

ABSTRACT

THE IMPLEMENTATION OF BOARD GAME IN IMPROVING STUDENTS' SPEAKING SKILL IN THE FIRST YEAR OF SMAN 7 BANDAR LAMPUNG IN ACADEMIC YEAR 2016/2017.

By

Anggi Ananda Putri

Speaking is one of many ways of communication in which a person expresses ideas, exchanges the information and shares her/his feeling with others. It is commonly acknowledged that speaking is one of complex skills of English. This is reasonable because speaking has some crucial elements, i.e. vocabulary, grammar, pronunciation, fluency, and comprehension. However, Indonesian students still experience difficulties to speak English appropriately because they lack of practice developing this skill. This situation unavoidably influences students' speaking skills during the classroom activity.

Therefore, this research was aimed at finding out whether there was any significant difference of the students' speaking skill after they are taught using Board Game. The population of this research was the first grade students of SMAN 7 Bandar Lampung consisting of 35 students as experimental class. Speaking test was used to collect data in this research.

The results showed that the students' mean score of pre-test was 51.63 and their score of post-test after the implementation of board game was 71.08, in which the gain amounted 19.45. It was proven by the result of Paired Sample t-test, which showed that the value of two tails significance is (0.00) lower than alpha ($0.00 < 0.05$) and it means that null hypothesis is rejected and alternative hypothesis is accepted. It can be concluded that there was improvement on students' speaking skills after being taught using board game. Board game could improve students' speaking skills in five aspects, pronunciation, grammar, vocabulary, fluency, and comprehension. So, it can be concluded that board game could be used to improve students' speaking skills.