ABSTRACT

Rima Angelina, 2024 **Using Werewolf Game to Improve Students' Speaking Skill at the Second Grade of SMPN 33 Padang, Bachelor of English Education, Faculty of Teacher Training and Education Universitas Putra Indonesia "YPTK" Padang.**

The problem of this research is students' low speaking skills; students are afraid, nervous, and less interested in learning English. The purpose of the study is to improve students' speaking skills using the Werewolf game. This research was conducted at SMP N 33 Padang. The researcher only took one class as a sample. The sample consisted of 31 students from class VIII 4 who were chosen using cluster random sampling. This study used a quantitative method with a pre-experimental approach. The experimental group was taught the Werewolf game. The data collection instrument was an oral test. The experimental group was given a pre-test and a post-test. The pre-test result showed the average experimental class score was 57.42 and the post-test was 66.06. After the data is collected, the data is analyzed using the t-test formula. The results of the analysis showed that the value of t test> t table is 3.695 > 2.0454. The last hypothesis shows that Ho is rejected and Ha is accepted. This means that there is a significant influence on improving students' speaking skills using the Werewolf game.

Keywords: Werewolf game, Speaking skill.

ABSTRAK

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Masalah dari penelitian ini adalah keterampilan berbicara siswa yang rendah; siswa takut, gugup, dan kurang tertarik untuk belajar bahasa Inggris. Tujuan dari penelitian ini adalah untuk meningkatkan keterampilan berbicara siswa menggunakan permainan Werewolf. Penelitian ini dilakukan di SMP N 33 Padang. Peneliti hanya mengambil satu kelas sebagai sampel. Sampel terdiri dari 31 siswa dari kelas VIII 4 yang dipilih menggunakan pengambilan cluster random sampling. Penelitian ini menggunakan metode kuantitatif dengan pendekatan pra-eksperimental. Kelompok eksperimental diajarkan permainan Werewolf. Alat pengumpulan data adalah tes lisan. Kelompok eksperimen diberikan pre-test dan post-test. Hasil pre-test menunjukkan skor rata-rata kelas eksperimental adalah 57,42, dan hasil post-test adalah 66.06. Setelah data dikumpulkan, data dianalisis menggunakan rumus t-test. Hasil analisis menunjukkan bahwa nilai t-test > t tabel yaitu 3,695 > 2,0454. Hipotesis terakhir menunjukkan bahwa Ho ditolak dan Ha diterima. Ini berarti bahwa ada pengaruh yang signifikan pada meningkatkan keterampilan berbicara siswa menggunakan permainan Werewolf.

Keywords: Werewolf game, Kemampuan berbicara.