

## **ABSTRACT**

### **THE USE OF MINGLE GAME TO IMPROVE SECOND GRADE STUDENTS' SPEAKING ACHIEVEMENT AT SMAN 1 BANDAR LAMPUNG**

**By**

**Susan Rizki Utami**

There are various techniques that can be used in teaching speaking. However, pressured atmosphere and lack of activities are frequently found in the implementation. Hence, a mingle game as one of games are needed to make class enjoyable and to have more speaking practice. The aims of this research were to find out i) if there is a significant difference of students' speaking achievement after being taught by using Mingle Game and ii) the pattern of students' speaking achievement.

The subject were 36 students of class XI IPA 5 at SMAN 1 Bandar Lampung in 2016/2017 academic year. There were two raters to assess students' speaking performances and speaking test was used as the instrument. The students' speaking achievements were measured in terms of pronunciation, fluency, and comprehensibility. The data were analyzed by using Repeated measure t-test in which the significance was determined by  $p < 0.05$  and hypothesis testing was computed using Statistical Package for Social Science (SPSS).

The result shows T-ratio is higher than T-table ( $18.402 > 2.030$ ). The mean score of pre-test is 62.97 and the mean score of posttest is 73.25 in which the gain is 10.28. This implies that there was a statistically significant difference of the students' speaking achievement between the pre-test and the posttest after the use of Mingle Game technique. This suggests that teaching speaking through Mingle Game technique facilitates the students to improve their achievement in speaking.

***Keywords:*** *speaking, achievement, mingle game*