CHAPTER I
INTRODUCTION

Background

Reading is a process that is carried out and employed by the reader to obtain messages that the writer intended to convey through the medium of the written word/language (*Henry thunder Tarigan,2008:7*). In the learning process, teachers as teachers and educators hold a great role and responsibility to help increase learners' success in achieving their goals .Reading also allows readers to have a better understanding of the text or what they have read, as well as expand their vocabularies and knowledge*(Hornery et al.,2014).*

Learning is the ability to process the text, and understand the intent of the text with what the reader knows. Individuals' ability to understand the text is influenced by their ability and ability to process information. As for factors that influence reading comprehension such as motivation, interest, vocabulary, general knowledge of specific subject knowledge, word identification skills, reasoning ability, and effective use of strategy to identify key ideas and supporters.

The presence of online games does have a major impact on everyday activities among adults of working age, especially among school-age youths. This condition can be proved by the trend of youths in particular who are in their first high school (junior high) spending time playing online games.

This is a sobering fact that school-age youths should spend more time at their leisure with more positive activities. From a sociological perspective, a person who makes the game a top priority tends to develop into egocentric and individualist. Both problems can impede cognitive, effective, and psychosomatic learning.

As the ages progressed, science and technology also flourish. This can be seen in the multitude of new discoveries, one of the fast-growing online games.

Games are something that can be played with certain rules so that there are winners and there are losers, usually in a casual context or for refreshing purposes. Living in modern times as we do today, gaming functions are no longer just entertainment or refreshing but they also have a positive effect on the educational world. The impact the game has on the student's learning at school is considerable since it is something most readily available to the youth of the day

The Jeopardy game was an interactive game with media that could make learners active. (jasmadi,2010;1012) modeled a science subject on jeopardy, but researchers developed it for an English subject on reading skills. Gaming in the games was one of the first performances of popular television in America.

The Jeopardy game itself is jeopardy made by Merv griffin. This event is a quiz competition that retreats the question and answer format of many of the quiz shows. Jeopardy game are also gained worldwide popularity with regional adaptation in many other countries.

The popularity of jeopardy games played a big part in global television events. Indonesian television also presented questions that are almost as dangerous, but until now there have been no questions presented in Indonesia with an official license on jeopardy. America became the first popular site for the game to develop in the form of quizzes and online games. Jeopardy game not only use in-game spheres but also used by the educational world.

Hence, many schools were putting in jeopardy games to get a higher yield. Obtaining the results of a good study requires both the right methods and the right medium of learning to fit the conditions and circumstances of our daily lives. So that what is learned can be fulfilled by measuring the abovestandards.

Based on the above description, researchers are encouraged to conduct research in schools according to their name "the effect of jeopardy game on students' reading comprehension ".

The problem of a study

Does the jeopardy game give an effect on reading students?

Objective of study

Based on the above issues, the purpose of this research is to analyze the effectiveness of using jeopardy games to enhance the students' reading comprehension.

Significance of the study

1. To know how best to implement media in creating an understanding of reading
2. Help students to more easily understand reading comprehension

Scope of the study

The study included a small number of students as subjects. This study focuses on how to apply jeopardy games to student reading comprehension. The population of this research is the eighth grade at SMP Advent 2 Medan. Researchers hope that this study will benefit students and broaden their view of games that have many positive effects.