



**THE EFFECT OF USING PICTURE-BASED QUESTION AND ANSWER
GAME ON THE SEVENTH YEAR STUDENTS' TENSE ACHIEVEMENT
AT SMPN SUKORAMBI JEMBER IN THE 2011/2012 ACADEMIC YEAR**

THESIS

By

**DYAH AYU NUGRAHANI
NIM 070210401083**

**ENGLISH EDUCATION PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY**

2012



**THE EFFECT OF USING PICTURE-BASED QUESTION AND ANSWER
GAME ON THE SEVENTH YEAR STUDENTS' TENSE ACHIEVEMENT
AT SMPN SUKORAMBI JEMBER IN THE 2011/2012 ACADEMIC YEAR**

THESIS

Composed to fulfill one of the requirements to obtain S1 Degree
at the English Education Program, Language and Arts Education Department
The Faculty of Teacher Training and Education
Jember University

By:

**DYAH AYU NUGRAHENI
NIM 070210401083**

**ENGLISH EDUCATION PROGRAM
LANGUAGE AND ARTS DEPARTMENT
THE FACULTY OF TEACHER TRAINING AND EDUCATION
JEMBER UNIVERSITY**

2012

DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Drs. Edy Pranoto and Utari, S.Pd;
2. My beloved brother, Rachmat Udhi Prabowo and sisters, Evi Suci Lestari and Linda Dwi Kartini.



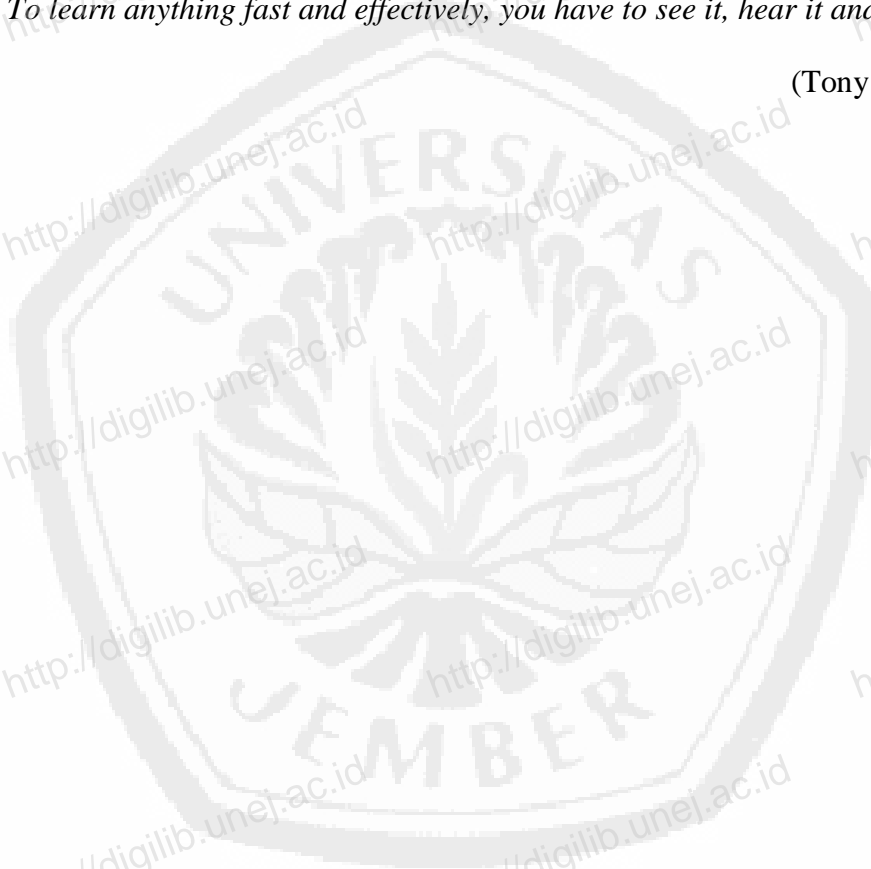
MOTTO

What we learn with pleasure, we never forget.

(Alfred Mercier)

To learn anything fast and effectively, you have to see it, hear it and feel it.

(Tony Stockwell)



CONSULTANTS' APPROVAL

The Effect of Using Picture-Based Question and Answer Game on the Seventh Year Students' Tense Achievement at SMPN Sukorambi Jember in the 2011/2012 Academic Year

THESIS

Composed to fulfill one of the requirements to obtain S1 Degree at the English Education Program of the Language and Arts Education Department of the Faculty of Teacher Training and Education Jember University

Name	: Dyah Ayu Nugraheni
Identification Number	: 070210401083
Level	: 2007
Place, Date of Birth	: Jember, June 12 th , 1989
Department	: Language and Arts
Program	: English Education

Approved By:

Consultant I

Consultant II

Drs. Bambang Suharjito, M.Ed.
NIP. 19611025 198902 1 004

Drs. Sugeng Ariyanto, M.A.
NIP. 19590412 198702 1 001

APPROVAL OF THE EXAMINATION COMMITTEE

This thesis is approved and received by the Examination Committee of the Faculty of Teacher Training and Education of Jember University.

Day : Thursday

Date : February 23, 2012.

Place : The Faculty of Teacher Training and Education

Examiners team

The Chairperson

Dra. Wiwiek Istianah, M.Kes., M.Ed.
NIP. 19501017 198503 2 001

The Secretary

Drs.Sugeng Ariyanto, M.A.
NIP. 19590412 198702 1 001

The members,

- | | |
|----------------------------------|----|
| 1. Dra. Siti Sundari, M.A. | 1. |
| NIP. 195812161988022001 | |
| 2. Drs. Bambang Suharjito, M.Ed. | 2. |
| NIP. 19611025 198902 1 004 | |

The Faculty of Teacher Training and Education

The Dean,

Drs. H. Imam Muchtar, S.H.,M.Hum.

NIP. 19540712 198003 1 005

SUMMARY

The Effect of Using Picture-Based Question and Answer Game on the Seventh Year Students' Tense Achievement at SMPN Sukorambi Jember in the 2011/2012 Academic Year; Dyah Ayu Nugraheni, 070210401083; 2012:50; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

Tense is one of the major factors in learning English that should be learnt and mastered by students in order to be able to communicate with others. By mastering tenses, the students can produce grammatically English sentences both in spoken and written forms. However, for EFL learners, learning tenses is a hard task which can sometimes be depressing because English grammatical patterns are greatly different from those of Indonesian. To solve this problem, it is recommended that the English teacher select an interesting and challenging learning technique that can motivate the students in learning English tenses. One of the learning techniques that can meet the requirement is a game. Game can help and encourage many learners to sustain their interest and work.

This research was conducted to investigate the effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year. The population of this research was the seventh year students of SMPN Sukorambi Jember in the 2011/2012 academic year. The research respondents were determined by cluster random sampling by a lottery. The number of the respondents was 72 students, consisting of 35 students of grade VII E as the experimental group taught tenses by using Picture-Based Question and Answer Game, while the control group consisted of 37 students of grade VII D taught tenses by lecturing technique.

The primary data of this research were collected from the students' scores of tense test. They were collected from the post test to compare the two different groups after the treatments, and analyzed the test results by using Independent

sample T-Test (SPSS). Based on the calculation, the result of this research showed that there was a significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement. It was proved by the value of significant column of t-test table by using SPSS software, and the result was 0.003 which was lower than 0.05 (significance level of 5%). This means that the null hypothesis (H_0) formulated: "there is no significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year" was rejected, thus the alternative hypothesis: "there is significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year" was accepted.

The research results proved that there was a significant effect of using Picture-Based Question and Answer Game on the seventh year students' tense achievement at SMPN Sukorambi Jember in the 2011/2012 academic year. Therefore, it is recommended for the English teacher to apply Picture-Based Question and Answer Game as an alternative technique in teaching tenses.

ACKNOWLEDGEMENT

First and foremost, I would like to express my greatest gratitude to Allah, for blessing me and giving me strength so I can finish my thesis entitled *“The Effect of using Picture-Based Question and Answer Game on the Seventh Year Students’ Tense Achievement at SMPN Sukorambi Jember in The 2011/2012 Academic Year”*.

I would like to express my deepest appreciation and sincerest thanks to the following people:

1. The Dean of the Faculty of Teacher Training and Education, Jember University,
2. The Chairperson of the Language and Arts Department,
3. The Chairperson of the English Education Programs,
4. My first consultant, Drs. Bambang Suharjito, M.Ed., and my second consultant, Drs. Sugeng Ariyanto, M.A., for their guidance and valuable suggestions that have led me compile and finish my thesis.
5. My academic advisor, Dr. Budi Setyono, M.A.
6. The examination committee.
7. The lecturers of the English Education Program who have taught and given me a lot of knowledge,
8. The Principal, the English teacher, and the seventh year students of SMPN Sukorambi Jember who helped and participated willingly to involve in this research,

I believe that this thesis still has some weaknesses. Therefore, I really hope that there will be criticism and suggestions from the readers to make this thesis better. I also hope that this thesis will be useful for the readers.

Jember, February 2012

Writer

TABLE OF CONTENTS

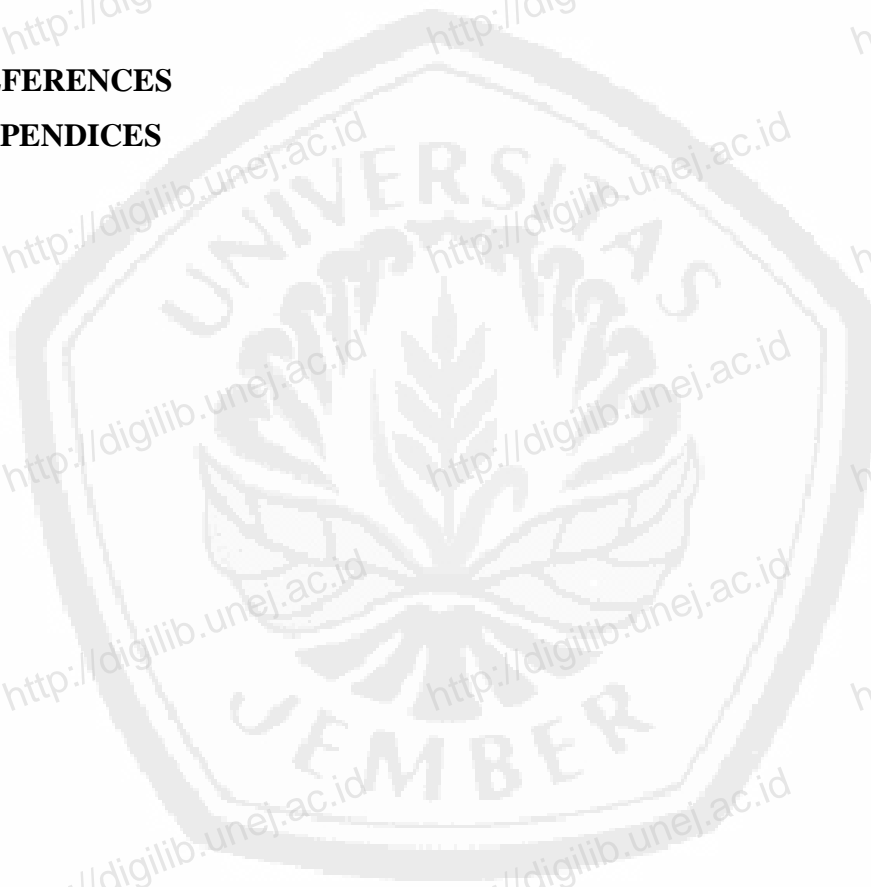
	Page
COVER PAGE	i
TITLE PAGE	ii
DEDICATION	iii
MOTTO	iv
CONSULTANS' APPROVAL	v
APPROVAL OF THE EXAMINATION COMMITTEE	vi
SUMMARY	vii
ACKNOWLEDGEMENT	ix
TABLE OF THE CONTENTS	x
THE LIST OF APPENDICES	xiii
THE LIST OF TABLES	xiv
CHAPTER 1. INTRODUCTION	1
1.1 The Background of the Research	1
1.2 The Problem of the Research	4
1.3 The Objective of the Research	4
1.4 The Scope of the Research	4
1.5 The Operational Definition of the Terms	5
1.6 The Significance of the Research	6
CHAPTER 2. REVIEW OF RELATED LITERATURE	8
2.1 The Definition of Game	8
2.2 The Functions of Game in the Language Teaching	9
2.3 Kinds of Games	10
2.3.1 Picture-Based Question and Answer Game	16
2.3.2 The Pictures Used in Question and Answer Game	17
2.4 The Principles of Using Games in Teaching Tenses	18

2.5 The Advantages and Disadvantages of Games in Language Learning	19
2.6 Tense Achievement	22
2.6.1 Simple Present Tense	22
2.6.2 Present Continuous Tense	23
2.7 The Effect of Games on Tense Achievement	24
2.8 Previous Research Findings on the Use of Games in ELT	25
2.9 Research Hypothesis	25
CHAPTER 3. RESEARCH METHOD	26
3.1 Research Design	26
3.2 Area Determination Method	28
3.3 Respondent Determination Method	28
3.4 Data Collection Method	29
3.4.1 Test	29
3.4.2 Documentation	33
3.4.3 Interview	33
3.4.4 Observation.....	34
3.5 Data Analysis Method	34
CHAPTER 4. RESULTS AND DISCUSSION	36
4.1 The Description of the Experimental Treatment	36
4.2 The Results of the Supporting Data	36
4.2.1 The Results of Interview	36
4.2.2 The Results of Documentation.....	37
4.3 The Result of The Homogeneity Test	38
4.4 The Analysis of The Try Out	39
4.4.1 The Analysis of Test Validity.....	40
4.4.2 The Analysis of Difficulty Index	40
4.4.3 The Analysis of Coefficient Reliability.....	41
4.5 The Results of Main Data	43

4.5.1 The Results of Post Test.....	43
4.5.2 Hypothesis Verification.....	44
4.6 Discussion.....	45
CHAPTER 5. CONCLUSION AND SUGGESTION.....	49
5.1 Conclusion.....	49
5.2 Suggestion.....	49

REFERENCES

APPENDICES



THE LIST OF APPENDICES

	Page
Appendix A. Research Matrix.....	55
Appendix B. The Schedule of Administering the Research	57
Appendix C. Supporting Data Instrument.....	58
Appendix D. Homogeneity Test	59
Appendix E. The Answer Key of Homogeneity Test	61
Appendix F. Lesson Plan 1	62
Appendix G. Lesson Plan 2.....	87
Appendix H. Post Test	111
Appendix I. The Answer Key of Post Test	116
Appendix J. The Distribution of Odd and Even Number.....	117
Appendix K. The Division of Odd and Even Number.....	119
Appendix L. The Difficulty Index of Each Test Item.....	120
Appendix M. The Distribution of Test Items.....	122
Appendix N. The Score of Homogeneity Test.....	123
Appendix O. The Score of Post Test.....	124
Appendix P. The Names of Respondents.....	125
Appendix Q. Students' Worksheets	126
Appendix R. The Result of Students' Observation Checklist.....	132
Appendix S. Statement Letter of Accomplishing the Research from The Principal of SMP N Sukorambi Jember.....	136
Appendix T. Research Permission Letter from the Dean of Faculty of Teacher Training and Education of Jember University.....	137

THE LIST OF TABLES

	Page
Table 4.1 Total Number of Students of Grade VIII of SMPN Sukorambi Jember in the 2011/2012 Academic Year.....	37
Table 4.2 The Results of Homogeneity Test Using ANOVA.....	38
Table 4.3 The Mean Scores of The VII Grade Classes of SMPN Sukorambi Jember.....	39
Table 4.4 The Output of Group Statistics of Post Test	43
Table 4.5 The Output of Independent Sample T-Test of Post Test	44

