

**USING TIC TAC TOE GAME TO IMPROVE THE ABILITY
OF STUDENTS OF SMPN 1 TROWULAN IN LEARNING
PRESENT CONTINUOUS TENSE**

T H E S I S

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ABSTRACT

Intias, Rizki Amalia, 2018, *Using Tic Tac Toe Game to Improve the Ability of Students of SMPN 1 Trowulan in Learning Present Continuous Tense (A Classroom Action Research at the Eighth Grade Students of SMPN 1 Trowulan In the Academic Year of 2017/2018)*. Thesis. English Department, Faculty of Education, the State College for Islamic Studies (STAIN) Kediri. Advisors: (1) Dr. Mukhammad Abdullah, M.Ag (2) Drs. Agus Edi Winarto, M.Pd

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The researcher used Tic Tac Toe game to improve students' understanding on Present Continuous Tense. The researcher focused on present continuous tense because most of students cannot distinguish Simple Present, Simple Past, and Present Continuous in sentence. The researcher used game because everyone likes game. Game also one of teaching techniques to solve students' boredom teaching and learning process. The objective of the study is to find out the improvement of students' ability on present continuous tense by using Tic Tac Toe game.

The subjects of this study were the students of VIII-H of SMPN 1 Trowulan in the academic year of 2017/2018. The number of the subjects was 30 students. This research is a Classroom Action Research (CAR). It was done through three cycles. The researcher used documentation, test and observation to collect the data. The researcher used descriptive quantitative to analyze the data. Statistic analysis is used to analyze the data about the result of observation and the result of test on present continuous tense.

Result of the study showed that by using Tic Tac Toe game in teaching Present Continuous Tense at the eighth grade of SMPN 1 Trowulan in The Academic Year of 2017/2018 can improve students' ability on it. This successfulness can be seen from the result of students' average score and good responses by students. The result after getting all of the treatment using Tic Tac Toe game, the students' average score and the percentage of the students getting score 75 minimally increased in line with the increase of the students' achievement in each cycle. Students' average score from the pre cycle was 55.67, first cycle was 67.67, second cycle was 74, and the third cycle was 83.33. Students' percentage from the pre cycle was 16.67%, first cycle was 36.67%, second cycle was 63.33%, and the third cycle was 86.66%. The result of this research showed that "Using Tic Tac Toe Game to Improve the Ability of Students of SMPN 1 Trowulan in Learning Present Continuous Tense" is successfully.

MOTTO

يَا أَيُّهَا الَّذِينَ ءَامَنُوا أَصْبِرُوا وَصَابِرُوا
وَرَابِطُوا وَاتَّقُوا اللَّهَ لَعَلَّكُمْ تُفْلِحُونَ ﴿٢٠٠﴾

O you who have believed, persevere and endure and remain stationed and fear Allah that you may be successful. (QS: Al-Imran: 200)

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Kediri, February 23rd , 2018

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