ABSTRACT

ASNI, 2017 This final project is about *The Use of Jeopardy Game to Improve Descriptive Text Writing.* **Guided By Ummi Khaerati Syam and Maharida.**

This research aimed at finding out whether or not the use of Jeopardy Game improves students' writing in write descriptive text. The research applied pre-experimental design by one group pretest and posttest. The sample of the research was one class with using purposive sampling technique. The instrument of the research was writing test. The population of the research was the eight grade student of MTS Miftahul Jannah and the number of sample was 20 students.

The result of the research showed the percentage improvement in writing descriptive text in term of content and mechanis were in content 79.39 %. It was proven by students' score in pretest was 33 and posttest was 59.2. It indicated that posttest was higher than pretest (59.2 > 33). While, the students improvement in term of mechanics was 70.80%. The students score in posttest (69.6) was higher than pretest (40.75). The hypothesis t-test value was 16.995 and t-table 1.721, it meant that H1 was accepted.

Based on the t-test, the researcher found that there were significance difference between the result of pretest and posttest. In other words, using Jeopardy Game in descriptive text improved the students' writing.

Based on the result findings, it was concluded that the student's by using Jeopardy Game was improve in writing descriptive text text.

Key Word: Descriptive Text, Jeopardy Game, Writing