

**THE EFFECT OF USING VIDEO WHOLESOME SCATTERING GAME  
ON STUDENTS' WRITING RECOUNT TEXT AT EIGHTH GRADE OF  
SMPN 7 TAMBUSAI**

**A THESIS**

**Intended to Fulfill One of the Requirements  
for the Award Sarjana Degree  
in English Study Program**



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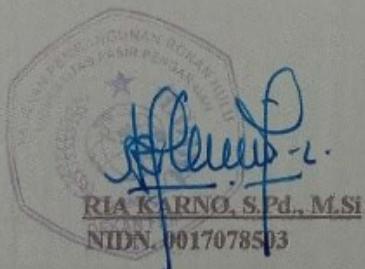
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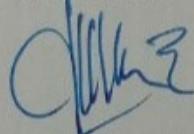
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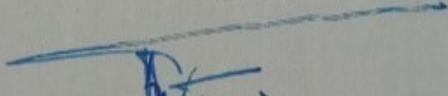
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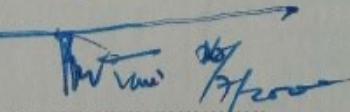
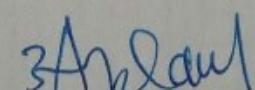
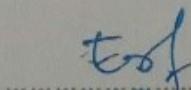
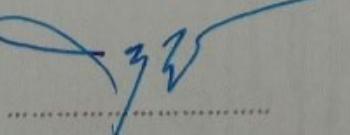
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State that the thesis I have written entitled "The Effect of Using Video Wholesome Scattering Game on Students' Writing Recount Text at Eighth Grade of SMPN 7 Tambusai" to get one of the requirement of Sarjana Degree in English Study Program, Faculty of Teacher Training and Education, University of Pasir Pengaraian is my own work, while the material in the thesis quoted from other resources have been clearly stated based on the norms and ethics of scientific writing. However, if later discovered that all some parts of they are not my own work or I have committed plagiarism, I will take consequence my degree is removed as well as taking other sanction according to the existing law.

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## **ABSTRAK**

**Hesti Rahayu. 2020. Pengaruh Penggunaan Video Game Wholesome Scattering Terhadap Kemampuan Menulis Teks Recount di Kelas 8 SMPN 7 Tambusai.**

Tujuan dari penelitian ini adalah untuk menguji pengaruh penggunaan video wholesome scattering game terhadap kemampuan menulis recount text di kelas 8 SMPN 7 Tambusai. Desain penelitian ini adalah penelitian quasi eksperimen dengan sample 10 orang siswa dimana 5 orang siswa di kelas eksperimen dan 5 orang dikelas kontrol. Teknik pengambilan data adalah dengan memberikan tes. SPSS versi 16.0 digunakan untuk menganalisa data.

Data menunjukkan ada pengaruh yang signifikan pada nilai post-test kelas eksperimen. Nilai rata-rata post-test kelas control adalah 59.8660 dengan standart deviasi 4.71367. Sedangkan, pada kelas eksperimen nilai rata-ratanya adalah 77.4000 dengan standart deviasi 1.16381. jumlah df kedua kelas adalah 8 dan t-hitung 8.075 dengan sig. p-hitung 0.000 dan 0.001 dibandingkan dengan t-tabel 5% (0.005)=2.3060 dan 1% (0.01)= 3.3554. data menunjukkan bahwa  $t\text{-hitung } 8.075 \geq t\text{-table } 5\% (0.05) = 2.3060$  dan  $1\% (0.01) = 3.3554$ . kesimpulannya,  $H_1$ diterima dan  $H_0$  ditolak.

Jadi, dapat disimpulkan bahwa ada pengaruh yang signifikan dengan menggunakan wholesome scattering game pada tulisan recount teks siswa kelas 8 SMPN 7 Tambusai. Siswa lebih paham dan mampu menulis dan menyusun kata, mengembangkan paragraph menjadi teks recount dengan cepat.

**Kata kunci:** Wholesome Scattering Game, menulis

## **ABSTRACT**

**Hesti Rahayu. 2020. The Effect of Using Video Wholesome Scattering Game on Students' Writing Recount Text at Eighth Grade of SMPN 7 Tambusai.**

This research aimed to examine the effect of using video wholesome scattering games on students' writing recount text inthe eighth grade of SMPN 7 Tambusai. The design of thisresearch was quasi-experiment. The sampling used five students for each class. So, total sampling wasten students, which where class VIIIA was the experimental class, and VIIIB was the control class. The research instrument used in this research was a writing test focused on content, organization, vocabulary, language use, and mechanic. SPSS 16.0 version was used to analyze the data.

The data showed that there wasa significant effect on the post-test score between control and experimental class. The mean of the post-test score in the control class was 59.8660,along with the standard deviation was 4.71367. Meanwhile, in the experimental class, the mean of the post-test score was 77.4000,along with the standard deviation was 1.16381. Then, df both of the classes are 8, and the t-value was 8.075 with sig. p-value were 0.000 and 0.001 compare with table 5% (0.05) = 2.3060 and 1% (0.01) = 3.3554. The data shows that  $t\text{-value } 8.075 \geq t\text{-table } 5\% (0.05) = 2.3060$  and  $1\% (0.01) = 3.3554$ .In conclusion,  $H_1$  was accepted, and  $H_0$  was rejected.

Thus, it can be concluded that there wasa significant effect of using wholesome scattering games on students' writing recount text at eighth-grade students of SMPN 7 Tambusai. The students understand and better in writing and arranging the words, develop their paragraph into recount text quickly.

**Keywords:** Wholesome Scattering Game, writing

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The researcher hopes very much the reader will give advice and critics in order to improve it. The researcher also hopes that this thesis can be useful to the development of science and technology, especially in education.

**Pasir Pengaraian, 26 Juni 2020**

**The researcher**

**HESTI RAHAYU**

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