THE IMPLEMENTATION OF TEAM-GAMES TOURNAMENT (TGT) TO ENHANCE STUDENTS’ MOTIVATION IN LEARNING ENGLISH

(A Classroom Action Research at the Eighth Grade Class of SMP N 16 Surakarta in 2017/2018 Academic Year)

RESEARCH PAPER
Submitted a Partial Fulfilment of the Requirements for Getting Bachelor Degree of Education in English Department of Education

by
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2019
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Testify that the research paper I submit is the result of my own work and plagiarism free of others, except that in which writing was referred quoted in the text and mentioned in the reference. If in the next day the result proved the research paper plagiarism, I am responsible and willing accept sanction in accordance with applicable regulations.

Surakarta, 27 Juni 2019

The Reseacher

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MOTTO

“...Yesterday I was Clever,
I wanted to change the world.

Today I am wise,
So I am changing myself...”

“...Hari kemarin saya pintar,
Saya ingin mengubah dunia.

Hari ini saya bijak,
Karena itu saya mengubah diri saya.

-Jalal ad-Din Muhammad Rumi -
DEDICATION

This research paper is dedicated to:

1. Alloh SWT, my guide for my life,
2. My father, Gunawan,
3. My mother, Evy S,
4. My sista, Shela Ayu Destriani
5. My lil’ bro, Damar Nur Alamsyah,
6. All of my beloved big family and my friends, and
7. Muhammadiyah University of Surakarta.
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Sholawat and salam are given to the Prophet Muhammad SAW who has guided us from the darkness to the brightness. This research paper is one of the requirements in finishing the study in English Department of Muhammadiyah University of Surakarta. This research paper cannot be finished without contribution, help, guidance, and suggestion from several people. Therefore, on this opportunity I would like to express her gratitude to:

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_Wassalamu’alaikum Wr. Wb._

Surakarta, 19 Juli 2019

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THE IMPLEMENTATION OF TEAM-GAMES TOURNAMENT (TGT) TO ENHANCE STUDENTS’ MOTIVATION IN LEARNING ENGLISH (A Classroom Action Research at the Eighth Grade Class of SMP N 16 Surakarta in the Academic Year 2017/2018)

ABSTRAK

Kata Kunci: kuantitatif, teknik presentasi, penelitian kualitatif dan kuantitatif.

ABSTRACT
The objective of this research is to describe the implementation of Team-Games Tournament in learning English in SMP N 16 Surakarta. The kind of research is a mix to collecting data of the qualitative and quantitative. In this research the writer involved students grade of VIII. The researcher collected the data by means of system learning process in class. The result of the research indicated that the implementation of engineering the learning process in class can increase to the interest of students in learning English process in SMP N 16 Surakarta; 1) Students are more active in learning process, 2) The train students independency in a group discussion, 3) Material can be easy to be received by using Team-Games Tournament.

Keyword: learning method, presentation technique, qualitative and quantitative.
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