

ABSTRACT

UTILIZATION OF PAKLEK FRANÇAIS GAME MEDIA TO IMPROVE STUDENTS' FRENCH SPEAKING SKILLS IN CLASS XI HÔTELLERIESMK N 3 BANDARLAMPUNG

By

ZAHARA NURFAIZAH

This research aims to determine the effectiveness of the game media “paklek français” in improving the French speaking ability of the research subjects. The subjects of this research are students of class XI Hôtellerie2 SMKN 3 Bandarlampung which consist of 30 students. This was a quantitative experiment. The research used pre-experimental design, one group pretest-posttest design. Data analysis used t-test, n-gain test, normality test, homogeneity test, validity test, and reliability test using SPSS 25. Based on the results of the data that has been collected, the pre-test has an average value of 52 and the post-test has an average value of 86. Based on these results, an increase of 34 was obtained. Then the t-test obtained a significance of 0.000 which means the hypothesis is accepted. In addition, there is a significant difference between the pre-test and post-test with an n-gain test result of 0.34. The n-gain test is 0.7035 which is included in the high category.

Keyword : Speaking Skills, Learning Media, Paklek Français.