

ABSTRACT

Yusuf, Dinda Annisa (2024) Exposing Students to the use of Table-Top Role-playing Games in the warming up session: Young learners' experience in speaking subject.

This study focus on students' experience using Table-top Role-playing Games in the warming up session and students' speaking ability in the warming up session in speaking subject.

This study used a qualitative approach with a case study design. The observation were used to get the data on students' speaking ability; and to find out the students' experience using TTRPGs in the warming up session. However, the participants of this research are 6 students at junior high school in Bandung.

This current research reveal several key findings. Students' experience show positive learning environment. Students expressed that TTRPGs created a fun and immersive environment while they are speaking in front of peers. The participants report increased motivation to engage in speaking activities. TTRPGs allowed students to experiment with language use, leading to improve fluency and confidence. The findings indicate that TTRPGs create a dynamic and interactive environment that encourages students to actively participate in their learning process. By immersing themselves in fictional scenarios, practice their speaking abilities.

Furthermore, this research can help teachers guide students in using TTRPGs in warming up session when speaking class. TTRPGs as innovative pedagogical approach for enhancing speaking skill among young learners. In addition, teachers become aware of students who easily get bored with various activities.

Keywords: *Speaking ability, Role-play, Warming up.*