

**TEACHING RECOUNT TEXT USING CUT-SCENE FROM
VIDEO GAME *HARVEST MOON BACK TO NATURE***

A RESEARCH PAPER

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STATEMENT

I verify that this research paper entitled “Teaching Recount Text using Cut-scene from Video Game *Harvest Moon Back to Nature*” is completely my own work, except where due in the text and that contains no materials which has been submitted for awards of any degree of Diploma in any University or Institution. I am fully aware that I have cited some statements and ideas from many source, and all of the citations are properly acknowledged. If any claims related to this paper persist in the future, I will be fully responsible for the clarification.

Cimahi, May 2017



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APPROVAL SHEET

TEACHING RECOUNT TEXT USING CL T-SCENE FROM VIDEO GAME *H4fiVEST MOON BACz To NA rUzE*



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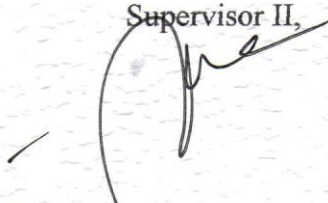
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ABSTRACT

The objective of this research entitled “Teaching Recount Text using Cut-scene from *Video Game Harvest Moon Back to Nature*” is to find out whether or not using cut-scene from video game *Harvest Moon Back to Nature* as a media can be used to teach students in writing recount text and what are the students’ opinion toward the media. In this research, the writer uses qualitative research design and classroom action research method. There are 2 cycle in this research consisting of 2 meetings. The respondent of this research is 20 students of X Animasi 2 SMK TI Garuda Nusantara Cimahi in Academic Year 2016 - 2017. To collect the data, the writer uses observation sheet, tests, and interview. The result of data analysis shows that in the pre-test, the students mean score is 52,55 and none of them achieve the *KKM*. After teaching and learning process by using cut-scene from video game *Harvest Moon Back to Nature* as a media given, their post-test 1 mean score is 73,50 and 17 students achieve the *KKM*. Moreover, they post-test 2 score is 78,70 and all of the students achieve the *KKM*, which means there is an improvement in their mean’s score between every test and all of the students can achieve *KKM*. The interview result also shows positive feedbacks from the students. The result from observation sheet shows that the class situation during the teaching-learning progress has a positive atmosphere. Based on these results, it can be concluded that cut-scene from video game *Harvest Moon Back to Nature* can be used as a media to teach students in writing recount text.

Keywords: *writing, recount text, cut-scene, video game*

CHAPTER I

INTRODUCTION

In this chapter, the writer discusses background of the research, the research question, and the objective of the research, limitation of the problem, the benefits of the research, definition of key terms and organization of the research paper.

A. Background of the Research

In today's society, English is really crucial. However people in Indonesia especially the students, think that English is one of the hardest thing to learn, especially in school. And the result is, many students has poor English skill. Meanwhile in reality, English is actually easy to learn since it has so many media that can be used in the teaching-learning process.

Writing is one of the four aspects in English (listening, reading, speaking, and writing) that need to be learned. Through writing, we can inform others, persuade, tell what we feel, and much more. But, writing itself is not as simple as writing something down in a piece of paper, it is a much more complex and really difficult thing to learn.

As far as in teaching English, the teacher has been using monotonous way. Basically it makes the students not interested and bored in teaching learning process. According to Darwanto (2007:135-136):

“The teacher factor in the media also plays a very important role, because it is very influential in communicating with children and success or failure of the program depends entirely on the person who brought the show” (Darwanto, 2007:135-136):

Many students these days who own a smartphone, computer, or laptop which mostly they use to play video games or surfing the social media on their spare time. According to McCoy (2013), the typical college student plays with his or her digital device an average of 11 times a day while in class. While the examples presented are college students, the writer believe that a senior high school student’s behavior is not that different from a college student.

The statement before proven during the writer’s time when he still teach at SMK TI Garuda Nusantara Cimahi as a *PPL* teacher. The writer noticed that many students who bring a smartphone to the class, and many of them use it during the lesson time. Most of them use their phone to access social media or playing video games. The writer himself does not feel mad about this though. Instead, the writer asks the students why they play those games, and their answers are mostly this: “Because we like video games, sir”.

Games usually created as entertaining, challenging, and learning media for people, but it also can be used as teaching media in classroom. Since the language is written or spoken exactly how you see or hear it in real life, with correct spelling, native accents and pronunciation and using many idioms.

Based on the statements above, the writer choose using cut-scene from video game *Harvest Moon Back to Nature* in teaching recount text. When game and educations are combined, it can be educative and education environments can

be entertaining. The students who learn with the use of video game, gain positive attitudes and can be more motivated while learning. (Kuzu and Ural, 2008). It means that games can lead teaching learning process into a fun process rather than a monotonous and boring process. Moreover, games are advantageous and effective in learning progress. They are motivating because they usually involve friendly competition and create cooperative learning environment, so students have an opportunity to work together.

From the background described above, the writer would like to carry out a research under the title **“TEACHING RECOUNT TEXT USING CUT-SCENE FROM VIDEO GAME *HARVEST MOON BACK TO NATURE*”**.

B. Research Question

1. Is using cut-scene from video game *Harvest Moon Back to Nature* as a media able to teach students in writing Recount Text?
2. What are the students' opinion toward the media?

C. Objective of the Study

1. To know is using cut-scene from video game *Harvest Moon Back to Nature* can help the teacher to teach students in writing Recount Text.
2. To know the students' opinion toward the media.

D. Limitation of the Study

This study focuses on writing recount text using cut-scene from video game *Harvest Moon Back to Nature* at the tenth grade students of SMK TI Garuda Nusantara Cimahi.

E. Benefit of the Study

The result of this study is expected to give some positive outcomes as follow:

1. For the Students

Through using cut-scene from video game *Harvest Moon Back to Nature*, students will have an improvement in their writing skill, especially Recount Text. Beside, they will feel happier to learn English since they are learning from something they actually like.

2. For the Teachers

This research can give inspiration to the teachers to make efforts in developing an interesting teaching media later in the future, such as using video game.

3. For the Other Writer & Reader

By doing this research, the writer hope it can also give some inspiration for the other writer and readers, especially if they are also doing or going to do a similar research.

F. Definition of Key Term

a. Writing

According to Harmer (2001:79), writing is a form of communication to deliver through or to express feeling through written form. Meanwhile, Posts in Hidayat (2014:8) argues that writing can be used as an indirect means of communication to others to convey information. Activities is not easy to write because writing should be able to produce something new and can give you an idea or ideas to the reader through writing

b. Recount Text

According to Syaiful (2013), recount text is a kind of genre that has social function to re-tell event for the purpose of informing or entertaining. The tense that used in recount text is past tense. Social purpose of recount is to reconstruct past experiences by re-telling events in original sequence. We can look at the sample of recount in personal letters, police report, insurance claims, and incident reports.

c. Cut-scene

According to Wikipedia, cut-scene or event scene (sometimes in-game cinematic or in-game movie) is a sequence in a video game that is not interactive, breaking up the gameplay. Such scenes can be used to show conversations between characters, bring exposition to the player, set the mood, reward the player, introduce new gameplay elements, show the effects of a player's actions, create emotional connections, improve pacing or foreshadow future events.

d. Video Game

Video game is an entertainment that is presented in a video screen (Gunter, 1998). According to Hanson in Malahayati (2012: 8), video game is a device or tool that provides a challenging game with eye coordination, hand, or a person's mental ability and function to provide entertainment to its player or user. According to Natkin in Malahayati (2012: 8), video games is the result of an interactive audio-visual work that has a main purpose to entertain its users and application of machinery to computer technology.

G. Organization of the Paper

The research of the study consists of five chapters.

Chapter I: Introduction

In this chapter, the writer discusses the background, research questions, objectives of the research, limitation of the problem, benefits, definitions of key terms, and organization of the research paper.

Chapter II: Literature Review

In the second chapter the writer discusses the review of related articles. In this chapter, the writer will discuss about writing, teaching media, video game, and previous study.

Chapter III: Research Methodology

This chapter discusses the procedures of the research. It consists of design of the research, method of the research, instrument of the research, respondent, data collection, and data analysis technique.

Chapter IV: Finding and Discussions

This chapter reports the data analysis including the findings and the discussions.

H. Chapter V: Conclusion and Suggestions

This chapter consists of conclusions and suggestions.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter the writer presents the conclusion and suggestion based on the findings of this research.

A. Conclusions

From the implementation of cut-scene from video game *Harvest Moon Back to Nature* to the students in class X Animasi 2 at SMK TI Garuda Nusantara Cimahi in academic year 2016/2017, it can be concluded that the use of cut-scene from video game *Harvest Moon Back to Nature* can teach students' in writing recount text. It may be explained by several facts.

First, in given pre-test before teaching and learning using cut-scene from video game *Harvest Moon Back to Nature* as a media, the students' mean score was 52,55. After the lesson used the media given, their post-test 1 mean score was 73,50, which was clearly better than their first test mean score. Moreover, their result on post-test 2 mean score was 78,70, which also an improvement from the test before.

Second, the result of interview produced mostly positive responds from the students in teaching recount text using cut-scene from video game *Harvest Moon Back to Nature* to teach students in writing recount text. They didn't feel any "pressure" when using this media, since they learned from something they liked. And it also boosted their motivation to learn English more since they felt the learning process is way more enjoyable than ever.

And last, from the result of observation sheet, it can be described that the class conditions during the teaching and learning process created a positive atmosphere, although there are some obstacles in learning process in the

classroom. For example, there are some students who didn't pay attention when the teachers giving the lesson, but fortunately, more of them who were interested and enthusiastic into it.

B. Suggestions

Based on the result of the research, the writer would like to give some suggestions.

1. For the teachers
 - a. The teacher should stop sticking to the old medias, and start to try many other medias that either they find alone or a less popular but pretty interesting one.
 - b. When picking a media, the teacher should considered what the students' preferences in order to snatch their attention and curiosity.
 - c. Rather than being silent or comforting the students with sweet lies when they had a bad result, the teacher should just telling the truth. It may be harsh, but it's for their own sake to be their better self in the future.
2. For the students
 - a. The students should stop being "scared" to the teachers if they feel the lesson is uncomfortable, boring, or monotonous in order to improve their English, especially in writing.
 - b. The students should often try to ask to the teachers to experimenting with other media rather than sticking to old media if they feel it is not suitable for them.
 - c. The students should use their spare time wiser and better for their own sake since it shouldn't be that hard. For example, instead of playing a pointless game, they could try a game that has a lots of

English text or game that challenge their mind. These game will

boost their skills while also fun for them to do.

3. For other writers

- a. The writers should know what the problem in teaching and learning before conducting the research in order to minimalize any possible errors.
- b. The writers have to choose a good and/or interesting media in the class so the students will also interested into the teaching learning process.
- c. The writers should able to follow up any possibilities that might happened in the classroom, such as if there was a students who didn't pay attention or students who had a bad score and able to came up with the best solutions for those problems.

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