

## ABSTRACT

Nastiti, Devi Enggar. 2015. *The Effectiveness of Recount Board Game as a Medium in Teaching Students' Speaking Skills (An Experimental Research in the Tenth Grade Students of SMA Islam Sultan Agung 3 Semarang in the Academic Year of 2015/2016)*. English Language Education Study Program Bachelor Degree. Sultan Agung Islamic University Semarang. Advisor : Choiril Anwar, M. Pd.

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This study was about the effectiveness of "Recount Board Game" in teaching and learning students' speaking skills in the school which never was applied with that medium. The subject was in the Tenth Grade Students of SMA Islam Sultan Agung 3 Semarang in the Academic Year of 2015/2016. She used quasi experimental method and chose two classes for it, they were: X-1 as experimental class with 33 students and X-2 as control class with 34 students. In the both of classes, researcher conducted the research in three steps: pre-test, treatment, and post-test to look for the data then was analyzed by using SPSS for Windows Version 21.0. The result of this study showed that there was a significant difference in the result of pre-test and post-test in both of two classes. The mean of pre-test in experimental group was 59.19 and the mean of post-test in experimental group was 83.03. Whereas the mean of pre test in control group was 57.65 and the mean of the post-test in control group was 76.47. Based on independent t-test, t-value was higher than t-table ( $4.474 > 1.997$ ) and  $p < 0.05$  ( $0.000 < 0.05$ ). It meant that there was a significant difference in the student's skills achievement between the experimental and control groups. So, it could be concluded that  $H_1$  was accepted and the use recount board game was effective in teaching students' speaking skills.

**Keywords:** recount board game, effective, speaking skills.

## INTISARI

Nastiti, Devi Enggar. 2015. *The Effectiveness of Recount Board Game as A Medium in Teaching Students' Speaking Skills (An Experimental Research in the Tenth Grade Students of SMA Islam Sultan Agung 3 Semarang in the Academic Year of 2015/2016)*. Program Studi Pendidikan Bahasa Inggris. Sarjana Pendidikan, Universitas Islam Sultan Agung Semarang. Pembimbing : Choiril Anwar, M. Pd.

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Ini adalah penelitian tentang penggunaan “Recount Board Game” dalam mengajar dan belajar kemampuan berbicara siswa di sekolah yang belum pernah diajarkan media tersebut. Subjek tersebut adalah Siswa Kelas Sepuluh SMA Islam Sultan Agung 3 Semarang pada Tahun Ajaran 2015/2016. Peneliti menggunakan metode *quasi experimental* dan memilih dua kelas untuk itu, kelas tersebut adalah kelas X-1 sebagai kelas eksperimental dengan 33 siswa dan kelas X-2 sebagai kelas kontrol dengan 34 siswa. Dikedua kelas tersebut, peneliti mengkonduksikan penelitian dalam tiga tahap: *pre-test*, *treatment*, dan *post-test* untuk mencari data kemudian dianalisis dengan menggunakan SPSS 21.0. untuk Windows. Hasil dari penelitian ini menunjukkan adanya perbedaan yang signifikan dalam hasil *pre-test* dan *post-test* di kedua kelas tersebut. Nilai rata-rata *pre-test* untuk kelompok eksperimental adalah 59.19 dan nilai rata-rata *post-test* untuk kelompok eksperimental adalah 83.03. Sedangkan nilai rata-rata *pre-test* untuk kelompok kontrol adalah 57.65 dan nilai rata-rata *post-test* untuk kelompok kontrol adalah 76.47. Berdasarkan pada *independent t-test*, *t-value* lebih besar dari pada *t-table* ( $4.474 > 1.997$ ) dan  $p < 0.05$  ( $0.000 < 0.05$ ). Dapat diartikan bahwa ada perbedaan signifikan pada prestasi mahasiswa antara kelompok eksperimental dan kontrol. Jadi, dapat di simpulkan bahwa  $H_1$  dapat diterima dan penggunaan *recount board game* efektif dalam mengajar kemampuan berbicara siswa.

Kata kunci: recount board game, berhasil, kemampuan berbicara.