

**Students' Perception on Baamboozle Game to Support
Speaking Performance**

UNDERGRADUATE THESIS



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ENGLISH LANGUAGE EDUCATION DEPARTMENT**

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**STUDENTS' PERCEPTION ON BAAMBOOZLE GAME TO
SUPPORT SPEAKING PERFORMANCE**

UNDERGRADUATE THESIS

Submitted in partial fulfilment of the requirements for completing
the Bachelor Degree in the Department of English Education

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2023**

CERTIFICATION

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Title : Students' Perception on Baamboozle Game to Support Speaking Performance


Has been approved by the advisor for further examination.

Acknowledgement by,

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APPROVAL SHEET

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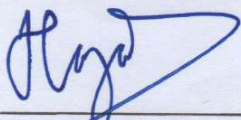
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STATEMENT OF ORIGINALITY

This is to certify that I am the undersigned below:

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Justify that this Undergraduate Thesis is my original work. I do not plagiarize other people's works, except the legal quotations. If it can be proved someday that this thesis is a plagiarism, I am to bear the consequences of my deed.

Surabaya, 05 July 2023

The researcher,



ABSTRACT

Puspita, Meta Sukma. (2023). Students' Perception on Baamboozle Game to Support Speaking Performance. Undergraduate Thesis. English Language Department. Faculty of Social Science and Humanities. Universitas PGRI Adi Buana Surabaya. Advisor: Dr. Nukmatus Syahria, S.Pd., M.Pd.

Keywords: *Young Learners, Digital Game, Speaking Performance*

This study is to examine the application of the Baamboozle game to support young learners' Speaking activities and to discover the use of the Baamboozle digital game to increase young learners' Speaking Performance. This study applied a qualitative study with a case study approach. The data in this study were interviews with five students of the 1st grade and observation with field notes. The data were analyzed by using thematic analysis. The results showed that most of the students were happy to learn Speaking Performance using Baamboozle because it did not make them feel bored, it was challenging, it made them easy to learn English, and it made them feel more comfortable speaking in English without feeling scared making any mistake. This study has implications for the young learners' teachers in order to apply engaging Speaking activities to encourage young learners to speak in English in order to improve their Speaking skills.

ABSTRAK

Puspita, Meta Sukma. (2023). Students' Perception on Baamboozle Game to Support Speaking Performance. Skripsi. Program Studi Pendidikan Bahasa Inggris. Fakultas Ilmu Sosial Dan Humaniora. Universitas PGRI Adi Buana Surabaya. Pembimbing: Dr. Nukmatus Syahria, S.Pd., M.Pd.

Keywords: *Pelajar Muda, Permainan Digital, Speaking Performance*

Penelitian ini adalah untuk menguji penerapan permainan Baamboozle untuk mendukung kegiatan *Speaking* pelajar muda dan menemukan penggunaan permainan digital Baamboozle untuk meningkatkan *Speaking Performance* pelajar muda. Penelitian ini menggunakan penelitian kualitatif dengan pendekatan studi kasus. Data dalam penelitian ini adalah wawancara dengan lima siswa kelas 1 dan observasi dengan catatan lapangan. Data dianalisis dengan menggunakan tematik analisis. Hasil penelitian menunjukkan bahwa sebagian besar siswa senang belajar menggunakan Baamboozle karena tidak membuat mereka bosan, menantang, membuat mereka mudah belajar bahasa Inggris, dan membuat mereka merasa lebih nyaman berbicara dalam bahasa Inggris tanpa takut kesalahan. Penelitian ini berimplikasi pada guru pengajar muda untuk menerapkan kegiatan *Speaking* yang menarik untuk mendorong pembelajar muda berbicara dalam Bahasa Inggris untuk meningkatkan keterampilan *Speaking* mereka.

DEDICATION

This thesis is proudly dedicated to:

1. Thanks to my lord Allah SWT who has been giving me power, a brain, and a healthy body to finish this thesis.
2. Thanks to my prophet Nabi Muhammad SAW who has become my inspiration.
3. Thanks to my family as my supportive support.
4. Thanks to my lovely pets Appa and Saisai.
5. Thanks to all of the researcher's favorite friends.
6. Thanks to all of the researcher's colleagues.
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MOTTO

Don't be afraid of pressure. Pressure is what transforms a lump of coal into a diamond.

- Nicky Gumbel

You don't fight anyone else, you fight with yourself.

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Praise and gratitude to Allah the Almighty for His blessings and grace so that the author can complete the thesis entitled “Students’ Perception on Baamboozle Game to Support Speaking Performance” right in the right time.

The purpose of the writing thesis is to examine the students’ perception on Baamboozle game to support Speaking activities. On this occasion the authors also wish to express her deep and sincere gratitude for those who have support, assistance, and guidance in completing this thesis:

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6. Fajar Susanto, SS., M.Pd. as the Head of the English Language Education Department and the Examiner in my thesis.
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However, the author feels there are still many mistakes in the preparation of this thesis. Because, of this the research kindly receives critics and suggestions. Hopefully, this thesis can be accepted as a good example for future research.

Surabaya, 05 July 2023

Meta Sukma Puspita

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