

CONTENTS

ACKNOWLEDGEMENT	i
LIST OF TABLES	ii
CHAPTER I INTRODUCTION	1
A. The Background of Study	1
B. Statement of Research Problems	2
C. Aim of Research	3
D. Significance of Research	3
E. Limitation of Research	3
F. Operational Definition	4
G. Rationale	4
H. Hypothesis	6
I. Step of Research	6
a. Determining Source of Data	6
b. Dividing the group of Research	8
c. Preparation	8
d. Experiment	9
e. Technique of Collecting Data	9
f. Analyzing Data	10

CHAPTER II LITERATUR REVIEW	13
A. GENERAL REMARKS	13
B. LANGUAGE GAMES	14
1. The Definition of Language English Games	14
2. The Characteristics of Game	14
3. The Types of Games	15
4. The Advantages and Disadvantages of Games	18
C. LEARNING PROCESS	19
1. The Definition of Learning	19
2. The Characteristics of Learning	19
3. The Learning Styles.....	22
D. LEARNING BOREDOM	22
1. The Definition of Boredom	22
2. The Types of Boredom	24
3. The Suggestion of Avoiding the Boredom	25
CHAPTER III DESCRIPTION OF RESEARCH FINDING	26
A. School Description	26
B. Students Perception That Using Puzzle	30
C. Students Perception That Does Not Use Puzzle	31
D. The Difference of Students Perception That Use Puzzle and Does Not Use Puzzle	31
E. Data Analysis	31

CHAPTER IV CONCLUSION AND SUGGESTION	53
A. CONCLUSION	53
B. SUGGESTION	53

BIBLIOGRAPHI

APPENDIXES