

## ABSTRACT

### GENRE-BASED APPROACH USING DIGITAL STORY TELLING TO ENHANCE EFL LEARNERS' SPEAKING ACHIEVEMENT

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The objectives of this research are: 1) to find out the significant improvement in students' speaking achievement after the implementation of Genre-Based Approach using Digital Story Telling, 2) to find out which speaking aspects improve the most after the students are taught through Genre-Based Approach using Digital Story Telling, and 3) to find out students' perceptions after being taught through Genre-Based Approach using Digital Story Telling. The population of this research is tenth graders at SMA Negeri 2 Bandar Lampung in the academic year 2025-2026. The sample is 30 students from the experimental class. The data are collected through speaking tests, specifically pretest and posttest, and questionnaire. The researcher uses one-group pretest-posttest design in this study. The students' speaking results are assessed by two raters using five aspects of speaking, Harris (1969) suggested. Subsequently, the data were analyzed by running the paired sample t-test to address the first question. The result shows a significant increase in the students' speaking achievement after being taught through Genre-Based Approach using Digital Story Telling. The analysis confirms a strong positive effect after the implementation of Genre based Approach Using Digital Story Telling, as indicated by the mean difference of 19.60 (pretest-posttest). This value signifies a substantial average increase in student speaking achievement following the implementation of the Genre-Based Approach with Digital Storytelling. Furthermore, the findings demonstrate that fluency and grammar are the most prominent speaking aspects showing improvement. Meanwhile, this study also has found positive results on students' perception towards the learning process. Hence, these findings suggest that the implementation of the Genre-Based Approach using Digital Storytelling is effective in enhancing students' speaking achievement.

**Keywords:** *Digital Story Telling, Genre Based Approach, Speaking Achievement*