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ELECTRONIC THESIS AND DISSERTATION UNSYIAH

TITLE

DUBBING ACTIVITY WITH VIDEO APPLICATION THROUGH ROLE PLAY IN IMPROVING PRONUNCIATION
(AN EXPERIMENTAL RESEARCH OF SECOND GRADE STUDENTS OF SMA LABSCHOOL UNSYIAH BANDA ACEH)

ABSTRACT

Abstract

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Study Program : English Education

Title : Dubbing Activity With Video Application Through Role Play in Improving Pronunciation (An Experimental Research of Second Grade Students of SMA Labschool Unsyiah Banda Aceh)

This script is entitled "Dubbing Activity With Video Application Through Role Play in Improving Pronunciation an experimental research of second grade students of SMA labschool Unsyiah". The purpose of this study is to look at some given theories and/or research finding whether using dubbing activity through Role Play gives better impact in improving students' performance in pronunciation. To overcome these problems, the writer suggests the technique to be applied in English teaching; namely dubbing activity. Meanwhile the method used is Communicative Language Teaching by applying role-play for the pre-test and post-test. The writer use video as media and student will focus with the pronunciation from short movie clip. The writer did the teaching experiment by using One Group Pre-test and Post-test design. Moreover, the population of the students are 31. Based on the experiment, the writer found that the t-score of the test is 4.07 and the critical value of t for the df of 31 is 2.042 (t-score > critical t). So there is significant difference between post-test and pre-test. According to the calculation above, the hypothesis is accepted. The writer concludes that dubbing activity with video through role-play can improve students' pronunciation of 2nd grade SMA labschool Unsyiah Banda Aceh in learning English. It is suggested that the teacher who teaches English to apply Dubbing activity with video application through role-play technique in the classroom room in order to make the students enjoy the lesson and understand material well.