ABSTRACT

THE IMPLEMENTATION OF MODIFIED PICTIONARY GAMES TO IMPROVE STUDENTS' SPEAKING SKILLS IN EIGHTH GRADE OF SMPN 2 TANJUNG RAJA

ANDINI

This study investigated whether or not there was a statistically significant improvement of the students' speaking skill after the students were taught the game-based learning through modified pictionary games. This study was quantitative research with one-group pre-test and post-test design. The population of this study consisted of 50 eighth-grade students from two classes, while the sample was selected using cluster random sampling, comprising 25 students from class VIII B at SMPN 2 Tanjung Raja. They were collected using a pre-test and a post-test of the speaking test. The data was then analyzed by running a paired sample T-test to test the hypothesis. The result showed that there was a statistically significant improvement in students' post-test scores compared to the pre-test scores. The students' mean score in the pre-test was 8.22, and the mean score in the post-test increased to 12.08. That indicates that the students' improvement was a gain of 3.86. Besides, the statistical result computed through SPSS 26.00 revealed that there is statistically significant improvement of students' speaking skill with the number of significance is <.000, which is lower than 0.05; this result confirms that the improvement of the students is significant. Moreover, the result of the t-value (-11.086) is higher than the t-table (± 2.064), which means the H1 is accepted. These results confirmed that teaching speaking by implementing game-based learning through modified pictionary games improved students' speaking skill.

Keywords: *Speaking skill, Game-based Learning, Modified Pictionary, Improvement.*