ABSTRACT

Fahmi Finishtrian (2018). *The Use of Guessing Game to Improve Students' Speaking Ability* (A Quasi-Experimental Study at Seventh Grade of SMP Triyasa Ujung Berung, Bandung).

At a junior high school level, based on students' achievement in speaking ability. Most of students could not speak English well. Therefore, this research presents guessing game as media can make effective and more active in learning process. Teaching speaking by guessing game the students can explore their capabilities and express what they want to say by themselves.

The purpose of this study are 1) to find out the students' speaking abilities before applying guessing game; 2) to find out the students' speaking abilities after applying guessing game; 3) to find out the significant differences between students' speaking abilities before and after using guessing game.

This research uses quantitative research with quasi-experimental study. It engages with experimental group (teaching speaking using guessing game) and control group (teaching speaking without guessing game). This research takes two samples of 40 students by using convenience non-random sampling method from seventh-grade at SMP Triyasa Ujung Berung, Bandung. Therefore, quantitative data using statistical analysis is calculated in this research. The data were collected using test: pretest and posttest.

The result of this research includes the students' speaking ability by using guessing game is better than the conventional technique. It can be proven with the result of the average score posttest from students who are taught by using guessing game is 65.15 and for students who are taught by using conventional technique is 58.75. Finally, the significant differences in students' speaking abilities by using guessing game and conventional technique show significant differences. It gaines that 2.86 value is gotten from Cohens'd test with the division of mean paired difference score and standard deviation paired difference score of both the pretest and the posttest. Because the result value of Cohens'd is 0,73, it means that the effect size is medium in accordance with the table Cohens'd. The conclusion shows that by using guessing game in students' speaking ability, it can enhance their speaking abilities. Therefore, it is recommended that this media use by English Teachers during the teaching speaking ability.