

## ABSTRACT

**Jannah, Ulfah Raudatul (2024) The Effectiveness of Gamification Method in Enhancing Students' Pronunciation of English Consonant Sounds (A Pre-Experimental Method Study at Eight-Grade Students of SMP 3 Rancaekek)**

Gamification has emerged as a powerful method in education by incorporating game design elements to boost student engagement and motivation. This research aims to investigate the effectiveness of gamification methods, specifically through the use of the tongue twister technique, in enhancing students' pronunciation of English consonant sounds. The study focuses on eighth-grade students at SMP Negeri 3 Rancaekek.

The research used a pre-experimental design, where students engaged in tongue twister activities that included gamified techniques. Their pronunciation abilities were measured through pre-tests and post-tests to evaluate the impact of the gamification method. The results showed a significant improvement in students' pronunciation skills, with the pre-test average score being 60.08. After the gamified intervention, the post-test average increased to 79.89. Statistical analysis using a paired t-test confirmed the effectiveness of the method, with a sig. (2-tailed) value of  $<0.001$  and a t-count of 17.22, indicating a substantial positive effect on students' pronunciation abilities.

In conclusion, this research shows that gamification significantly enhances students' pronunciation of English consonant sounds. The improvement in test scores and the strong statistical results confirm the method's effectiveness. By making learning more engaging and fun, gamification helps students perform better. Therefore, using techniques like tongue twisters with game elements can be a useful way to improve pronunciation in EFL classrooms.

**Keywords:** Gamification Method, Students' Pronunciation, and English Consonant sounds.