

ABSTRACT

Nadia Huril 'Aini. Student Registered Number: 12203193095. The Effectiveness of Find Someone Who Game on Seventh Grade Student's Speaking Skill at UPT SMPN 2 Kademangan. Thesis. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic of University of Sayyid Ali Rahmatullah Tulungagung. Advisor: Dr. H. Nursamsu, M. Pd.

Key words: Effectiveness, Speaking Skill, Find Someone Who Game.

Many students have difficulty in mastering speaking. This is because monotonous learning makes students bored and unfocused during learning. In addition, the lack of practice causes students to lack mastery of several aspects of speaking such as pronunciation, grammar, vocabulary, fluency, and comprehension..To help students to solve this problem, the teacher should be able to find a teaching method that makes student interest and happy in teaching speaking. Find Someone Who game can be used as a teaching strategy to help teachers in teaching speaking, because it can be used to train students' speaking skills effectively.

The problems of this study: Is there any difference between student's speaking skill before and after being taught by Find Someone Who game at seventh grade of UPT SMPN 2 Kademangan?

Based on the research problem, the purpose of this study is to know the difference between student's speaking skill taught by 'Find Someone Who' game and without Find Someone Who game.

This study used quantitative approach, exactly in pre-experimental design by using one group pre-test and post-test. The population of this study was all students at seventh grade in UPT SMPN 2 Kademangan The sample of this study was 31 students of seventh grade student that chosen by purposive sampling technique. The research instrument used was test. The researcher analyzed the data by using Paired Sample T-test with IBM SPSS Statistics 26.0.

The finding showed that there is any significant difference between the results of pre-test and post-test. The mean of pre-test was 10.67, while the mean of post-test was 16.96. It means that there was increasing score on the student's speaking skill. From statistical calculation of T-test showed that the significance value was 0.000. It was smaller than standard significance level (0.05) or $0.000 < 0.05$. It means that the alternative hypothesis (H_a) was accepted and null hypothesis (H_0) was rejected. Therefore, Find Someone Who game is effective to seventh grade students' speaking skill at UPT SMPN 2 Kademangan. In other words, the use of Find Someone Who can be an alternative to teach speaking at UPT SMPN 2 Kademangan.

ABSTRAK

Nadia Huril 'Aini. NIM: 12203193095. Efektifitas Permainan Find Someone Who terhadap Keterampilan Berbicara Siswa Kelas VII di UPT SMPN 2 Kademangan. Tesis. Tadris Bahasa Inggris. Fakultas Tarbiyah dan Ilmu Keguruan. Universitas Islam Negeri Sayyid Ali Rahmatullah Tulungagung. Pembimbing : Dr. H. Nursamsu, M.Pd.

Kata kunci: Keefektifan, Keterampilan Berbicara, Permainan Find Someone Who.

Banyak siswa mengalami kesulitan dalam penguasaan berbicara. Hal ini dikarenakan pembelajaran yang monoton membuat siswa bosan dan tidak fokus selama pembelajaran. Selain itu, kurangnya latihan menyebabkan siswa kurang menguasai beberapa aspek berbicara seperti pengucapan, tata bahasa, kosa kata, kelancaran, dan pemahaman. Untuk membantu siswa memecahkan masalah ini, guru harus dapat menemukan metode pengajaran yang tepat yang membuat siswa tertarik dan senang dalam pengajaran berbicara. Permainan Find Someone Who dapat digunakan sebagai strategi pengajaran untuk membantu guru dalam mengajar berbicara, karena dapat digunakan untuk melatih kemampuan berbicara siswa secara efektif.

Rumusan masalah penelitian ini: Apakah ada perbedaan keterampilan berbicara siswa sebelum dan sesudah diajar dengan permainan Find Someone Who di kelas VII UPT SMPN 2 Kademangan?

Berdasarkan rumusan masalah, tujuan dari penelitian ini adalah untuk mengetahui perbedaan keterampilan berbicara siswa yang diajar dengan permainan Find Someone Who dan tanpa permainan Find Someone Who.

Penelitian ini menggunakan pendekatan kuantitatif, tepatnya dengan desain pre-experimental dengan menggunakan one group pre-test dan post-test. Populasi penelitian ini adalah seluruh siswa kelas VII di UPT SMPN 2 Kademangan Sampel penelitian ini adalah 31 siswa kelas VII yang dipilih dengan teknik purposive sampling. Instrumen penelitian yang digunakan adalah tes. Peneliti menganalisis data dengan menggunakan Paired Sample T-test dengan IBM SPSS Statistics 26.0.

Temuan menunjukkan bahwa ada perbedaan yang signifikan antara hasil pre-test dan post-test. Rata-rata pre-test adalah 10,67, sedangkan rata-rata post-test adalah 16,96. Ini berarti ada peningkatan skor pada keterampilan berbicara siswa. Dari perhitungan statistik uji-t diperoleh nilai signifikansi sebesar 0,000. Nilai itu lebih kecil dari tingkat signifikansi standar (0,05) atau $0,000 < 0,05$. Artinya hipotesis alternatif (H_a) diterima dan hipotesis nol (H_0) ditolak. Oleh karena itu, permainan Find Someone Who efektif untuk keterampilan berbicara siswa kelas VII di UPT SMPN 2 Kademangan. Dengan kata lain, penggunaan Find Someone Who dapat menjadi salah satu alternatif pengajaran berbicara di UPT SMPN 2 Kademangan.

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The writer realizes that this research is far from being perfect. Therefore, any constructive critics and suggestion will be gladly accepted.

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