

USING MOBILE LEGEND MEDIA IN PROCEDURE TEXT TO INCREASE  
STUDENTS WRITING SKILL AT GRADE IX OF SMP IT AL IKHWAN TANJUNG  
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Oleh

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**Abstract**

The purpose of this study was to determine whether there was a significant effect of using mobile legend media on procedure text to improve student's writing ability. This type of research is quantitative research and is carried out with an experimental design with two classes, namely the experimental class with 20 students and the control class with 20 students. In the data collection technique, the researcher conducted a pre-test, treatment and post-test by giving an essay test consisting of 10 questions. The results of this study indicate that there is a significant effect of using mobile legend media on procedure text. This can be seen from the difference in the average pre-test and post-test scores of students in the experimental class which increased from 61.5 to 79.5. The average pre-test score in the control class was 60.25 while the post-test average in the control class was 66.75. This means that mobile legend media in procedure text can be applied to improve students' writing skills.

**Keywords: Mobile Legend Media, Procedure Text.**

**INTRODUCTION**

Language has a crucial role in human life; it allows people to express their thoughts, feelings, and desires, and it is also utilized as a channel for people to engage with one another and meet their everyday needs. In worldwide communication, English has long been the most significant language. When people from all over the world assemble at an international meeting, workshop, or conference, they speak the same language. To communicate their thoughts and desires, people require a form of communication known as language. In today's world, English is considered a global language.

English is a worldwide language. It is also used as a second language in several nations. Language is one of the instruments for understanding and expressing information, thoughts, and feelings. As a communication medium, English plays a vital function. It's also employed for technological, scientific, and cultural difficulties that necessitate a thorough understanding of English. Listening, speaking,

reading, and writing are the four language abilities that teenagers must learn in English education.

English is a foreign language for Indonesian people. It is very important to be taught and learnt at school because it is as an international language. It's mean everybody have to able to use English as their communication to each others. It is a system sound which is structured and used to communicate about peoples' feeling. It must be developed in four aspects of language.

There are four aspects of language skills to learn when learning English: listening, speaking, reading, and writing. Writing is one of the skills that students frequently confuse. Students always write in unstructured English. Procedure instruction One of the subjects in writing skill is text. Students in that subject must write a text based on generic structure and language features. Its text instructs students to write clearly about how to do something, such

as "how to cook fried rice," "how to operate a computer," and etc.

Teenagers must learn four language skills, one of which is writing. Writing as a method of expressing ideas should be done in our spare time as one of the language abilities. Harmer (2007) stated "Writing is frequently useful as preparation for another activity, especially when students write sentences that are appropriate for discussion activities."

There are four aspects of language skills to learn when learning English: listening, speaking, reading, and writing. Writing is one of the skills that students frequently confuse. Gregg and Steinberd (2017) who state that writing is similar to trying to work something. Students always write in unstructured English. Writing is an activity in which someone expresses their thoughts, feelings, and opinions on paper, as Olive and Levy (2002) explain. Written communication can provide readers with information. Procedure instruction One of the subjects in writing skill is text. Students in that subject must write a text based on generic structure and language features. Its text instructs students to write clearly about how to do something, such as "how to cook fried rice," "how to operate a computer," and etc.

Teenagers must learn four language skills, one of which is writing. Writing as a method of expressing ideas should be done in our spare time as one of the language abilities.

However, if someone wants to learn the English language, writing is not an easy activity event for them, particularly in the writing skill department. People can only uncover and communicate their ideas, issues, and experiences through writing. Writing is a tool for kids to express themselves on paper.

Furthermore, there are numerous issues with writing ability; the issue is related to the student's motivation. The situation of the students during the English writing exercise revealed their motivational issues. The kids who lacked writing habits are the final component.

There are various tactics that can be used in learning processing to improve a student's writing ability. The researcher used procedure text with a mobile legend as media in this research.

The goal of a text procedure is to give instructions on how to perform things. The text detailing the methods, processes, means, or steps to make/do (operate) something is known as a procedure/procedural text or text procedure.

A procedure text describes how to manufacture or accomplish something. There are various characteristics that must be learned when learning procedure texts, including generic structure, social function, and lexicogrammatical. Students are anticipated to be able to discern generic structure, social function, and lexicogrammatical in this text approach. As children learn to receive information and express themselves concurrently, changes in learning and behavior are frequently immediate and substantial. As a result, kids will become more active as a result of the simple activities that have changed so many lives since their debut. Because kids learn via movement, it increases their excitement for learning and their confidence in expressing themselves. They are also driven by the challenge of solving the difficulties that are presented.

Game-based learning is learning that is in accordance with teaching materials and is aided by technology, and technology displays some achievements when you have completed the quiz. Game-based learning is a learning method that employs game applications that are specifically designed to aid in the learning process. Students are expected to learn while having fun.

MOBA (Massive Online Battle Arena) Mobile Legend is a type of MOBA (Massive Online Battle) game. This can be thought of as a battle in an arena fought online by a group of participants. Mobile Legend was downloaded 20 million times in 2017, with 8 million daily

active users. This game has been downloaded 100 million times and has 43 million monthly active users in Southeast Asia, with Indonesia accounting for half of them.

Concerning the study's background, the researcher formulated the problem as follows: "Can the use of Mobile Legend Media in Procedure Text Increase the Students Writing Skill at Grade IX of SMP IT Al Ikhwan Tanjung Morawa Academic Year 2021/2022?"

The purpose of this study is to determine whether the use of Mobile Legend Media in Procedure Text can increase students' writing skills Grade IX of SMP IT Al Ikhwan Tanjung Morawa Academic Year 2021/2022.

## RESEARCH METHOD

Researchers used this research are basically static or quantitative data based on the use of mobile legend media in procedure texts to improve students' writing skills. Quantitative methods, according to Sugiono (2019), are research methods based on the positivist philosophy that are used to examine specific populations or samples, data collection using research instruments, and quantitative/statistical data analysis, all with the goal of testing predetermined hypotheses.

In conducted experimental research, the sample will be divided into two groups, namely the experimental group and the control group. The experimental group will be taught used the mobile legend media and the control group will be taught without used mobile legend media.

The population in this research is the total of the students of grade IX SMP IT Al Ikhwan Tanjung Morawa. There are many classes of the nine-year student and consist of 40 students from two classes: first class is IX 1 and the second class is IX 2. The sample will be selected by using random sampling technique. Sampling for research according to Arikunto (2010) (<https://eprints.uny.ac.id>, accessed on Wednesday, 6th April 2022) "If the subject less than 100 people must be taken all, if the subject large or more than 100 people can be taken 10-15% or 20-25% or more"

Two classes of the nine grade will be chosen as the sample. One of class in the control group and the other class is the experimental group. The researcher chose two classes they are IX 1 for the first class with 20 students as control group and IX 2 for the second class with 20 students as a experimental group. So the total number of students is 40 students at SMP IT Al Ikhwan Tanjung Morawa.

This study used a test as a data collection instrument. The data was collected using an essay test consisting of 10 questions with a score of 100 for the experimental group and the control group in the pre-test and post-test. Data collection techniques have important rules and conduct any research. The results of the study were valid. The test will be given to the control group and the experimental group.

After collecting the data from experimental and control groups, the result of the test. This research use quantitative experimental way. The following test is used to determine whether the data fulfill the criteria of the quality of variance.

The following steps are taken to analyze the data:

1. Scoring the sample's steps answers
2. Grouping their scores into two groups, namely the experimental group scores as the X and the control group as Y variable.
3. Computing statistically of experimental and control group.
4. Computing from both groups.
5. Applying the statistic test of as the following formulate researcher is using a formula, applied as:

$$t = \frac{X_1 - X_2}{\sqrt{\left(\frac{\sum x^2 + \sum x^2}{n_1 + n_2 - 2}\right) \left(\frac{1}{n_1} + \frac{1}{n_2}\right)}}$$

Where:

- $X_1$  : The mean of experimental group
- $X_2$  : The mean of control group
- $X_1^2$  : The deviation of experimental
- $X_2^2$  : The deviation of control group
- $n_1$  : The total sample of experimental group

$n_2$  : The total sample of control group

“The mean of experimental group ( $X_1$ )” is the average value. It equals to the sum of all the values divided by the numbers of observations from experimental group. “The mean of control group ( $X_2$ )” is a group of subject or conditions that is matched as closely as possible with an experimental group. “The deviation of experimental group ( $X_1^2$ )” is a measure of how spread out numbers are of experimental group. “The deviation of control group ( $X_2^2$ )” is a measure of how spread out numbers are of control group. “The total sample of experimental group ( $n_1$ )” is the number of total score from experimental group. “The total sample of control group ( $n_2$ ) is the number of total score from control group.

The criteria of testing hypothesis:

- 1) If  $t_{count}$  bigger than  $t_{table}$  on significance means: “There is a significant effect of using Mobile Legend media on the students’ achievement in writing procedure text”,  $H_a$  is accepted and  $H_0$  is rejected.
- 2) If  $t_{count}$  less than  $t_{table}$  on significance level means: “There is no significant effect of Mobile Legend media on the students’ achievement in writing procedure text”,  $H_a$  is rejected and  $H_0$  is accepted.

## RESEARCH RESULTS

The experimental was done in 2021/2022 year the IX grade of SMP IT Al Ikhwan Tanjung Morawa. The following was the result of pre-test and post-test of two groups. In this research, the sample was divided into two groups, namely the control groups and experimental groups, which were used as the data of the study.

**Table 1**  
**The Result of Pre-Test and Post-Test of Control Class**

No	Students’ Initial Name	Pre-test	Post-test
1	ATW	60	60
2	AZZ	70	70
3	ARS	60	70

4	AK	60	70
5	AAA	50	60
6	AAA	60	60
7	AN	60	70
8	CMW	60	60
9	DK	50	60
10	DBM	60	70
11	FS	60	70
12	GP	50	60
13	HNW	50	60
14	IN	60	70
15	JP	60	60
16	KGR	60	70
17	MHAJ	70	80
18	MRR	60	70
19	MFSP	75	75
20	MNH	70	70
<b>Total</b>		<b>1205</b>	<b>1335</b>
<b>Mean Score</b>		<b>60,25</b>	<b>66,75</b>

Based on the result of control group above, it can be known that the sum of the students’ score of pre-test is 1205 with mean score is 60,25 (*sufficient*) and post-test is 1335 with the mean score is 66,75 (*sufficient*). Based on the control group above, it can be seen that the highest score of the students is 80 and the lowest score is 50.

The result of pre-test and post-test acquired by students of control group are as follow:

**Table 2**  
**The Result of Pre-Test and Post-Test of Experimental Group**

No	Students’ Initial Name	Pre-test	Post-test
1	MZJ	70	80
2	MIK	60	80
3	MRR	60	80
4	NASR	60	80
5	RRTS	60	80
6	RR	60	75
7	RTF	60	80
8	RNAL	50	80
9	RP	60	80
10	S	50	80
11	SM	60	80
12	SNS	60	75
13	SAP	65	80
14	TL	60	80
15	TAF	65	80
16	ZHN	70	80
17	ZZ	60	80
18	AF	70	80
19	APS	60	80
20	BW	70	80
<b>Total</b>		<b>1230</b>	<b>1590</b>
<b>Mean Score</b>		<b>61,5</b>	<b>79,5</b>

Based on the result of experimental group above, it can be known that the sum of the students' score of pre-test is 1230 with the mean score is 61,5 (*sufficient*) and post-test is 1590 with the mean score is 79,5 (*Good*). Based on the experimental group above, it can be seen that the highest score of the students is 80 and the lowest score is 50.

After got the data and the result of test, then the data was analyzed by applying test to prove hypothesis by calculating data as table below:

**Table 3**  
**The Difference Result of Pre-Test and Post-Test of Control Group**

No	Students' Initial Name	Pre-test T <sub>1</sub>	Post-test T <sub>2</sub>	Y=T <sub>2</sub> -T <sub>1</sub>
1	ATW	60	60	0
2	AZZ	70	70	0
3	ARS	60	70	10
4	AK	60	70	10
5	AAA	50	60	10
6	AAA	60	60	0
7	AN	60	70	10
8	CMW	60	60	0
9	DK	50	60	10
10	DBM	60	70	10
11	FS	60	70	10
12	GP	50	60	10
13	HNW	50	60	10
14	IN	60	70	10
15	JP	60	60	0
16	KGR	60	70	10
17	MHAJ	70	80	10
18	MRR	60	70	10
19	MFSP	75	75	0
20	MNH	70	70	0
<b>Total</b>				<b>130</b>

Based on the table above, it can be counted that total score of  $Y=T_2-T_1$  is 130, in order to find out the mean of control group the score is calculated as below:

After got the data and result of the test, then data was analyzed by applying test hypothesis by calculating data table below.

$$\begin{aligned}
 MX &= \frac{Y}{NY} \\
 &= \frac{130}{20} \\
 &= 6,5
 \end{aligned}$$

Then, the table below had shown the difference score of pre-test and post-test of control group.

**Table 4**  
**The Difference Result of Pre-Test and Post-Test of the Experimental Group**

No	Students' Initial Name	Pre-test T <sub>1</sub>	Post-test T <sub>2</sub>	Y=T <sub>2</sub> -T <sub>1</sub>
1	MZJ	70	80	10
2	MIK	60	80	20
3	MRR	60	80	20
4	NASR	60	80	20
5	RRTS	60	80	20
6	RR	60	75	15
7	RTF	60	80	20
8	RNAL	50	60	10
9	RP	50	80	30
10	S	50	80	30
11	SM	60	80	20
12	SNS	60	75	15
13	SAP	65	80	15
14	TL	60	80	20
15	TAF	65	80	15
16	ZHN	70	80	10
17	ZZ	60	80	20
18	AF	70	80	10
19	APS	60	80	20
20	BW	70	80	10
<b>Total</b>				<b>350</b>

Based on the table above, it can be counted that total score of  $X=T_2-T_1$  is 350, in order to find out the mean of experimental group the score is calculated as below:

$$MX = \frac{X}{NX}$$

$$= \frac{350}{20} = 17,5$$

**Table 6**

**The Calculation to Find the “T”**

No	X	Y	X= (X-MX)	Y= (Y-My)	X <sup>2</sup>	Y <sub>2</sub>
1	10	0	7,5	6,5	56,25	42,25
2	20	0	-2,5	6,5	6,25	42,25
3	20	10	-2,5	-3,5	6,25	12,25
4	20	10	-2,5	-3,5	6,25	12,25
5	20	10	-2,5	-3,5	6,25	12,25
6	15	0	2,5	6,5	6,25	42,25
7	20	10	-2,5	-3,5	6,25	12,25
8	10	0	7,5	6,5	56,25	42,25
9	30	10	-12,5	-3,5	156,25	12,25
10	30	10	-12,5	-3,5	156,25	12,25
11	20	10	-2,5	-3,5	6,25	12,25
12	15	10	2,5	-3,5	6,25	12,25
13	15	10	2,5	-3,5	6,25	12,25
14	20	10	-2,5	-3,5	6,25	12,25
15	15	0	2,5	6,5	6,25	42,25
16	10	10	7,5	-3,5	56,25	12,25
17	20	10	-2,5	-3,5	6,25	12,25
18	10	10	7,5	-3,5	56,25	12,25
19	20	0	-2,5	6,5	6,25	42,25
20	10	0	7,5	6,5	56,25	42,25
<b>Total</b>					<b>675</b>	<b>455</b>

Related to the data on the above table in order to know the standard deviation. Based on the calculation of the scores in tables above, the following formula of t-test was implemented to find out the critical value of both samples in groups as the main basic implementation to the hypothesis of this research.

$$t = \frac{M_X - M_Y}{\sqrt{\left(\frac{x^2 + y^2}{nx + ny - 2}\right)\left(\frac{1}{nx} + \frac{1}{ny}\right)}}$$

Its means that:

$$M_X = 17,5$$

$$M_Y = 6,5$$

$$x^2 = 675$$

$$y^2 = 455$$

$$nx = 20$$

$$ny = 20$$

After knowing the value as stated above, thus, the each value calculated as follows:

$$t = \frac{17,5 - 6,5}{\sqrt{\left(\frac{675 + 455}{20 + 20 - 2}\right)\left(\frac{1}{20} + \frac{1}{20}\right)}}$$

$$t = \frac{11}{\sqrt{\left(\frac{1130}{38}\right)\left(\frac{1}{20} + \frac{1}{20}\right)}}$$

$$t = \frac{11}{\sqrt{(29,73)(0,1)}}$$

$$t = \frac{11}{\sqrt{(29,73)(0,1)}}$$

$$t = \frac{11}{\sqrt{2,97}}$$

$$t = 1,72$$

$$t = 6,39$$

The testing of hypothesis should be done in order to know whether the hypothesis is accepted or rejected. Based on t-table with df38 (n + n - 2 = 20 + 20 - 2 = 38) at t-critical 0.05 it's obtained 1,68. If compared the value of t<sub>o</sub> and t<sub>i</sub>, so it shows that the value of t-observed is bigger than the value of t-table or 6,39 > 1,68. It means that the hypothesis is accepted.

Based on the calculations and explanations above, it was concluded that "there is a significant effect using mobile legends media on students' writing achievement" and the hypothesis is accepted in other words, the learning achievement of students who are taught using the mobile legends media method in procedure text is higher than those who are not.

### CONCLUSION

Based on the results of the analysis, the researcher concludes that understanding of using mobile legend media as an alternative new method in student writing learning,

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especially in procedure text. The post-test result of the experimental class has the highest score of 80 and the pre-test value of the experimental class has decreased by 50. It is concluded that by using the mobile legend media strategy the procedure text has increased or is better than the others.

Mobile legend media learning method has a significant influence. Great and positive in teaching writing procedure text to students. Where students who are taught with the mobile legend media strategy have a higher score than students who are taught without the mobile legend media method, thus showing the t-observed value is higher than the t-table value or  $6.39 > 1.68$ . This can be seen from the the difference between the experimental class and the control class from the post-test results where the average experimental class (X) is 17.5 while the control class average (Y) is 6.5 that the hypothesis ( $H_a$ ) is accepted. This means that there is a significant effect of using the mobile legend media learning method on procedure text on class IX students of SMP IT Al-Ikhwan Tanjung Morawa.

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