



**EXPLORING TEACHER'S EXPERIENCE IN IMPLEMENTING
THE WORD WALL GAME FOR LEARNING SPEAKING IN
EIGHTH-GRADE MTS NU IBTIDAU FALAH KUDUS**

SKRIPSI

**By
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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2024**



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SKRIPSI

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

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MOTTO AND DEDICATION

MOTTO:

Others won't understand our struggles and hard times. All they want to know is our success story. Fight for yourself, even if no one praises you. Our future will be very proud of what we strive for today. Keep fighting!

DEDICATION:

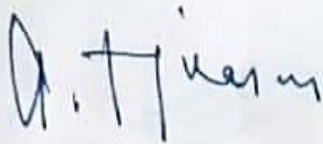
I dedicate this skripsi to my beloved parents and my two siblings. Mr. Teguh Setyo Budi, Mrs. Siti Romlah, first sister Shinta Anggreheni Setyaningrum, and second sister Aprillia Shanti Setyorini. His sincerity from the heart, prayers that never break, and the invaluable spirit. As well as for my closest loved ones and the dark blue alma mater I am proud of.

ADVISORS' APPROVAL

This is to certify that the *skripsi* of Silvia Sari Setyowati (202032049) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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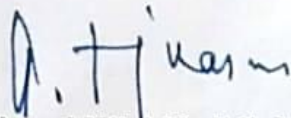
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ACKNOWLEDGE

First, all praise and thanks are due to Allah SWT, who has provided sustenance, health, and time to complete the skripsi. So that the author can complete the research entitled: "Exploring Teacher's Experience in Implementing the Word Wall Game for Learning Speaking in Eighth-Grade MTs NU Ibtidaul Falah Kudus" During the struggle to complete this research, the author would like to express his deepest gratitude, appreciation, and thanks to:

1. Allah SWT who has given His Grace, Guidance and Gifts.
2. Prof. Dr. Ir. Darsono, M.Si, as the Rector of Muria Kudus University.
3. Drs. Sucipto, M.Pd, Kons as the Dean of the Faculty of Teacher Training and Education, Muria Kudus University.
4. Titis Sulistyowati, S.S., M.Pd as the Head of the English Education Study Program, Faculty of Teacher Training and Education, Muria Kudus University.
5. Dr. Achmad Hilal Madjdi, M.Pd, was the first supervisor who motivated, advised, and guided the author in completing this skripsi.
6. Dr. Muh Syafei, M.Pd., as the second supervisor, has developed the contents of this skripsi and provided motivation, advice, and guidance to the author in completing this skripsi.
7. All lecturers of the English Education Study Program and staff of the Faculty of Teacher Training and Education, Muria Kudus University, who have helped the author complete this skripsi.
8. Principal of MTs NU Ibtidaul Falah Kudus, who has permitted the author to conduct this research.
9. The English Teacher of MTs NU Ibtidaul Falah Kudus, has allowed the author to conduct research in her class.
10. Students of class 8A MTs NU Ibtidaul Falah Kudus have helped the author during the research so that this research can be carried out well.

11. My beloved parents, Mr. Teguh Setyo Budi and Mrs. Siti Romlah, and my two siblings, Shinta Anggreheni Setyaningrum and Aprillia Shanti Setyorini, have supported the preparation of this skripsi.
12. All the author's friends have supported completing the undergraduate level.
13. Finally, I would like to thank me, I would like to thank me for believing in me, I would like to thank me for working hard, I would like to thank me for having no days off, I would like to thank me for never giving up, I would like to thank me for always being a giver and trying to give more than I receive, I would like to thank me for trying to do more of the right things than the wrong ones, I would like to thank me for being myself.

Finally, the author needs and accepts suggestions to improve his writing, remembering that despite receiving support from many parties, the skripsi is still far from perfect.

Kudus, 4th September 2024



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ABSTRACT

Setyowati, Silvia Sari. 2024. “Exploring Teacher’s Experience in Implementing the Word Wall Game for Learning Speaking in Eighth-Grade MTs NU Ibtidaul Falah Kudus” Skripsi. English Education Department, Teacher Training and Education Faculty, Universitas Muria Kudus. Advisors: (1) Dr. Drs. Achmad Hilal Madjdi, M.Pd. (2) Dr. Muh. Syafei, M.Pd.

Key Words: *Teacher Experience, Word Wall Game, Speaking Learning*

Globalization has significantly affected the way people communicate and interact across borders. As the world's lingua franca, English has become increasingly important in various fields, including education, business and technology. However, many Indonesian students need help to achieve English proficiency, hindering their academic and professional prospects. Word Wall is a web-based educational game platform that provides children with an engaging, interactive and rewarding learning experience.

This study explores teachers' experiences applying the Word Wall game for speaking learning. By providing an interactive and engaging learning experience, Word Wall has the potential to address the challenges students face in learning to speak English.

The participants in this study were one English teacher, grade eight, and one grade A homeroom teacher at MTs NU Ibtidaul Falah Kudus. The qualitative method used in this research uses narrative to describe the experiences of the research subjects. Data was collected using interviews with teacher and supported by an open-ended questionnaire given to 16 students of class 8A. Then, the data were analyzed thematically and written in narrative.

The results of this study show Teachers' positive experience in applying the Word Wall game to teaching speaking. Based on the teachers' experience using the Word Wall game, The Teacher felt it is an interactive and interesting learning media that effectively trains English speaking skills.

The results of this study suggest that teachers' experience using the Word Wall game as a medium of learning English speaking at MTs NU Ibtidaul Falah Kudus is positive. Teachers, students, and future researchers can explore the Word Wall game more deeply.

ABSTRAK

Setyowati, Silvia Sari. 2024. *“Exploring Teacher's Experience in Implementing the Word Wall Game for Learning Speaking in Eighth-Grade MTs NU Ibtidaul Falah Kudus”* Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. Achmad Hilal Madjdi, M.Pd. (2) Dr. Syafei, M.Pd.

Kata Kunci: *Pengalaman Guru, Word Wall Game, Pembelajaran Berbicara*

Globalisasi telah secara signifikan mempengaruhi cara orang berkomunikasi dan berinteraksi lintas batas. Sebagai bahasa pergaulan dunia, bahasa Inggris telah menjadi semakin penting di berbagai bidang, termasuk pendidikan, bisnis, dan teknologi. Namun, banyak pelajar Indonesia yang membutuhkan bantuan untuk mencapai kemahiran berbahasa Inggris, sehingga menghambat prospek akademis dan profesional mereka. Word Wall adalah platform permainan edukatif berbasis web yang memberikan pengalaman belajar yang menarik, interaktif, dan bermanfaat bagi anak-anak.

Penelitian ini mengeksplorasi pengalaman guru dalam menerapkan permainan Word Wall untuk pembelajaran berbicara. Dengan memberikan pengalaman belajar yang interaktif dan menarik, Word Wall memiliki potensi untuk mengatasi tantangan yang dihadapi siswa dalam belajar berbicara bahasa Inggris.

Partisipan dalam penelitian ini adalah satu guru bahasa Inggris, kelas 8A, dan satu wali kelas di MTs NU Ibtidaul Falah Kudus. Metode kualitatif yang digunakan dalam penelitian ini menggunakan narasi untuk menggambarkan pengalaman subjek penelitian. Data dikumpulkan dengan menggunakan wawancara dengan guru dan didukung oleh kuesioner terbuka yang diberikan kepada 16 siswa kelas 8A. Kemudian, data dianalisis secara tematik dan ditulis dalam bentuk narasi.

Hasil dari penelitian ini menunjukkan pengalaman positif guru dalam menerapkan permainan Word Wall dalam pembelajaran berbicara. Berdasarkan pengalaman guru dalam menggunakan permainan Word Wall, Guru merasa bahwa ini adalah media pembelajaran yang interaktif dan menarik yang secara efektif melatih keterampilan berbicara bahasa Inggris.

Dari hasil penelitian ini, dapat disimpulkan bahwa pengalaman guru dalam menggunakan permainan Word Wall sebagai media pembelajaran berbicara bahasa Inggris di MTs NU Ibtidaul Falah Kudus adalah positif, dan disarankan agar guru, siswa, dan peneliti selanjutnya dapat mengeksplorasi permainan Word Wall secara lebih mendalam.

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