ABSTRACT

TEACHING ENGLISH FOR HOSPITALITY THROUGH VIRTUAL-REALITY BASED LEARNING TO IMPROVE STUDENTS' MOTIVATION AND SPEAKING ACHIEVEMENT

By:

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This research aimed to explore the effectiveness of Virtual-Reality (VR) based learning in improving students' motivation and speaking achievement in the context of teaching English for Hospitality. The objectives were to examine the increase in speaking achievement, identify the aspect of speaking that exhibited the most improvement, investigate the impact on students' motivation, and explore the relationship between motivation and speaking achievement. A quantitative research methodology was employed, utilizing a one-group pretest-posttest design with a sample of 23 students from Politeknik Negeri Lampung.

The result of the study showed significant improvements in students' speaking achievement after the implementation of VR-based learning with the pretest mean score at 116.74 and the posttest mean score at 198.70. Further examination of the different aspects of speaking skills demonstrated that comprehension exhibited the highest improvement as indicated by a t-statistic of 21.423. The analysis of the data revealed that the students' motivation increased significantly with the mean difference of 1.348. Moreover, the analysis also revealed a strong positive correlation between students' motivation and their speaking achievement.

This shows that the implementation of VR-based learning in the teaching of English for Hospitality can significantly enhance students' speaking achievement, particularly in the aspect of comprehension. Furthermore, the findings highlight the positive impact of VR-based learning on students' motivation.

Keywords: Virtual Reality, English for Hospitality, Speaking Achievement