

ABSTRACT

Anis Fuad.182090142” The Use of Role-Play to Improve the Students’ Speaking Ability in English Speaking Class (The Case of the Tenth Grade Students of SMA Walisongo Semarang in the Academic Year of 2013/2014)”. A final project, English Language Education Study Program, College of Languages sultan Agung University. Kurniawan Yudhi Nugroho, S.Pd.,M.Pd as the advisor.

The final project is about the use of Role-Play to Improve the Students’ Speaking Ability in English Speaking Class. The objective of this study is to find out whether role-play can help students improve their speaking ability or not.

The population of this study was the tenth grade students of SMA Walisongo Semarang in the academic year of 2013/2014 with a total number of 48 students. Non-equivalent groups pretest-posttest design was used in this study. Two classes were taken as the samples. The data were collected using speaking test. There were, pre-test, treatment, and post-test.

The result of this study shows that the pretest average of experimental class was 46,96 and that of the control class was 48,75. After giving treatment for five meetings the posttest average score of experimental class was 73,50 and that of the control class was 60.12. The result of the analysis showed that there was a significant difference. It was supported by t-test result, the significant difference in the result of posttest between control and experimental class was $0.000 < 0.05$. It means that the use of role-play in teaching speaking was better than that of the conventional method. The result of the pretest and posttest in the experimental class was sig. (2-tailed) $0.000 < 0.05$. It could be concluded that H_1 was accepted. So, the use of Role-Play could help students improve their speaking ability.

Keywords: Role-Play, Speaking, Students’ Speaking Ability.

INTI SARI

Anis Fuad. 182090142” The Use of Role-Play to Improve the Students’ Speaking Ability in English Speaking Class (The Case of the Tenth Grade Students of SMA Walisongo Semarang in the Academic Year of 2013/2014)”. A final project, English Language Education Study Program, College of Languages Sultan Agung University. Kurniawan Yudhi N., S.Pd., M.Pd sebagai pembimbing.

Penelitian ini adalah tentang penggunaan *Role-Play* untuk meningkatkan kemampuan siswa dalam *speaking*. Tujuan penelitian ini adalah untuk mengetahui apakah penggunaan *Role-Play* dapat membantu siswa meningkatkan kemampuan mereka dalam *berbicara*.

Populasi dalam penelitian ini adalah kelas X SMA Walisongo tahun ajaran 2013/2014 dengan jumlah sebanyak 48 siswa. *Non-equivalent groups pretest-posttest design* digunakan dalam penelitian ini. 2 kelas digunakan sebagai sampel. Data dikumpulkan melalui tes tertulis. Yaitu *pre-test, treatment dan post-test*.

Hasil dari penelitian menunjukkan bahwa nilai rata-rata *pre-test* di kelas percobaan adalah 46,96 dan di kelas kontrol 48,75. setelah diberikan perlakuan selama lima pertemuan nilai rata-rata *post-test* di kelas percobaan adalah 73,50 dan di kelas kontrol 60,12. Hasil tersebut menunjukkan bahwa ada perbedaan yang signifikan antara keduanya. Di dukung oleh hasil analisis *t-test* antara *pre-test* dan *posttest* di kelas percobaan bahwa $sig(2-tailed) 0.000 < 0.05$. Berarti bahwa penggunaan *role-play* lebih baik daripada metode biasanya. Dan juga hasil perbandingan *post-test* antara kelas percobaan dan kelas kontrol bahwa $sig(2-tailed) 0.000 < 0.05$. Dapat disimpulkan bahwa H_1 dapat diterima. Sehingga, penggunaan *role-play* dapat membantu siswa meningkatkan kemampuan mereka dalam kemampuan berbicara.

Kata kunci: Role-Play, Speaking, Students’ Speaking Ability.