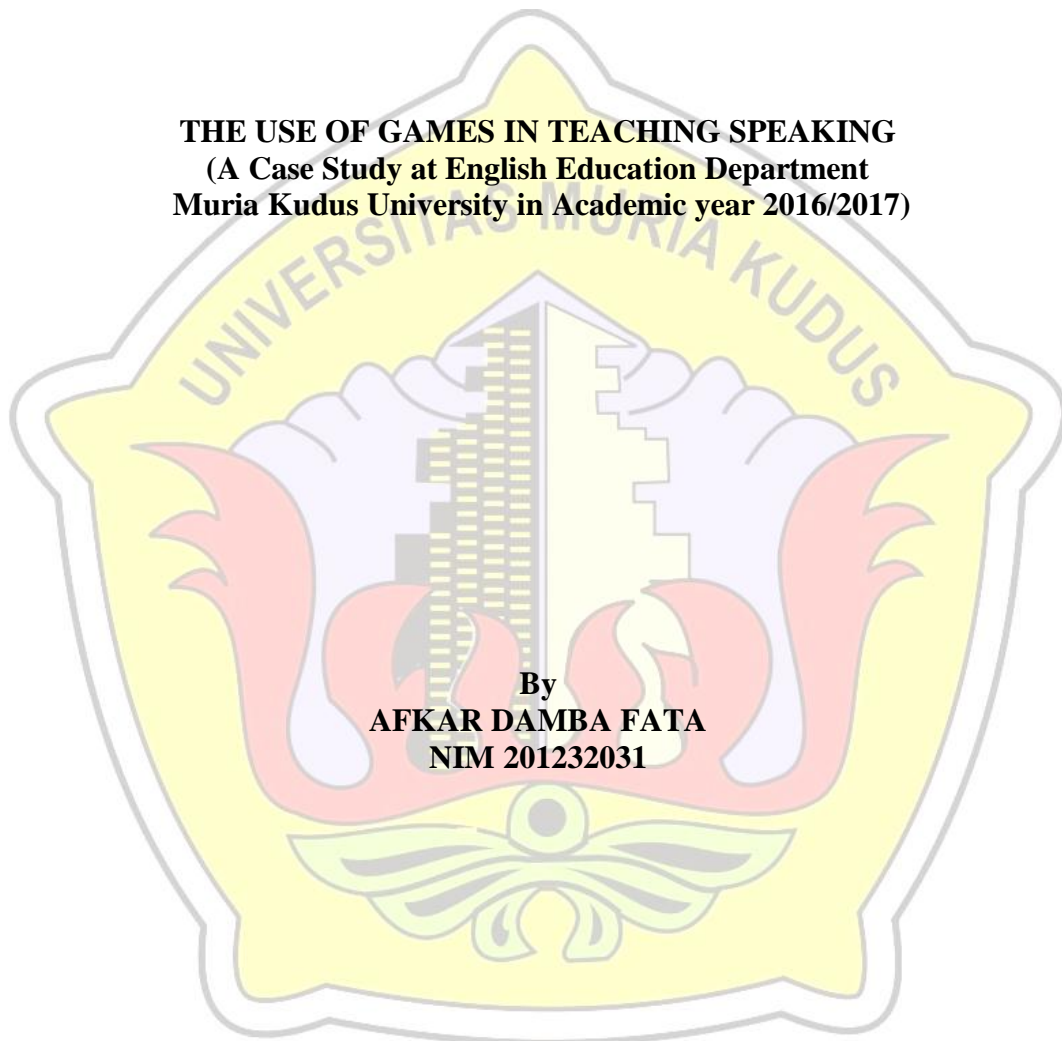




**THE USE OF GAMES IN TEACHING SPEAKING
(A Case Study at English Education Department
Muria Kudus University in Academic year 2016/2017)**

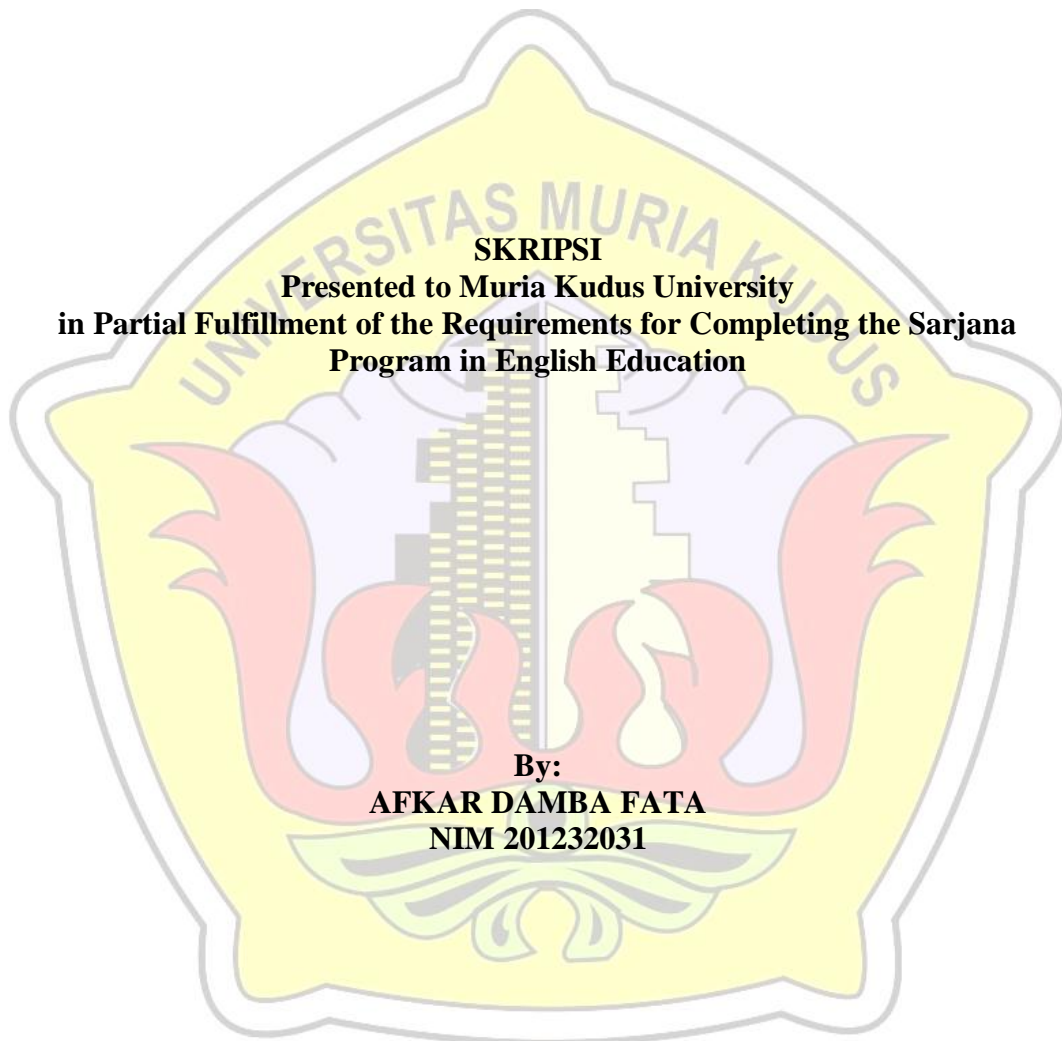


**By
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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2017**



THE USE OF GAMES IN TEACHING SPEAKING
(A Case Study to the Third Semester Students of English Education
Department Muria Kudus University in Academic year 2016/2017)



SKRIPSI
Presented to Muria Kudus University
in Partial Fulfillment of the Requirements for Completing the Sarjana
Program in English Education

By:
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ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2017

MOTTO AND DEDICATION

MOTTO

“ Think ! ”



This skripsi is dedicated to:

- *My parents who have paid my whole education since I was kinder garden until University level.*
- *Myself as a person who try to understand about all of this.*

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Afkar Damba Fata (2012-32-031) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, February 2017

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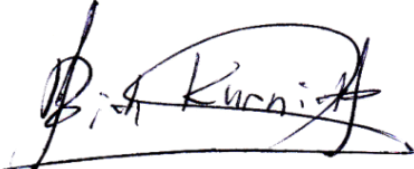
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This is to certify that the Skripsi of Afkar Damba Fata (2012-32-031) has been approved by the Board of Examiners as a requirement for Sarjana Program in English Education

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Alhamdulillahirobbil'alamin. With the name of God let me thank to Allah SWT for His mercies, blessings, and guidance so I could be able to accomplish this final project entitled the use of games in teaching speaking to the third semester of English Education Department Muria Kudus University in academic year 2016/2017.

This final project is not merely my own work because of having been greatly improved by some great people around me who suggested and guided me by giving comments and advises to make it better. One point; this final project is arranged to fulfill the one or requirements for completing the sarjana program. Therefore I would like to express great gratitude to:

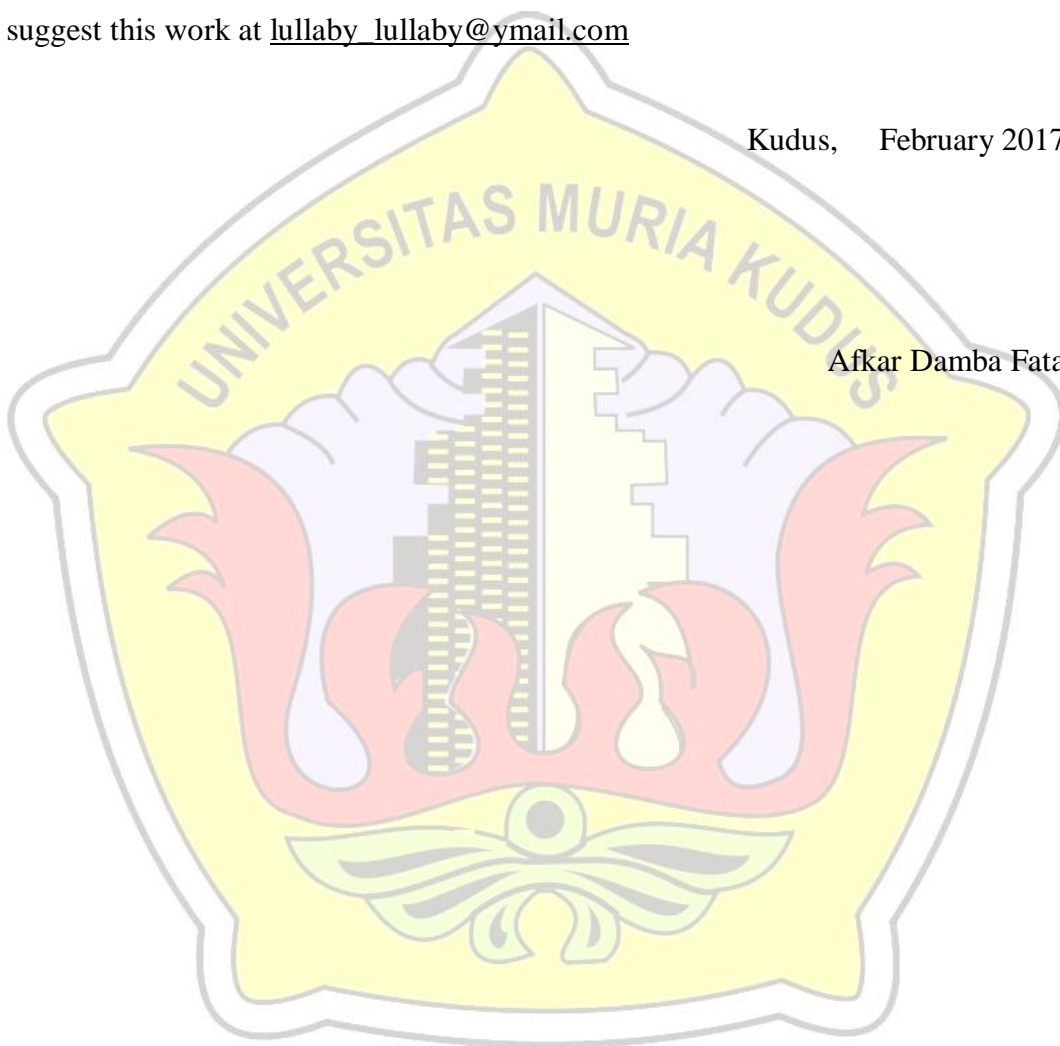
1. Dr. Slamet Utomo, M.Pd. the Dean of Teacher Training and Education Faculty.
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3. Dra. Sri Endang Kusmaryati, M.Pd. as the first advisor, for all the time, advice, patience and attention to me in completing this final project.
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9. The lecturers of English Education Department of Teacher Training and Education Faculty of Muria Kudus University.
10. My beloved parents and family who give me love, pray, and support.

11. All people whom I cannot mention; those who has been involved directly or indirectly to the process of writing this final project.

I hope this research is useful for the readers to give information about the use of games in teaching speaking to the third semester of English Education Department Muria Kudus University in academic year 2016/2017. I realize that this final project is not perfect. Therefore, I open a wide place to criticize and suggest this work at lullaby_lullaby@ymail.com

Kudus, February 2017

Afkar Damba Fata



ABSTRACT

Damba Fata, Afkar. 2017. *The use of games in teaching speaking to the third semester of English Education Department Muria Kudus University in academic year 2016/2017*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (i) Dra. Sri Endang Kusmaryati, M.Pd. (ii) Farid Noor Romadlon, S.Pd, M.Pd.

Key words: *games, teaching speaking.*

The use of game in teaching when I was in the third semester made me interested in learning English. The lecturer used a proper game to the students and made the students have good willingness in joining the class. The good responses from the students about the game used by the lecturer is the reason I conduct this research.

The objectives of this research are to know the implementation of the game used by the lecturer and to know the responses of the students about the game used by the lecturer to the third semester students of English Education Department Muria Kudus University in academic year 2016/2017.

The subjects of this research are 20 students of the third semester of English Education Department Muria Kudus University in academic year 2016/2017. Design of this research is Qualitative approach. In this research, I used observation and questionnaire as the instruments of the research.

Meanwhile, the result of the research shows that the lecturer dominantly used communicative game in teaching speaking to the third semester students of English Education Department Muria Kudus University in academic year 2016/2017. However, linguistic game was still applied by the lecturer. And the students showed the positive responses in the use of games in teaching speaking, it was shown that most of them agree about the implementation of the game in teaching speaking to the third semester students of English Education Department Muria Kudus University in academic year 2016/2017.

Based on the results of the research, it can be concluded that the use of games in teaching speaking to the third semester students of English Education Department Muria Kudus University in academic year 2016/2017 can actively motivate the students to join the class and active to participate in the class. Then, the lecturers should keep using game and develop the lecturer's ways in using games to make the students active to join the speaking class.

ABSTRAKSI

Damba Fata, Afkar. 2017. *Penggunaan game pada pengajaran speaking kepada mahasiswa semester 3* Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus tahun ajaran 2016/2017. Skripsi. Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Dosen Pembimbing: (i) Dra. Sri Endang Kusmaryati, M.Pd. (ii) Farid Noor Romadlon, S.Pd, M.Pd.

Kata Kunci: *permainan, pengajaran speaking.*

Penggunaan permainan (game) pada pembelajaran speaking diwaktu saya masih semester 3 membuat saya tertarik, bahkan senang dalam belajar bahasa inggris. Dosen pada waktu itu adalah salah satu dosen yang membuat semangat saya dan teman-teman semangat dalam belajar bahasa inggris. Timbulnya semangat dalam belajar bahasa inggris dengan menggunakan game inilah yang merupakan tujuan utama saya melakukan penelitian ini terhadap mahasiswa semester 3 di jurusan bahasa inggris Universitas Muria Kudus pada tahun ajaran 2016/2017.

Disini saya melakukan penelitian untuk mengetahui penggunaan game dalam pengajaran speaking dan respon dari mahasiswa terhadap game yang digunakan dosen dalam mengajar speaking terhadap mahasiswa semester 3 di jurusan bahasa inggris Universitas Muria Kudus pada tahun ajaran 2016/2017.

Subjek pada penelitian ini adalah 20 mahasiswa semester 3 di jurusan bahasa inggris Universitas Muria Kudus pada tahun ajaran 2016/2017. Desain dari penelitian ini adalah pendekatan kualitatif. Penelitian ini menggunakan observasi dan questioner sebagai instrument pengumpulan data.

Sementara itu, hasil penelitian menunjukkan bahwa dosen cenderung menggunakan communicative game pada mahasiswa semester 3 di jurusan bahasa inggris Universitas Muria Kudus pada tahun ajaran 2016/2017. Terbukti bahwa dosen menggunakan communicative game pada game pertama dan kedua, dan pada game ketiga, dosen menggunakan linguistic game. Untuk respon mahasiswa terhadap game yang digunakan pada pengajaran speaking sangat bagus, dapat kita ketahui bahwa siswa cenderung setuju pada game yang digunakan dan cara dosen menggunakan game tersebut.

Berdasarkan hasil diatas, dapat disimpulkan bahwa penggunaan game pada mahasiswa semester 3 di jurusan bahasa inggris Universitas Muria Kudus pada tahun ajaran 2016/2017 efektif dalam menumbuhkan semangat dan partisipasi mahasiswa dalam mengikuti pelajaran speaking. Selanjutnya, saya menyarankan agar para bapak/ibu dosen untuk mempertahankan dan mengembangkan penggunaan game pada mahasiswa untuk menumbuhkan semangat belajar pelajaran speaking.

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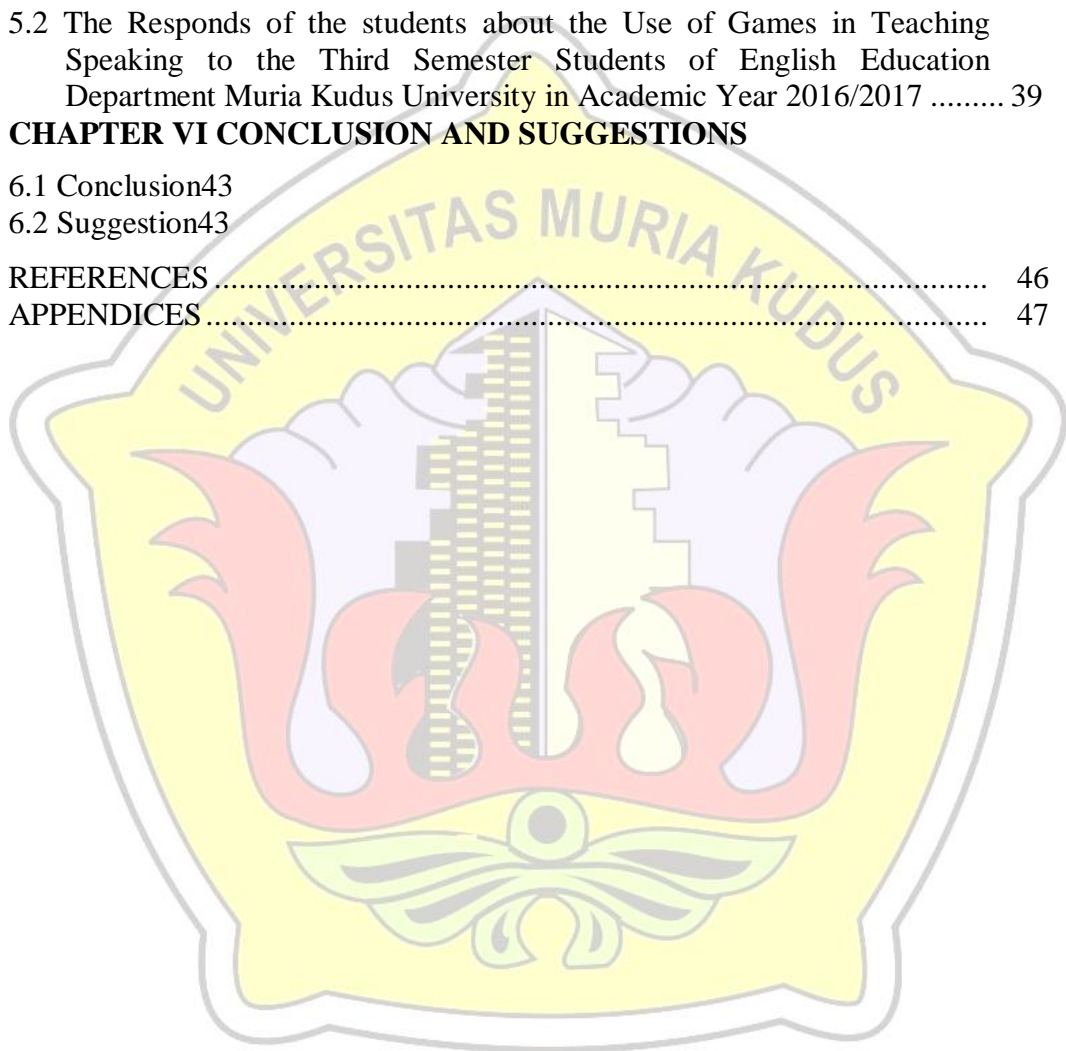
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CHAPTER I INTRODUCTION

This chapter presents the section of introduction of this research. This elaborate the background of the research, statement of the problem, objective of the research, significance of the research, scope of the research, and operational definition.

1.1 Background of the Research

In learning English, the students of Indonesia have spent 12 years since elementary school until senior high school to learn about it. In elementary school, the teacher taught the students by showing the picture and the name of the things and asking the students to repeat what teacher said. Of course it is easy and the basic step that most of the teacher used to teach the students. But let us see the other side of this method, maybe the students will know more about the things and its function such as name and colors, even maybe the function, but the weakness of this method is most of the students do not have courage to stand up and speak in front of the class. And that is just the beginning, the next problem is appeared in junior high school and senior high school. When the same method (repeating word) is still the favorite method for the teacher to teach their students, and LKS or textbook become the nightmare that has been used by the teacher since elementary untill senior high school, .And it affects much their mental and confidence to speak up in front of the people. In fact, most of the students are still difficult to speak and afraid of making mistake. So, what is happened to the