

ABSTRACT

Adiyanto, Dimas. 2017. The Effect of Pictionary game On Students' Speaking Skill. Thesis, English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisor: (1) Yeni Mardiyana Devanti, M. Pd (2) Indah S. pd

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This research is aimed to find out the effect of using Pictionary Game on students' Speaking Skill. Many students find it is hard to do the Speaking. The problems are speaking word by word, lack of vocabulary; the lack of understanding of the target language or the background of the materials being speak. So this research tries to reveal whether there is a significant difference in the students' Speaking Skill of the eighth grade students who are taught using Pictionary game and those who are not, in the academic year of 2017/2018.

This research is classified as a quasi-experimental study. The subjects of this study were 42 students of eighth grade at SMP 3 Muhammadiyah Rambipuji Jember where 21 students of VIIIA and 21 students of VIIIB. Class VIIIA was chosen as the Experimental Group which was taught using Pictionary Game as the treatment while Class VIIIB was chosen as the Control Group which was not taught using Pictionary Game. In this case, the control group was taught using lecture method. In the beginning of the study, both of Experimental and Control Groups were given a pre-test to measure the students' speaking skill in to describe a picture. Then, they were given a post-test with the same questions as the pre-test to find out whether there was a significant difference in their speaking skill after the treatment or not. The data of the pre-test and post-test of both groups were analyzed used the computer program SPSS. After the data were tested and found to be homogeneous variance.

The result of this research shows that the (H_a) is accepted there is a significant difference in the students' speaking skill of the students who are taught Pictionary game and those who are not at the 0,018 level of significance. It means that the use of Pictionary Game has significant effect on the students' speaking skill.

This research can be used as an information or reference to conduct a further research dealing with the same or different design with the same topic at other school and different subject. In addition, the information can be used as a consideration to make better the teaching quality and creativity in teaching English by using Pictionary Game.