

## **ABSTRACT**

### **TEACHING SPEAKING THROUGH HIDDEN OBJECT GAME AT FIRST GRADE STUDENTS OF SMAN 5 BANDAR LAMPUNG**

**By**

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The research was conducted to find out whether the hidden object game as a medium can be used to statistically increase students' speaking achievement and how the students' responses to the implementation of the hidden object game.

The subjects were the students of X MIA 2 in SMAN 5 Bandar Lampung and used one group pretest-posttest design as the method. The researcher also asked the students' responses toward the media by

The result shows that teaching speaking using hidden object game can be used to improve the students' speaking ability significantly and students also give positive response to the implementation. Paired samples t-test was used to compute the data. The result was the value of two tailed significance was 0.00 so  $< 0.05$  ( $= 0.00$ ) and t-value was higher than t-table ( $18.834 > 2.042$ ). In conclusion, hidden object game has a significance effect in increasing students' speaking achievement and the students give positive responses of the implementation of hidden object game.