

**SKRIPSI**



**STUDENTS' PERCEPTIONS TOWARD THE USE OF  
ROLE-PLAY GAMES IN ENGLISH SPEAKING CLUB AT  
SMA 2 BAE KUDUS IN ACADEMIC YEAR 2022/2023**

**By**

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**MURIA KUDUS UNIVERSITY**

**2023**



**TITLE**

**SKRIPSI**

**Presented to the University of Muria Kudus  
As Partial Fulfilment of the Requirements for Completing  
The Bachelor in English Education**

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## MOTTO AND DEDICATION

### A. MOTTO

- When you can't find the sunshine, be the sunshine. (Haechan NCT)
- Please remember that every single of you is precious. There will be some hard times, but the ending results will be great. So stay strong. (Jaemin NCT)

### B. DEDICATION

This paper is dedicated to:

- Her researcher self, who have given her best to complete this research.
- Her beloved parents, Mr. Sutardi and Mrs. Suci, especially for my father who passed away two years ago, who brought a hope that I can be a bachelor in English Education.
- Her nephew, Eltibam.

## ACKNOWLEDGEMENT

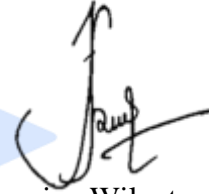
*Assalamu'alaikum Wr.Wb.*

All praise and thanks to Allah SWT, the Most Gracious and the Most Merciful who always bless and help the researcher so the researcher can finish her graduating paper entitled “Students’ Perception Toward The Use Of Role-Play Games in English Speaking Club At SMA 2 Bae Kudus In Academic Year 2022/2023”. This paper is submitted in partial fulfillment of the requirement for the degree of *Sarjana Pendidikan (S.Pd.)* at English Education Department of Teacher Training and Education Faculty of Muria Kudus University. The researcher realize that this graduating paper would not have been complete without support, guidance, and help from individual and institute. Therefore, the researcher would like to express her sincere thanks to:

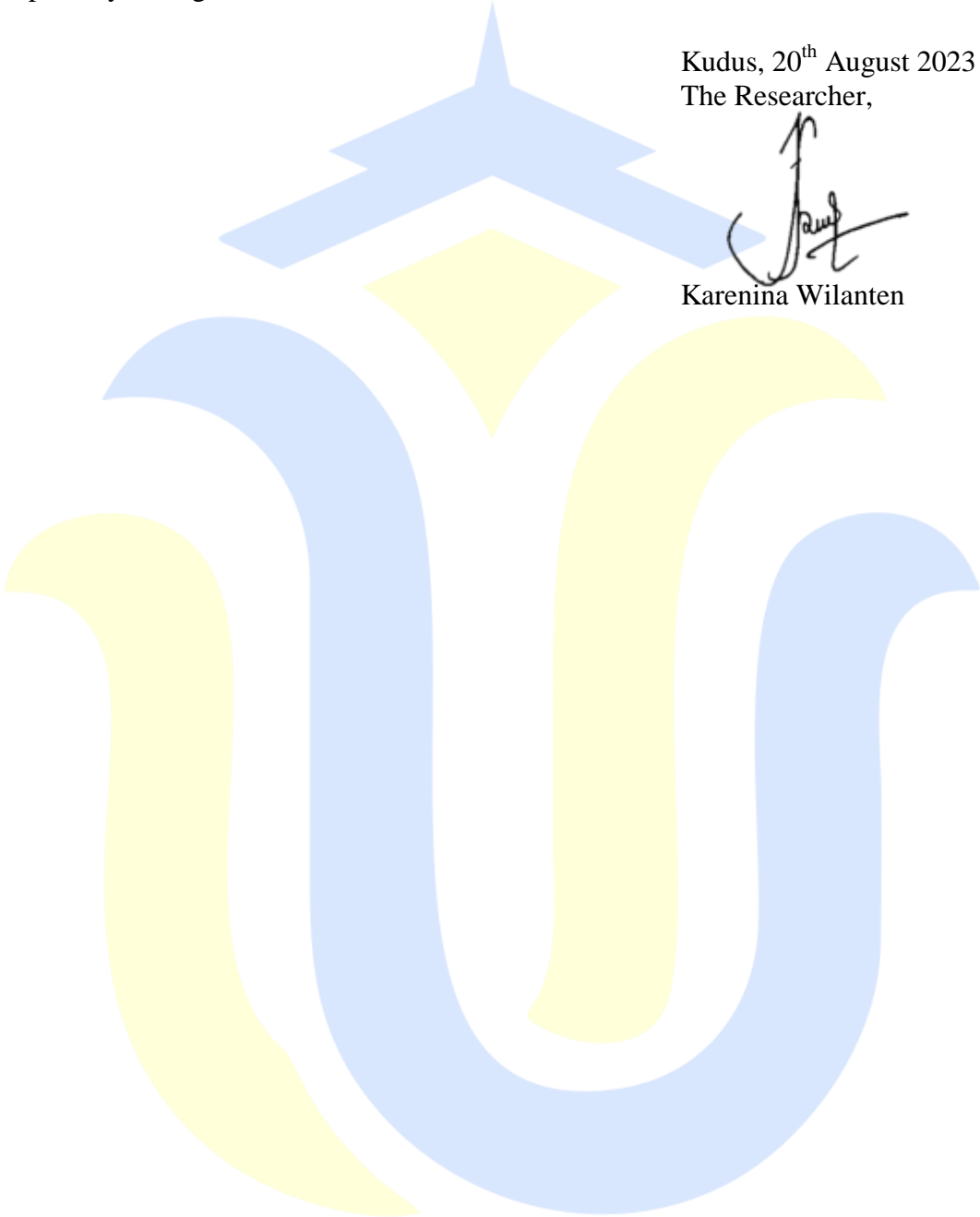
1. Drs. Sucipto, M.Pd., Kons., the Dean of Teacher Training and Education Faculty.
2. Mrs. Rusiana, S.Pd., M.Pd., the Head of English Education Department as well as the first advisor for this research.
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6. All students of English Speaking Club at SMA 2 Bae Kudus, thank you for participating for this research.
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8. Last, for the researcher’s self who worked so hard to finish her research well.

The researcher understand that her research isn't free from the errors. The researcher expects suggestions and criticisms for the sake of perfection and improvement so that in the future can provide benefits for the field of education, especially in English education.

Kudus, 20<sup>th</sup> August 2023  
The Researcher,



Karenina Wilanten



## ABSTRACT

Wilanten, Karenina. 2023. “ *Students’ Perception Toward The Use of Role-Play Games in English Speaking Club at SMA 2 Bae Kudus In Academic Year 2022/2023* “. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors : (1) Rusiana, S.Pd., M.Pd. (2) Farid Noor Romadlon, M.Pd.

**Key Words:** *Speaking, English Speaking Club, Role-Play Games, Learning Technique*

Speaking ability is an important component of learning. At the high school level, there is an English Speaking Club (ESC) as a good alternative to improve students' speaking skills outside of class hours. Role-play games can be a great learning technique in teaching speaking. Role-play games encourage students to speak English, they felt to be motivated to interact using English.

This study aimed to know students' perceptions toward the use of role-play games and to know the advantages of using role-play as a technique in learning English in the English Speaking Club at SMA 2 Bae Kudus in the academic year 2022/2023.

In this research, the researcher used qualitative research. The researcher determined the students of the English Speaking Club at SMA 2 Bae Kudus and took 14 active students as participants. This research used 2 instruments namely, a questionnaire and a focused group interview.

The result of the research showed that the majority of respondents answered that role-play is a good technique and has many advantages for learning English speaking at the English Speaking Club at SMA 2 Bae Kudus in the academic year 2022/2023. The findings revealed that students’ perception toward the use of role-play games in the English Speaking Club at SMA 2 Bae Kudus has a positive perception.

Through role-play, students have motivation, confidence, and the opportunity to interact using English. In conclusion, in terms of student perceptions that have been taken through questionnaires and focus group interviews, role-play can be a good learning technique at the English Speaking Club (ESC). Therefore, the researcher hopes this research can be used by the English Speaking Club teacher as one of the techniques for learning English.

## ABSTRAK

Wilanten, Karenina. 2023. “ *Students’ Perception Toward The Use of Role-Play Games in English Speaking Club at SMA 2 Bae Kudus In Academic Year 2022/2023* “. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors : (1) Rusiana, S.Pd., M.Pd. (2) Farid Noor Romadlon, M.Pd.

**Kata Kunci:** *Speaking, English Speaking Club, Role-Play Games, Learning Technique*

Kemampuan berbicara merupakan salah satu komponen penting dalam pembelajaran. Di tingkat SMA, terdapat English Speaking Club (ESC) sebagai alternatif yang baik untuk meningkatkan kemampuan berbicara siswa di luar jam pelajaran. Permainan role-play bisa menjadi teknik pembelajaran yang bagus dalam mengajar berbicara. Permainan peran mendorong siswa untuk berbicara bahasa Inggris, mereka merasa termotivasi untuk berinteraksi menggunakan bahasa Inggris.

Penelitian ini bertujuan untuk mengetahui persepsi siswa terhadap penggunaan role-play game dan untuk mengetahui manfaat menggunakan role-play sebagai teknik dalam belajar bahasa Inggris di English Speaking Club di SMA 2 Bae Kudus tahun ajaran 2022/2023.

Dalam penelitian ini, peneliti menggunakan penelitian kualitatif. Peneliti menentukan siswa Klub Berbicara Bahasa Inggris di SMA 2 Bae Kudus dan mengambil 14 siswa aktif sebagai peserta. Penelitian ini menggunakan 2 instrumen berupa kuesioner dan wawancara kelompok terarah.

Hasil penelitian menunjukkan bahwa mayoritas responden menjawab bahwa role-play adalah teknik yang baik dan memiliki banyak manfaat untuk pembelajaran berbicara bahasa Inggris di English Speaking Club di SMA 2 Bae Kudus tahun ajaran 2022/2023. Temuan menunjukkan bahwa persepsi siswa terhadap penggunaan role-play game di English Speaking Club di SMA 2 Bae Kudus memiliki persepsi yang positif.

Melalui role-play, siswa memiliki motivasi, kepercayaan diri, dan kesempatan untuk berinteraksi menggunakan bahasa Inggris. Kesimpulannya, dari segi persepsi siswa yang diambil melalui kuesioner dan wawancara kelompok terarah, permainan peran dapat menjadi teknik pembelajaran yang baik di English Speaking Club (ESC). Oleh karena itu, peneliti berharap penelitian ini dapat digunakan oleh guru English Speaking Club sebagai salah satu teknik dalam pembelajaran bahasa Inggris.



## ADVISOR'S APPROVAL

This is to certify that the *Skripsi* of Karenina Wilanten (NIM: 201932064) has been approved by the *skripsi* advisors for further approval by Examining Committee.

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