

THE EFFECT OF GAMIFICATION BASED ON BALINESE LOCAL STORIES AS A TEACHING MEDIA ON FIFTH GRADE ELEMENTARY SCHOOL STUDENTS' READING COMPREHENSION

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ABSTRAK

Perkembangan industry revolusi 4.0 menuntut penggunaan media belajar yang inovatif. Penelitian ini bertujuan untuk mengetahui efek gamifikasi berdasarkan cerita lokal dari Bali sebagai media belajar terhadap kemampuan pemahaman membaca untuk kelas 5 SD. Penelitian ini menggunakan kuasi-eksperimental dengan desain *one group pre-test post-test*. Populasi penelitian ini adalah siswa kelas 5 di SD N 5 Kampung Baru. Sampel dari penelitian ini adalah 31 siswa kelas 5 SD yang berada pada tahun akademik 2019/2020. Penelitian ini menggunakan dua instrument yaitu instrument perlakuan dan instrument *pretest posttest*. Sampel eksperimental diberikan pretest dan posttest sebanyak enam kali. Hasil dari posttest menunjukkan perubahan yang signifikan terhadap kemampuan pemahaman bacaan siswa. Hasil penelitian menunjukkan bahwa nilai rata-rata posttest siswa lebih tinggi dibandingkan nilai rata-rata pretest ($87.13 > 56.11$). Hasil hypothesis testing (*paired sample t-test*) menunjukkan bahwa terdapat efek yang signifikan dari penggunaan gamifikasi berdasarkan cerita lokal Bali sebagai media mengajar terhadap kemampuan pemahaman membaca pada siswa kelas 5 SD yang dapat dilihat dari nilai hitung $>$ ttabel $31.608 > 1.671$. Penggunaan gamifikasi berdasarkan cerita lokal sebagai media belajar dapat digunakan dalam mengajar pemahaman membaca siswa.

Kata Kunci: Gamifikasi, Cerita lokal Bali, Pemahaman membaca

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ABSTRACT

The development of industrial revolution 4.0 demands the use of innovative teaching media. This research aimed at investigating the effect of gamification based on Balinese local stories as teaching media on fifth grade students' reading comprehension. This research employed quasi-experimental research with one group pre-test post-test design. The population of this study was the students of SD N 5 Kampung Baru. The sample was 31 fifth grade student in academic year 2019/2020. Two instruments were implemented in this study, namely treatment instrument and pretest posttest instrument. The treatment instrument was gamification based on Balinese local stories. The pretest and posttest instrument were in the form of objective question for reading comprehension. The experimental group was repeatedly pre-tested and post-tested for six times. The result of post-tests indicated a promising students' progress from low to high accomplishment. The finding showed that the mean score of posttests was higher than pretests ($87.13 > 56.11$). Hypothesis testing result (paired sample t-test) showed the tobs was 31.608 and tcv was 1.671 with ($\alpha = 0.05$). Hence, the $tobs > tcv$, $31.608 > 1.671$ which indicated that there was a significant effect of gamification based on Balinese local stories as teaching media on fifth grade students' reading comprehension. Gamification based on Balinese local stories as teaching media are suggested to be used as teaching media in teaching reading comprehension.

Keywords: Gamification, Balinese local stories, Reading comprehension