

**KEEFEKTIFAN TEKNIK *COMMUNICATION GAMES* BERBANTUAN
MEDIA FILM UNTUK MENINGKATAN PEMAHAMAN UNSUR
INTRINSIK CERITA DAN KETERAMPILAN
MENULIS TEKS NARASI**

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Abstrak

Penelitian ini dilatarbelakangi oleh permasalahan siswa sekolah dasar dalam memahami unsur intrinsik cerita tokoh, watak, latar, amanat, dan tema serta permasalahan siswa sekolah dasar dalam keterampilan menulis teks narasi baik dari aspek kualitas isi, kebahasaan, ketepatan ejaan dan tanda baca, perbuatan, penokohan, latar, sudut pandang, dan alur. Tujuan penelitian ini adalah untuk mendapatkan gambaran hasil pemahaman unsur intrinsik cerita dan keterampilan menulis teks narasi siswa sebagai dampak penerapan teknik *communication games* berbantuan media film. Masalah penelitian ini adalah “apakah teknik *communication games* berbantuan media film efektif untuk meningkatkan pemahaman unsur intrinsik cerita dan keterampilan menulis teks narasi pada siswa kelas IVB SD Interaktif Gemilang Mutafannin Padalarang Bandung Barat?”. Metode penelitian yang digunakan adalah eksperimen kuasi dengan desain *nonequivalent control group design*. Subjek dalam penelitian adalah siswa kelas IV SD. Instrumen penelitian yang digunakan adalah lembar penilaian pemahaman unsur intrinsik cerita berbentuk tes pilihan ganda dan lembar penilaian keterampilan menulis teks narasi. Pemahaman unsur intrinsik cerita dan keterampilan menulis teks narasi siswa mengalami peningkatan setelah dilakukan penerapan teknik *communication games* berbantuan media film. Hal ini terlihat dari peningkatan nilai rata-rata kemampuan awal siswa dalam pemahaman unsur intrinsik cerita sebelum perlakuan (*pretest*) memperoleh nilai rata-rata 6,50, sedangkan setelah perlakuan (*posttest*) sebesar 8,75. Berdasarkan perhitungan statistik, nilai t_{hitung} diperoleh 3,678 dan t_{tabel} diperoleh 2,179. Jadi, $t_{hitung} (3,678) > t_{tabel} (2,179)$. Kemudian untuk peningkatan nilai rata-rata kemampuan awal siswa dalam keterampilan menulis teks narasi sebelum perlakuan (*pretest*) memperoleh nilai rata-rata 67,75, sedangkan setelah perlakuan (*posttest*) sebesar 80,67. Berdasarkan perhitungan statistik, nilai t_{hitung} diperoleh 2,429 dan t_{tabel} diperoleh 2,179. Hal ini berarti terdapat perbedaan yang signifikan antara hasil pemahaman unsur intrinsik cerita dan hasil keterampilan menulis teks narasi siswa sebelum mendapat perlakuan dan setelah mendapatkan perlakuan teknik *communication games* berbantuan media film. Dengan demikian, disimpulkan bahwa teknik *communication games* berbantuan media film efektif dalam meningkatkan kemampuan pemahaman unsur intrinsik cerita dan keterampilan menulis teks narasi.

Kata Kunci: Teknik *communication games* berbantuan media film, pemahaman unsur intrinsik cerita, keterampilan menulis teks narasi.

**THE EFFECTIFNESS OF COMMUNICATION GAMES TECHNIQUES
AIDED BY MOVIES MEDIA TO IMPROVE OF UNDERSTANDING
ON INTRINSIC ELEMENTS OF A STORY AND THE SKILL
ON WRITING NARRATIVE TEXT**

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Abstract

This research is motivated by problems of elementary school students in understanding the intrinsic elements of the a story figures, characters, backgrounds, mandates, and the themes, along with the issues of primary school students in writing narrative text skills, both from the aspects of quality of content, language, accuracy of spelling and punctuation, deeds, characterizations, background, point of view, and plot. The purpose of this research is to gain an overview on the intrinsic elements of a story outcome and students' skills in writing narrative text as a result of the application of communication games techniques assisted by movies media. The problem of this study is "does communication games-assisted by film media affect the improvement of understanding on the intrinsic elements of a story and narrative text writing skills at the elementary grade students IVB Bright Interactive Mutafannin Padalarang West Bandung". The research method used was a quasi experimental design with non-equivalent control group design. Subjects of the study were fourth grade. The research instrument used was the assessment sheet of intrinsic element comprehension, which is in multiple choice test, and in the narrative text writing skills assessment form. The students' understanding of the intrinsic elements of a story and their narrative text writing skills have increased after the application of communication games techniques assisted by movies media. It is proven by the average value of the initial ability of students' understanding of the intrinsic elements of the story before treatment (pretest) obtained an average value of 6.50, whereas after treatment (posttest) obtained 8.75. Based on statistical calculations, the t count was 3,678 and the t table was 2,179. So, t count (3,678) > t table (2.179). Then for increasement of the average value of the initial capabilities of students in narrative text writing skills, (pretest) before the treatment, it obtained an average value of 67.75, whereas after treatment (posttest) was 80.67. Based on statistical calculations, the t count was 2,429 and the t table was 2,179. It means that there are significant differences between the results of understanding on the intrinsic elements of a story and narrative text writing skills before getting treatment and after getting treatment techniques aided by communication movies media games. Thus, it was concluded that the communication games techniques

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NARASI**

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assisted by film media influential in improving the ability of understanding the intrinsic elements of a story and narrative text writing skills.

Keywords: Communication games techniques assisted by film media, understanding intrinsic story elements, narrative text writing skills.