ABSTRACT

Khunaivi, Herman. 2012. *The Use of "Beberan" Game Board as Media for Improving Students' Speaking Skill A Case of the Eleventh Grade Students of SMA Negeri 1 Guntur Demak in Academic Year 2012/2013.* English Language Education Study Program. College of Languages. Sultan Agung Islamic University. First Advisor: Kurniawan Yudhi Nugroho, S.Pd, M.Pd. Second Advisor: Arif Suryo Priyatmojo, S.Pd, M.Pd.

This study is aimed to find out whether "Beberan" Game Board is effective to be used as media for improving students' speaking skill. This study was conducted at SMA Negeri 1 Guntur Demak on Jl. Raya Karangawen KM. 14, Demak. The type of this study was quasi experimental design.

The population of this study was SMA N 1 Guntur Demak and the sample was the eleventh grade students. They were Xl Ipa1 and Xl Ipa3. The amount of them was about sixty students. Then the author divided into two groups they were Xl Ipa 3 was an experimental group and Xl Ipa1 was a control group. In collecting the data the author used a test those were pre-test and pos-test.

The results of the pre-test were 67.866 for experimental group and 64.166 for control group. Next, the author gave six treatments to the experimental group; having been given treatments the author gave a post-test both of the groups. The score of post-test was 72.133 for experimental group and control group was 65.366. It proved that the experimental group had improved in their speaking ability. It was supported by the mean of the group that experimental group was better than control group, that was 72.133>65.366. Afterwards, analyzing of t-test was processed by the author to determine the t-value, it showed that the table df= 28 with critical value in t-table was ±2.048, it means that t-value<t-table ±1.545< ±2.048. Thus, it means that t-value was lower than t-table. It indicates that H1 was accepted. Whereas, the result of Sig. (2tailed) was 0.133>0.05, it signifies that H1 was accepted. So, based on data above there was significant different in the students' speaking skill between experimental and control group.

From the result above it can be concluded that teaching speaking by using "Beberan" Game Board as media is effective to be used for improving students' speaking skill.

Keywords: "Beberan" Game Board, Media, Speaking skill, Teen learners.