

ABSTRACT

Lisda, 2025. *Improving Students' English Learning Achievement Through the Edutainment-Based Learning Method at SMKN 4 Bulukumba.* Thesis in English Education Department Study Program, Faculty of Teacher Training and Education, Universitas Muhammadiyah Makassar. Supervised by Ummi Khaerati Syam and Farisha Andi Baso.

This study aims to determine the improvement of students' English language learning achievement, especially in students' recount text writing skills through the application of edutainment-based learning methods. This type of research is classroom action research. The research subjects were students of class X TITL SMKN 4 Bulukumba in the academic year 2024/2025 with one class consisting of 20 students. The data collection method was done through tests in the form of recount text writing tests for 2 cycles. The data analysis technique used was descriptive quantitative. The results showed that students' writing skills improved through the use of edutainment-based learning method (video and chain story game). This is indicated by the increase in recount text writing skills in the aspects of content, organization, grammar, vocabulary and mechanics. In the pre-cycle, the average value of recount text writing skills 58.1 increased to 73 in cycle I and 81 in cycle II. The percentage of students who have reached the minimum completeness criteria of writing skill has also increased from 35% in the pre-cycle increased to 65% in cycle I and 80% in cycle II. In addition, student activeness in the classroom also increased. The findings suggest that the integration of educational games and interactive media in English language learning can improve the learning experience of students and increase learning achievement.

Keywords: *Edutainment-based learning method, English learning achievement, writing skills, recount text*