

STATEMENT ORIGINALITY

Here with I declare that the research paper I wrote as a partial fulfillment pf the requirements for the Sarjana degree and submitted to the English Education Department, the Faculty of Education and Teachers Training wholly constitutes my own original scientific writing.

As for the other persons' works whose ideas are quoted in this paper have been referred to appropriately in accordance to the prevailing legal and intellectual ethic in the world of scientific writing tradition.

However, if the originality of this paper either partially or wholly is, later on, proved or it falls under convincing plagiarism, I would be prepared to receive any consequences in the form of any sanction such as losing my related academic degree obtained from the institution as well as other rules prevailing in Indonesia.

Serang, December 15th , 2021



Ainul Qonitah

SRN. 171230152

ACKNOWLEDGMENT

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Finally, options, suggestions, and constructive criticism given to the writer to improve this paper would be highly appreciated. May Allah SWT be pleased to repay all the kindness and charity of all those who have helped. The writer submits everything to Allah SWT hopefully it will be useful for all reader.

Serang, December 15th 2021

The writer,

Ainul Qonitah

ABSTRACT

Ainul Qonitah. 171230152. 2021. Developing Snakes and Ladders Game to Improve Students Understanding in Recount Text (*Research and Development at the Eighth Grade Students of MTs Al-Khairiyah Pontang in Academic Year 2021/2022*).

This research aims to develop snakes and ladders game learning media to improve students' understanding of recount text and find out the feasibility of snakes and ladders media as a learning medium. This study uses the Research and Development (R&D) method. This development procedure was adapted from the theory of Borg and Gall, namely need analysis, product development, product validation, product revision, try-out, and final product. This research was conducted in the eighth grade at MTS Al-Khairiyah Pontang Kab. Serang-Banten in the academic year 2021-2022. The data was obtained from material and media experts, English teachers, students' pre-test and post-test results, and student questionnaires. The results of the research and development game snakes and ladders to improve students' understanding in recount text get an average value of 82% from the material expert. The average percentage of media experts is 91%. The average result of the percentage of English teachers is 80%. The small-scale trial gets an average percentage of 83.4%, and the large-scale trial gets an average percentage of 87.7%. It can be concluded that this media can be used in the learning process because the product is reasonable and feasible.

Keywords: *Snakes and Ladders game, Learning Media, Recount Text.*

THE ADVISERS' APPROVAL

This is to certify that the undergraduate research paper of Ainul Qonitah with the
title

“Developing Snakes and Ladders Game to Improve Students Understanding in
Recount Text (Research and Development at the Eighth Grade Students’ of MTs
Al-Khairiyah Pontang)”

has been approved by the researcher paper advisers for further approval by the
board of Examiners.

Serang, December 15th, 2021

Adviser I



Dr. Nafan Tarihoran, M. Hum

NIP. 19700103 200312 1 001

Adviser II



Rohman, M.A

NIDN. 2030058102

Acknowledged by:

The Head of English Education Department



Dr. Hj. Anita, S.S., M.Pd

NIP. 197704102003122001

**DEVELOPING SNAKES AND LADDERS GAME TO IMPROVE
STUDENTS UNDERSTANDING IN RECOUNT TEXT
(Research and Development at The Eight Grade Students of MTs Al-
Khairiyah Pontang)**

By:

Ainul Qonitah

SRN. 171230152

Under the supervision of:

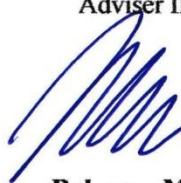
Adviser I



Dr. Nafan Tarihoran, M. Hum

NIP. 19700103 200312 1 001

Adviser II

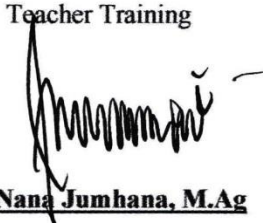


Rohman, M.A

NIDN. 2030058102

Acknowledged by:

The Dean of Faculty of Education and
Teacher Training



Dr. Nana Jumhana, M.Ag

NIP. 197110291999031002

The Head of English Education
Department



Dr. Hj. Anita, S.S., M.Pd

NIP. 197704102003122001

THE BOARD OF EXAMINERS' APPROVAL

This is to certify that the undergraduate research paper of Ainul Qonitah has been approved by the board of examiners as a partial fulfillment of the requirement for the degree of Sarjana in English Education.

Serang, December 22nd, 2021 .

The Board of Examiners:

Dr. Hj. Anita, S.S., M.Pd.

NIP. 197704102003122001

Yazid Rukmayadi, M.Pd

NIP. 198607212020121001

Dr. H. Abdul Muin, S.Ag., M.M.

NIP. 197109231999031003

Hj. Eulis Rahmawati, M.Pd


NIP. 197907132003121002

Dr. Naf'an Tarihoran, M.Hum

NIP. 19700103 200312 1 001

Rohman, M.A

NIDN. 2030058102

Chairperson 

Secretary 

Examiner I 

Examiner II 

Adviser I 

Adviser II 

DEDICATION

This research paper is dedicated to:

My beloved parents for their support and prayer in success my study

Mr. Asep Rafiudin (alm.) and Nadiroh, S.Pd

My beloved sister and brother

Ayatu Syifa, S.Pd and Irfan Anshori, M.Pd

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Comrade in arms of TBI E 2017

Myself

MOTTO

Do not go where the road will lead. Make your path and leave a trail.

-Ralph Waldo Emerson-

A BRIEF BIOGRAPHY

The writer's name is Ainul Qonitah. She was born in Serang, 22nd of November 1999. She lived in Vil. Susukan Ds. Susukan Kec. Tirtayasa Kab. Serang-Banten, 42193. She was the last of three children in her family from the married couple of Mr. Asep Rafiudin (alm) and Nadiroh, S.Pd. Islam is her religion.

Her education background was started at SDN Pontang 2 from 2006 to 2011. She continued her junior high school at Assa'adah Islamic Boarding School Pasirmanggu, Cikeusal Kab. Serang-Banten from 2011-2014. She continued her senior high school at Assa'adah Islamic Boarding School Pasirmanggu, Cikeusal Kab. Serang-Banten from 2014-2017. Then, in 2017, she continued her education by joining an undergraduate program of the English Education Department at the State Islamic University Sultan Maulana Hasanuddin Banten.

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