001) it states that teachers must have a variety of technical and pedagogical skills that are always developing up to date to suit technological advances and how to use them.

Along with these technological developments, teachers must be able to be more creative and innovative in developing learning tools. One of them is by developing student assessment media to make it more interesting and fun, namely by making E-Worksheets. Students E-worksheet developed using Word Wall Game media.

E-worksheet is an electronic version of a worksheet that can be read via a computer or mobile phone which is specifically designed for the purpose of learning to reading narrative texts. The E-Worksheet used is the Word Wall Game. Word Wall Game is an interactive game based on digital technology with word concepts or question choices in the form of a game. This game is designed to actively involve students in teaching and learning activities so that it can increase student learning motivation and student reading competence.

The development of Word Wall Game Media as a Narrative Text Reading Worksheet is important because according to Restiana (2017), educational games aim to encourage students' interest and motivation in learning. Word Wall can be used as an educational game in the form of a worksheet to make learning more interesting and interactive for Senior high school students when studying narrative texts. Word Wall is a website-based digital media platform that can be used and developed as learning media, learning resources and evaluation tools for teachers, because by developing the Word Wall game as an educational game it can improve students' reading competence.

According to researchers N.K.T.A Swari (2023), the importance of development of Word Wall media is located on its ability to improve student reading skills. In addition, Word Wall media can also be a source of motivation for students and provide a chance for teachers to develop innovation in learning design. Luthfan Hamdani (2023) also argues that the use of Word Wall media is important because it meets the requirements as an effective learning media. Based on the relevant previous research, it can be concluded that the development of

Word Wall Game media is important as a media for an effective evaluation tool and is worthy of the teacher. This media is especially effective in helping students reading and understanding of narrative text. In addition, the use of Word Wall Game media can also help teachers create a fun and interesting learning atmosphere for students.

There are two basic elements in learning English, namely language skills. Language skills consist of four English skills, namely Listening, Speaking, Reading, and Writing. One of the most important language skills to be learned and mastered by students, especially at the senior high school is Reading Skills. Reading skill is a thinking process that occurs through the process of perceiving and understanding information and giving meaning to the contents of the reading.

According to Dalman (2014: 5) states that reading is an activity or cognitive process that seeks to find various information contained in a piece of written. Reading is a way to improve brain function, train memory, and a way to get information in the form of paragraphs and story summaries through reading competence which requires a high level of concentration in order to get good information.

Learning English at the Senior High School (SMA) is an important aspect in developing students' ability to communicate and understand English texts. One type of text studied is narrative text, which involves a story or narrative. Dominate the skills of reading narrative texts is very relevant for students, because it can improve their understanding of the content and structure of texts and develop students' imagination and creativity.

Tabel 1.1 Preliminary Data

Scores of Students Reading Competence				
No	Interval Scores	Interpretation Scores	Description	Percentage of Student's Scores
1	95 - 100	A	Very Good	10%
2	85 - 95	B	Good	40%
3	75 - 85	C	Average	50%
TOTAL SCORE				100%

Researchers have done and collect data from preliminary observations to English teachers and students in class X SMA Negeri 3 Medan. Researchers conducted observations made through interviews with English teachers related to whether the teacher has used digital technology media as a student's worksheet, and observing to students related to the ability of reading narrative text. Preliminary data from this research indicates that some of the class X students' potential ability to reading narrative text is still lacking or low, as can be seen from the table. Students should be able to get a score that is above the average KKM score. Viewed theoretically in the syllabus and lesson plans where students are expected to be able to dominate to reading narrative texts properly and correctly, with a minimum student reading competence score above the KKM value of 75. Preliminary data shows the potential and needs of low students will increase with innovative solutions from development Word Wall Game digital technology to improve the reading skills of class X students, because the Media Game is a media for students to play that can improve students' reading skills and

students' understanding of reading narrative text, with a presentation design to answer questions using fun games.

In fact, the teacher awares the importance of interactive media usage in the form of game content while learning in reading narrative text. However, teachers experience are difficulties in finding and designed appropriate game media to be used as worksheets for reading narrative texts. Learning reading of the teacher by speaking interaction orally and only using digital technology media which according to students is very monotone because there are only questions that use Google Form and English textbook as a tool for evaluating student learning. Students often experience difficulties in reading and understanding narrative texts effectively, which is the factors of the cause of this difficulty include students' lack of interest in reading, students' boredom, and also the lack of interesting and interactive learning media to support the process of learning to reading narrative text. Therefore, the teacher and students of class X gave a positive response to the idea of developing the Word Wall Game as an E-worksheet.

This research is needed to be investigated to improving student's reading narrative text. The researcher wrote this thesis related to Developing Word Wall Game Worksheet in Reading Narrative Texts for Tenth Grade Students at SMA Negeri 3 Medan.

B. The Problem of Study

Based on this research background, the research problem is formulated as follows:

How is the development of Word Wall Game worksheet in reading narrative texts for tenth grade students at SMA Negeri 3 Medan?

C. The Objectives of Study

Based on the problems that have been stated above, the objectives of this research are:

To develop of Word Wall Game worksheet in reading narrative texts for tenth grade students at SMA Negeri 3 Medan.

D. The Scope of the Study

Based on the description of the problem, this research focused on how to develop a Word Wall Game as a student's worksheet in reading narrative texts for tenth grade students at SMA Negeri 3 Medan.

E. The Significances of the Study

The findings of this research are expected to provide theoretical and practical contributions, as follows:

1. **Theoretical Significance**

The findings of this research will enlarge and enrich the insights of theories related to the field of digital technology media development as worksheets in the form of website-based game content.

2. Practical Significances

a. For the Teachers

This research is expected to be a reference to provide an effective, innovative and interesting way to facilitate English teachers in designing worksheets for students to read narrative texts through a website-based online digital media platform. In addition, it will make it easier for teachers to find out how far students understand the content of reading texts in reading narrative texts.

b. For the Students

The results of this research are expected to make students interested in reading and receiving the material well to improve reading comprehension of narrative texts. The findings of this research can be used as an interactive evaluation media for students in reading which is recommended for grade X students of SMA Negeri 3 Medan, because it can motivate students' interest and willingness to learn. In addition, it will make it easier for teachers to achieve the goals of the teaching and learning process.

c. For Future Researchers

This research is also expected to be a reference for other researchers who wish to conduct similar research on the development of a website-based interactive digital technology media platform, namely the Word Wall Game in reading. However, other researchers can also develop English materials and evaluation media for other skills such as speaking, listening, writing with the four integrated skills.