

**ANALYSIS OF THE USE “WHO AM I GAME” IN LEARNING
DESCRIPTIVE TEXT TO INCREASE STUDENTS WRITING SKILLS OF
JUNIOR HIGH SCHOOL 30 PALEMBANG**

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ABSTRACT

This research aimed to explore the game “Who am I” on students’ ability to understand descriptive text at Junior High School 30 Palembang. The game “Who am I” determined the success of students’ interest in learning English. Teaching English in indonesia mean that language learners must be able to communicate with native language speakers and understood that English is used as a second language in several countries. Sectors of the nation that function as abridge to other languages, such as trade and education. The research method used in this method was qualitative which used data collection techniques through observation, interviews and direct documentation at Junio High School 30 Palembang. Based on this research, the “Who am I” game method was used. Could have a significant positive impact on English learning, especially on English writing skills. Students become able to write. From the results of this research, students agreed that used the “Who am I” game method increased their writing skills, regarded descriptive text, observation and the interview process as a result of their writing practice through the “Who am I” game.

Keywords: *Increase Writing Skills, Descriptive Text, Who am I Game*