

USING GAMES TO IMPROVE STUDENTS' SPEAKING SKILLS

(A Classroom Action Research)

A THESIS

Submitted in partial fulfillment of the requirements

for the Master's Degree in English Education



BY

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ENGLISH EDUCATION STUDY PROGRAM

SCHOOL OF POSTGRADUATE STUDIES

UNIVERSITAS PENDIDIKAN INDONESIA

2019

USING GAMES TO IMPROVE STUDENTS' SPEAKING SKILLS (A CLASSROOM ACTION RESEARCH)

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S.Pd Universitas Negeri Medan, 2016

Sebuah Tesis yang diajukan untuk memenuhi salah satu syarat memperoleh gelar
Magister Pendidikan (M.Pd.) pada Fakultas Pendidikan Bahasa dan Seni

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November 2019

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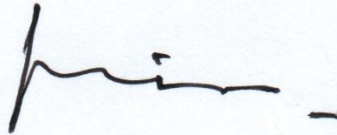
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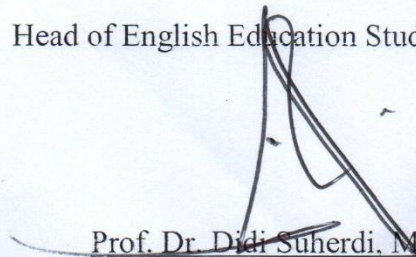
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ABSTRACT

Speaking ability is one of the major skills needed to master a language, but the students observed in the reconnaissance showed that the students have low ability in speaking. Games have potential as one of the methods to successfully teach speaking skills, but the use of a game observed in the reconnaissance showed that the game implemented was still unsuitable for the class as it did not allow equal chances to speak. This research aims to improve the process of teaching and learning speaking skills by using a game that fits the criteria of good games. This study implemented participatory classroom action research in class X of one school in Bandung. The process of the research followed the steps: Planning, Acting, Observing, and Reflecting. There are two sets of instruments that were used in this study, a researcher's observation checklist and teacher's questionnaire. The students were given pre-test and post-test to know the improvement of the students' skills. Three cycles were done in this study until the desirable result was achieved. The result of the study showed that after making some changes on how the 'Who am I' game was presented and played, it was able to improve the teaching and learning activity. The game provided a fun activity that allowed all students to equally practice speaking and helped improving students' speaking skills as well as their motivation and confidence. The result of the test was calculated manually using match t-test. The t-test score proved that the improvements on students' speaking skills and all of its aspects were significant in every cycle because the $t_{obs} > t_{crit}$. It was recommended that for future study this modified game to be implemented for other topics of study. It was also recommended that studies involving games ought to not simply try the game but to consider making changes to fulfill the needs of the class and to improve its uses.

Keywords: *Speaking, Speaking Games, Who am I game*

ABSTRAK

Kemampuan berbicara adalah salah satu keterampilan utama yang diperlukan untuk menguasai suatu bahasa, namun hasil pengamatan awal menunjukkan bahwa siswa memiliki kemampuan berbicara yang rendah. Game memiliki potensi sebagai salah satu metode yang dapat mengajarkan keterampilan berbicara, tetapi penggunaan game pada pengamatan awal menunjukkan bahwa game yang diterapkan masih belum cocok untuk kegiatan kelas karena tidak memberikan kesempatan bagi siswa untuk berbicara. Penelitian ini bertujuan untuk meningkatkan proses pengajaran dan pembelajaran keterampilan berbicara dengan menggunakan game yang sesuai dengan kriteria game yang baik. Penelitian ini menerapkan penelitian tindakan kelas partisipatif di kelas X di satu sekolah di Bandung. Proses penelitian ini adalah: Perencanaan, Pelaksanaan, Pengamatan, dan Refleksi. Ada dua set instrumen yang digunakan dalam penelitian ini, daftar pengamatan peneliti dan kuesioner guru. Para siswa diberikan pre-test dan post-test untuk mengetahui peningkatan keterampilan para siswa. Tiga siklus dilakukan dalam penelitian ini sampai hasil yang diinginkan tercapai. Hasil penelitian menunjukkan bahwa setelah membuat beberapa perubahan tentang bagaimana permainan 'Who am I' disajikan dan dimainkan, game ini dapat meningkatkan kegiatan belajar mengajar. Game ini menyediakan kegiatan belajar yang menyenangkan dan memungkinkan semua siswa untuk berlatih berbicara, meningkatkan keterampilan berbicara, motivasi dan kepercayaan diri siswa. Hasil tes dihitung secara manual menggunakan match t-test. Skor t-test membuktikan bahwa peningkatan keterampilan berbicara siswa dan tiap aspeknya signifikan untuk setiap siklus karena $t_{obs} > t_{krit}$. Untuk studi lanjut direkomendasikan agar game yang dimodifikasi ini diterapkan untuk topik studi lain. Studi yang melibatkan games juga direkomendasikan untuk tidak hanya mencoba game namun juga mencoba membuat modifikasi pada game tersebut untuk memenuhi kebutuhan kelas dan untuk meningkatkan penggunaannya.

Kata kunci: *Kemampuan Berbicara, Games Berbicara, Game Who am I*

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