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**THE INFLUENCE OF APPLICATION OF CONFERENCE  
GAME ON STUDENTS' ENGLISH SPEAKING ABILITY OF  
TOPIC "A FRIEND IN NEED IS A FRIEND INDEED" AT  
THE EIGHTH GRADE STUDENTS OF *SMPN 1 GEMPOL*  
*KABUPATEN CIREBON***

**A Thesis**

**Submitted to the English Language Teaching Department, *Tarbiyah* and  
Teacher Training Faculty, *Syekh Nurjati* State Islamic Institute Cirebon  
in Partial Fulfillment of the Requirements of Undergraduate Degree**



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**2015**



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## ABSTRACT

Ike Roudhotul Jannah. 141113100228. *The Influence of Application of Conference Game on Students' English Speaking Ability of Topic "A Friend in Need is a Friend Indeed" at the Eighth Grade Students of SMPN 1 Gempol Kabupaten Cirebon*

Speaking is one of languages that important in language learner as a new second or foreign language. It is needed in communication especially English as international language. But in the fact, speaking skill seems the most difficult skill to be mastered. As in *SMPN 1 Gempol Kabupaten Cirebon* that many students often find difficulties to speak fluently. Actually, English teacher can teach foreign language by using any ways, because the goal of teaching speaking is improve students' communicative skill. The aims of the research in writing thesis are: to know the students' English speaking ability before applying of conference game, to know the students' English speaking ability after applying of conference game, and to know if there any positive and significant the influence of application of conference game on students' English speaking ability of topic "a friend in need is a friend indeed" at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*.

This research method is quantitative, that used quasi experiment design. The population of this research is the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*, the sample of the research is the students of VIII F and VIII G both of each class consists of 40 students. The technique of collecting is test.

The result finding of this research is there the influence of application of conference game on students' English speaking ability of topic "a friend in need is a friend indeed" at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*, in the academic year of 2014/ 2015 before and after using conference game. It seen the mean of pretest is 63.96 and posttest is 73.55. It is means that the application of conference game is positive and significant on students' English speaking with the result Asymp.Sign (2 tailed). It shows Asymp.Sign (2 tailed) is 0.000. Asymp.Sign (2 tailed) $<0.05$  ( $0.000<0.05$ ).

Based on the result finding, it means that there is the difference shown  $H_0$  rejected the Students' English speaking abilities significantly between the use of the Application of conference game with and without using the Application of conference game at *SMPN 1 Gempol Kabupaten Cirebon*.

*Key words: Influence, Conference Game, English Speaking Ability.*



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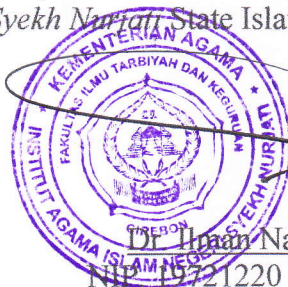
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## RATIFICATION

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## APPENDIX



## CHAPTER I INTRODUCTION

### 1.1 Background of the Problem

This research investigates students' English speaking ability. It was found out from students at *SMPN 1 Gempol Kabupaten Cirebon*, when the researcher observed in that school, the researcher found many problem of the students' English speaking ability. It was the reason why they were quite difficult to improve their speaking ability. The problems were they were not confident to speak in front of class because they often did not understand about the words which that teacher said because they had less of vocabulary. They were not interest in the English learning and made them often felt bored. And it was made them lazy to try speaking English and their speaking was not fluently.

It was the challenging for the English teacher, how the teacher was did to be students interested in the English learning. To be students mastered in English learning, especially in speaking. Actually, to encourage students practice in speaking, the teacher can use any way in teaching such as games, role plays, dramas and other activities.

To deal with this case, the teacher is challenged to be as creative as possible to provide opportunities for students to expose and to reinforce students' speaking ability because speaking is one of languages that important in language learner as a new second or foreign language. As stated by Richard (2008: 19), "the mastery of speaking skills in English is a priority for many second-language or foreign-language learners". Because, it is language skill that needed in communication, in order to make people understand our speech. And to be able to speak shows someone's success in learning language.

Learning language allows people to use the language as a means of communication, either using spoken or written forms (Nasruddin, 2013: 77). Ulviana (2011: 1) suggests that these are becomes base of social interaction, which people use it not only to understand another but also to survive in largely modern society. Therefore, language is the only thing they need.



The language is used in international as the communication is English. English language is become a language in the world. It is very important for us to communicate among people in the world. Nasruddin (2013: 67) explains that English language is the aim of students for mastering in speaking, because speaking as the purpose of students' learning English as a foreign language. In fact, speaking skill seems the most difficult skill to be mastered and also it is challenging for English teacher. Nasruddin (2013: 53) suggests that to achieve the speaking skills the teachers should know some types of activities to promote speaking skill, and it is the first skill that students want to master as the main concern of second or foreign language learners.

Furthermore, one of language skills that must be mastered by any foreign language learners is the ability to speak or communicate in the target language. English teacher can begin attempting to teach foreign language by using any ways. Because the goal of teaching speaking should improve students' communicative skills, because, only in that way, students can express themselves and learn how to follow the social and cultural rules appropriate in each communicative circumstance, in order to teach second language learners how to speak in the best way possible.

Based on the fact, the researcher was focus in communication in teaching speaking. As stated by Harmer (2008: 272), "communication games are designed to provoke communication between students frequently depending on an information gap. And it also, an activities set up in the classroom to create opportunities and purposes for verbal communication practice. Many times the purpose of the communication in these games is to convey information or cause something to occur as a result of the activities. Some of the games provide practice in the use of a particular language function such as giving direction or asking questions.

One of communication game is conference game, it is the game played by several students whom participate in an international conference. They have to follow the instruction on each square and start a conversation (Pratwi, 2009:3).



Finally, based on the whole explanation above, the researcher is interested to carries out the research” The Influence of Application of Conference Game on Students’ English Speaking Ability of Topic “A Friend in Need is a Friend Indeed” at the Eighth Grade Students of *SMPN 1 Gempol Kabupaten Cirebon*”.

## 1.2 Identification of the Problem

The identification of the problem is needed to clarification about the problem. The researcher arranged the identifications of the problem refer to the background above. There are:

### 1.2.1 The Field of the Research

The field of this research is speaking. This research is focused on students’ English speaking ability.

### 1.2.2 The Kind of the Problem

The problems are found in *SMPN 1 Gempol Kabupaten Cirebon*. The researcher observed the process of learning English especially in speaking:

- 1) Student are not confident to speak in front of class
- 2) Students often do not understand about the words which that teacher say because they have less of vocabulary
- 3) Students are not interest and feel bored in English learning
- 4) Students are lazy to try speaking English
- 5) Students can’t speak fluently

### 1.2.3 The Main Problem

The main problem in this research is students are not interest and feel bored with learning English, they are also lazy to try speaking English and made them couldn’t speak fluently. So, this research the researcher used the application of conference game on students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*.

## 1.3 Delimitation of the Problem

To limit of the research, the researcher focused on students’ English speaking ability which is using the application of conference game as a method in teaching speaking. The topic is based on the students’ English book



in Chapter IV of topic “at the eighth grade of *SMPN 1 Gempol Kabupaten Cirebon*.”

#### 1.4 Questions of the Research

The questions of the research are as following:

- 1) How good is the students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that using application of conference game at experiment class?
- 2) How good is the students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that without application of conference game at control class?
- 3) Is there any positive and significant the influence of application of conference game on students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*?

#### 1.5 Aims of the Research

Based on the questions of the research above, the researcher arranged the aims of the research as follows:

- 1) To know if the students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that using application of conference game at experiment class?
- 2) To know if the students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that without application of conference game at control class?
- 3) To know if there any positive and significant the influence of application of conference game on students’ English speaking ability of topic “a friend in need is a friend indeed” at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*?



## 1.6 Significance of the Research

This research is expected to give practically and theoretically and the result of the research are hoped to give some significance to the researcher, the students, the English teacher, and the other researchers.

### 1.6.1 Practically

#### 1) For the Researcher

The finding of the research could be a starting point for the researcher in improving teaching English, especially in teaching speaking.

#### 2) For the Students

The application of conference game could be helpful for the students to improve the students' English speaking ability.

#### 3) For the English Teacher

Using the application of conference game in teaching speaking, it could be motivated the student to speak English effectively and the finding of this research could be used as a consideration in selecting the appropriate methods or techniques implemented in *SMPN 1 Gempol Kabupaten Cirebon*.

#### 4) For the Other Researches

The finding of the research could be used as one of the references in conducting of the research on students' English speaking ability.

### 1.6.2 Theoretically

1) The result of the research could be used as input in English teaching speaking.

2) The result of the research could be used as the reference for those who want to conduct a research in English teaching speaking.





## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 Conclusion

Based on the research problem and data analysis, the researcher will be answered the research question such as: 1) How good is the students' English speaking ability of "a friend in need is a friend indeed" at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that using application of conference game at experiment class?, 2) How good is the students' English speaking ability of "a friend in need is a friend indeed" at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* that without application of conference game at control class?, and 3) Is there any positive and significant the influence of application of conference game on students' English speaking ability of "a friend in need is a friend indeed" at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon*

The result scores of experiment class, it can be shown that the total score of pre test is 319.8 from the total students (40 students). The average of pre test score is 63.96 and it pass the criterion of minimum completeness (KKM). The low score of pre test is 46 and the high score is 83. While the result post test are achieved of experiment class. The total score of post test is 367.8 from the total students (40 students). The average of pre test score is 73.55, where the average of pre test to post test only reach the score 09.59. The low score of post test is 51 and the high score is 93.

The result score of control class, it can be shown that the total score of pre test is 267, 5 from the total students (40 students). The average of pre test score is 53.3 and it pass the criterion of minimum completeness (KKM). The low score of pre test is 41 and the high score is 72. While, the result post test is achieved of students control class. The total score of post test is 295.6 from the total students (40 students). The average of pre test score is 59.1, where the average of pre test to

post test only reach the score 05.8. The low score of post test is 42 and the high score is 76.

The result finding of this research is there the influence of application of conference game on students' English speaking ability at the eighth grade students of *SMPN 1 Gempol Kabupaten Cirebon* in the academic year of 2014/ 2015 before and after using conference game. It seen the mean of pretest is 63.96 and posttest is 73.55. It is means that the application of conference game is positive and significant on students' English speaking with the result *Asymp.Sign (2 tailed)*. It shows *Asymp.Sign (2 tailed)* is 0.000. *Asymp.Sign (2 tailed)* < 0.05 (0.000 < 0.05), it means that the difference shown that  $H_0$  rejected the Students' English speaking abilities significantly between the use of the Application of conference game with that without using the Application of conference game at *SMPN 1 Gempol Kabupaten Cirebon*.

## 5.2 Suggestion

At the end of this chapter, the researcher would like to propose some suggestions, which helpfully would be useful for all subjects.

### 5.2.1 For the Teachers

The strategy of teaching speaking would be influence the students' ability to learn speaking. They should pay attention to the fact that students' motivation during teaching learning process is the important thing which should be increased. The use of various methods is suggested to make the students more encourage to improve the teaching learning process.

### 5.2.2 For the Students

- 1) Motivation is an important factor in the process of English learning so the students should develop their motivation in speaking lesson.
- 2) Students should study English harder to reduce their difficulties of English learning.
- 3) Students should pay attention to the teacher explanation, so if the teacher gives question, they can do perfectly and they can do exercise.



### 5.2.3 For Other Researchers

It has been known from the result of the study that the use of conference game can improve students' speaking competence. Hereby, it is expected that the result of the study make the English teacher use an appropriate teaching speaking of conference game on improving student's speaking competence. Based on the explanation, the researcher would like to suggest the other researcher; the result of the study can be used as additional reference to further research with the different sample and occasions.

Based on the finding of the research for the influence of application of conference game on students' English speaking ability is there significant before and after using application of conference game.



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2. Dilarang mengumumkan atau memperbanyak karya ilmiah ini dalam bentuk apapun tanpa seijin Perpustakaan IAIN Syekh Nurjati Cirebon.

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