

ABSTRACT

Listiana. 2017. *The Effectiveness of Bits and Pieces Game to Improve Students' Writing In Descriptive Text (A Quasi Experimental Research of the Seventh Grade Students of SMP Muhammadiyah 7 Semarang in the Academic Year of 2016/2017).* A final project, English Language Education Study Program, College of Languages and Communication Science Sultan Agung Islamic University. Advisor: Elok Widiyati, S.Pd., M.Pd.

The aim of this study was to find out whether Bits and Pieces Game is effective to improve students' writing in descriptive text of the seventh grader students of SMP Muhammadiyah 7 Semarang in the academic year 2016/2017. In this study, the researcher used quasi-experimental research design. Population at this research was all the seventh grader students of SMP Muhammadiyah 7 Semarang in the academic year of 2016/2017 which the total number of the students was 77. The sample of this study consisted of class VII A as an experimental class and class VII B as a control class. The technique used in collecting the data was test. The result of this study shown that the pre-test mean score of experimental class was 42.32 while the pre-test mean score of control class was 46.48. After giving treatment for four meetings, the post-test mean scores of experimental group was 60.61 and the post-test mean score of control group was 49.74. The result of the analysis showed that there was significant difference between experimental class and control class in the result of post-test. It was supported by the sig (2-tailed) score of t-test namely was $0.048 < 0.05$. It means that H_0 was rejected and H_a was accepted. Therefore, it could be concluded that using Bits and Pieces Game was effective to improve students' writing in descriptive text of the seventh grader students of SMP Muhammadiyah 7 Semarang in the academic year 2016/2017.

Keywords: *Bits and Pieces Game, Writing, Descriptive Text*

INTISARI

Listiana. 2017. *The Effectiveness of Bits and Pieces Game to Improve Students' Writing In Descriptive Text (A Quasi Experimental Research of the Seventh Grade Students of SMP Muhammadiyah 7 Semarang in the Academic Year of 2016/2017)*. Tugas Akhir, Jurusan Pendidikan Bahasa Inggris, Fakultas Bahasa dan Ilmu Komunikasi Universitas Islam Sultan Agung Semarang. Pembimbing: Elok Widiyati, S.Pd., M.Pd.

Tujuan penelitian ini adalah untuk mengetahui apakah *Bits and Pieces Game* efektif untuk meningkatkan kemampuan menulis siswa kelas VII SMP Muhammadiyah 7 Semarang tahun ajaran 2016/2017. Desain penelitian ini menggunakan kuasi eksperimental. Populasi dalam penelitian ini adalah kelas VII SMP Muhammadiyah 7 Semarang tahun ajaran 2016/2017 yang mana keseluruhan murid kelas VII ada 77 siswa. Penelitian ini ada dua sampel yaitu kelas VII A sebagai kelas eksperimental dan kelas VII B sebagai kelas kontrol. Alat yang digunakan untuk mengupulkan data adalah tes. Nilai rata-rata dari *pre-test* menunjukkan bahwa nilai dari kelas eksperimental adalah 46.48 sedangkan nilai dari kelas kontrol adalah 42.32. Setelah diberikan *treatment* selama empat kali pertemuan, nilai rata-rata *post-test* dari kelas eksperimental adalah 60.61 and kelas kontrol adalah 49.74. Itu diperjelas dengan hasil t-test sig (2-tailed) adalah $0.048 < 0.05$. Berdasarkan dari hasil penelitian ini, dapat disimpulkan bahwa H_0 ditolak dan H_a diterima. Jadi dapat disimpulkan bahwa penggunaan *Bits and Pieces Game* efektif untuk meningkatkan kemampuan menulis teks deskriptif siswa kelas VII SMP Muhammadiyah 7 Semarang tahun ajaran 2016/2017.

Keywords: *Bit and Pieces Game, Menulis, Teks Diskriptif*