

**THE EFFECT OF USING SNAKE AND LADDER
GAME ON STUDENTS' INTEREST IN
LEARNING GRAMMAR**
(A Quasi-Experimental Study at SMAN 10 Bengkulu City)

T H E S I S

Submitted as a Partial Requirements for the degree *Sarjana
Pendidikan* (S.Pd) in English Study Program



By:

ADENE NOVIANA
SRN 1911230116

**ENGLISH EDUCATION STUDY PROGRAM
DEPARTMENT OF TADRIS
TARBIYAH AND TADRIS FACULTY
UINFAS BENGKULU
2023**

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2023

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I hereby sincerely state that the thesis titled “**The Effect of Using Snake and Ladder Game on Students’ Interest in Learning Grammar (A Quasi-Experimental Study at SMAN 10 Bengkulu City**” is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and referred in the bibliography. If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Bengkulu, 13 September 2023

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Title: "The Effect of Using Snake and Ladder Game on Students' Interest in Learning Grammar (A Quasi-Experimental at SMAN 10 Bengkulu City)"

Has already fulfilled the requirements to be presented before The Board of Examiners (munqasyah) to gain Bachelor Degree in English Education. Thank you for the attention.

Wassalamu, alaikum Wr. Wb

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RATIFICATION

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MOTTO

“Jangan buang waktumu yang sedikit dengan menjadi orang lain.
Jadilah diri sendiri, jangan pergi mencari kepribadian sukses dan
menduplikasinya.”

-Adene Noviana-



DEDICATION

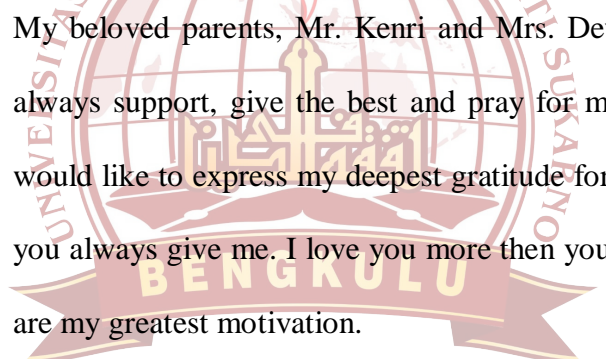
Bismillahirrohmanirrohim

In the name of Allah SWT. the most gracious and most merciful.

All praises to him who has giving all the goodness in my life.

Shalawat and salam to our prophet Muhammad SW, his family, and friends.

This thesis was dedicated to:

- 
- My beloved parents, Mr. Kenri and Mrs. Dewiana. Who always support, give the best and pray for my success. I would like to express my deepest gratitude for all the love you always give me. I love you more than you know. You are my greatest motivation.
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- Religion, nation and my almamater UIN FAS Bengkulu

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4. Feny Martina, M.Pd as the head of Program Study English Education
5. Prof. Riswanto, S.Pd., M.Pd., Ph.D as the first advisor for his guidance, precious, advices, and motivation for the researcher
6. Feny Martina, M.Pd as the second advisor for her precious advices, corrections and help to revise the mistake during the entire process of writing this thesis

The researcher realizes that her study was still far from being perfect. So, the researcher expected suggestions and comments from all of the readers or others researcher who want to learn about this study. May Allah the most almighty always bless all of us

Bengkulu, 2023
The researcher

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ABSTRACT

Adene Noviana (2023): The Effect of Using Snake and Ladder Game on Students' Interest in Learning Grammar (A Quasi-Experimental Study at SMAN 10 Bengkulu City)

Advisor I: Prof. Riswanto, Ph.D Advisor II: Feny Martina, M.Pd

This research is motivated by the existence of a problem, namely the lack of interest in learning students in learning grammar. The object of this research study is the students of SMAN 10 Bengkulu City. This study aims to determine the effect of snakes and ladders game on students' interest in learning grammar at SMAN 10 Bengkulu City. This type of research uses a quantitative research approach with a quasi-experimental design. Data was collected using observation techniques, questionnaires and documentation. The results showed that there was a significant influence from the use of snakes and ladders learning media in increasing students' interest in learning grammar at SMAN 10 Bengkulu City. The statistical tests carried out showed a significant difference between the average interest in learning grammar between the experimental class that used the snakes and ladders game as an additional learning method and the control class that did not use this method.

Key words : *Grammar, Snake and Ladder Game*

ABSTRACT

Adene Noviana (2023): The Effect of Using Snake and Ladder Game on Students' Interest in Learning Grammar (A Quasi-Experimental Study at SMAN 10 Bengkulu City)

Advisor I: Prof. Riswanto, Ph.D Advisor II: Feny Martina, M.Pd

Penelitian ini dilatar belakangi oleh adanya permasalahan yaitu kurangnya minat belajar siswa dalam mempelajari tata bahasa. Objek penelitian ini adalah siswa SMAN 10 Kota Bengkulu. Penelitian ini bertujuan untuk mengetahui pengaruh permainan ular tangga terhadap minat belajar grammar siswa di SMAN 10 Kota Bengkulu. Jenis penelitian ini menggunakan pendekatan penelitian kuantitatif dengan desain eksperimen semu. Data dikumpulkan dengan menggunakan teknik observasi, angket dan dokumentasi. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan dari penggunaan media pembelajaran ular tangga dalam meningkatkan minat belajar tata bahasa siswa di SMAN 10 Kota Bengkulu. Uji statistik yang dilakukan menunjukkan adanya perbedaan yang signifikan antara rata-rata minat belajar tata bahasa antara kelas eksperimen yang menggunakan permainan ular tangga sebagai metode pembelajaran tambahan dengan kelas kontrol yang tidak menggunakan metode tersebut.

Kata kunci : *Tata Bahasa, Permainan Ular Tangga*

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