

## ABSTRACT

Abdul Rohman : **The Effectiveness of Using a Language Game in Reducing The Boredom of Learning English**

Many students assume that English is a difficult language, so they do not have any interest in learning this language. Language learning becomes hard when it is dull and uninteresting. It is essential that students with their different should find learning a new language to be a motivating and rewarding exercise so that they can progress at their own pace, each student has different capacity and interest in learning English. From the explanation above the writer conducts the research entitled "The Effectiveness of Using a Language Game in Reducing the Boredom of Learning English.

The goal of this study is to identify students' perception by using puzzles, to identify students' perception without using puzzles, and to reveal the difference of students' perception to figure out the effectiveness of puzzles in reducing the boredom of learning English.

The result of English teaching and learning process is influenced by many factors, such as teachers' competency, method, and technique of teaching. This research was delivered to the students of Madrasah Ibtidaiyah Cokroaminoto Garut. It emerged from the empirical phenomena of students; they have less enthusiasm in learning English. The aim of this research is to present the complete description clarifying the effect of using game in reducing the boredom of learning English, knowing the significant difference between learning English using game and without using game, and identifying the extent of the influence of game to improve students' enthusiasm on using game in learning English.

Generally, this investigation was carried out by experimental design, by using pre-test and post-test as research instrument. In this design, there are two groups; an experimental group which received special treatment and control group without using treatment. The technique of collecting data is achievement test. The total population in the research is 413 students and the sample represented by 61 students of data analysis is used by statistic calculation.

From the result testing of hypothesis, it can be concluded that using game as a technique in teaching English has influenced to the experimental group at a significant difference between the students' achievement taught by using game and without using game. Games should be used in English teaching process in order to make students learning English better.