

ABSTRACT

Ambarwati, Mulya. 2019. *The Effectiveness of Using Board Game in Teaching Speaking to Junior High School Students*. Undergraduate Thesis. English Language Education Department. Faculty of Teacher Training and Education. University of PGRI Adi Buana Surabaya. Advisor : Dr. Siyaswati, M.Pd

Keywords : *board game, teaching, speaking.*

The research deals with the effectiveness of using board game in teaching speaking namely snake and ladder game. The researcher chooses the game as a media to teaching speaking because this strategy can help students be more enthusiastic in learning, help them to be more confident in practicing speaking, and help overcome boredom in students when the learning process takes place.

In this research, the research used a descriptive qualitative method. The source of data was students of junior high school at eighth grade class of C and English teachers in SMP N 22 Surabaya in the academic year 2018/2019. The researcher conducted observation and interview to collect the required data. In validating the data, the researcher used data source triangulation by comparing the result of observation, interview, questionnaire, and document.

Based on the research finding in the result of observation, interview, questionnaire, and document it was found out that board game in teaching speaking in junior high school students at eighth grade was effective. Conclusions and suggestions are given so that this research can be useful for the reader, especially for development English language education in teaching speaking.

ABSTRAK

Ambarwati, Mulya. 2019. *Keefektifan Menggunakan Board Game dalam Mengajar Berbicara untuk siswa Sekolah Menengah Pertama*. Tesis Sarjana. Program Studi Pendidikan Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas PGRI Adi Buana Surabaya. Pembimbing: Dr. Siyaswati, M..Pd
Kata kunci: board game, mengajar, berbicara.

Penelitian ini berkaitan dengan keefektifan menggunakan permainan papan dalam mengajar *speaking* yang disebut ular tangga. Peneliti memilih permainan papan sebagai media untuk mengajar berbicara karena strategi ini dapat membantu siswa menjadi lebih antusias dalam belajar, membantu siswa lebih percaya diri dalam berlatih *speaking*, dan membantu mengatasi kebosanan pada siswa ketika proses pembelajaran berlangsung.

Dalam penelitian ini, penelitian ini menggunakan metode deskriptif kualitatif. Sumber data dalam penelitian ini dikumpulkan dari siswa SMP di kelas delapan C dan guru bahasa Inggris SMP N 22 Surabaya pada tahun akademik 2018/2019. Peneliti melakukan observasi dan wawancara untuk mengumpulkan data yang diperlukan. Dalam memvalidasi data, peneliti menggunakan triangulasi sumber data dengan membandingkan hasil observasi, wawancara, kuesioner, dan dokumen.

Berdasarkan temuan penelitian pada hasil observasi, wawancara, kuesioner, dan dokumentasi bahwa penggunaan permainan papan dalam mengajar berbicara pada siswa SMP di kelas delapan efektif. Simpulan dan saran diberikan agar penelitian ini bermanfaat bagi pembaca, khususnya bagi pembinaan dan pengembangan pendidikan bahasa Inggris dalam mengajar *speaking*.

Motto

“We are the ones who control the world not the world that controls us. Be a leader even though what we lead is ourselves”

(Mulya Ambarwati)

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The researcher realizes that this thesis is far from being perfect. Hence, the researcher hopes for some corrections, suggestions, or criticism and improve it. Finally, the researcher hopes that this thesis is useful for researcher especially and the readers generally.

Surabaya, February 2th 2019

The Writer

MULYA AMBARWATI

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