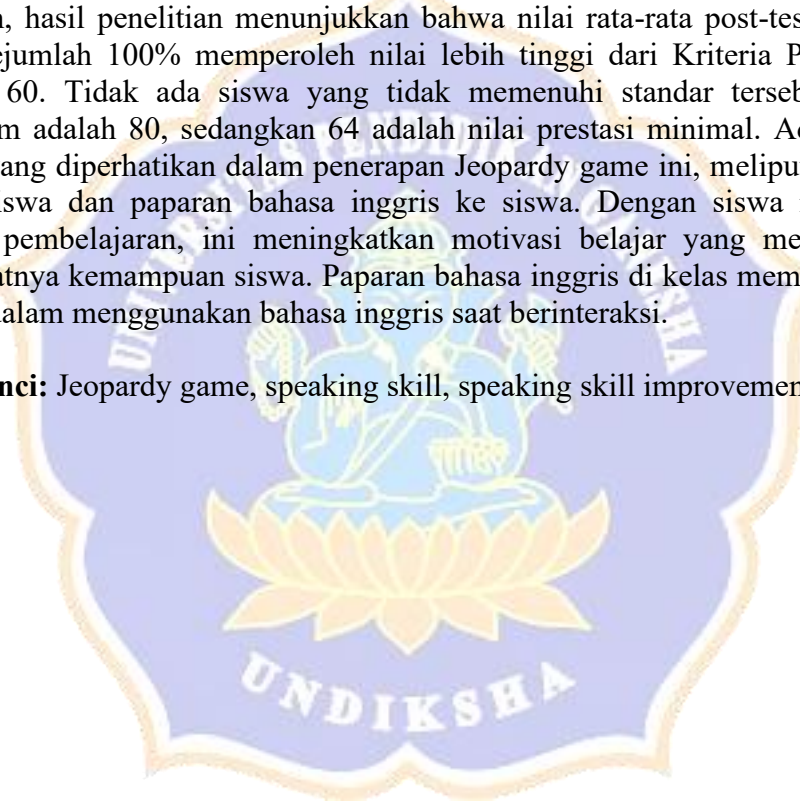


ABSTRAK

Tujuan dari penelitian ini dirancang untuk mengetahui implementasi dari Jeopardy game dapat meningkatkan kemampuan berbicara bahasa inggris siswa di SMP Negeri 4 Singaraja dan mengetahui pendapat dari siswa mengenai Jeopardy game. Penelitian ini dilaksanakan dengan metoder CAR (Classroom Action Research), yaitu penelitian tindakan yang dilaksanakan oleh guru di kelas. Hasil yang signifikan ditemukan bahwa penerapan Jeopardy game dalam ruang kelas di SMP Negeri 4 Singaraja berhasil meningkatkan kemampuan berbicara siswa dan pendapat positif diberikan oleh siswa mengenai Jeopardy game. Peningkatan kemampuan berbicara bahasa inggris siswa dilihat dari skor yang meningkat dari siswa. Di awal penelitian, hasilnya menunjukkan bahwa skor rata-rata Pre-Test adalah 65,5. Sejumlah 72,2% memperoleh nilai lebih tinggi dari Ketuntasan Minimal 60. Sisanya, 27,8% kelas tidak mencapai standar. Setelah siklus kedua dilakukan, hasil penelitian menunjukkan bahwa nilai rata-rata post-test 2 adalah 71,5. Sejumlah 100% memperoleh nilai lebih tinggi dari Kriteria Penguasaan Minimal 60. Tidak ada siswa yang tidak memenuhi standar tersebut. Skor maksimum adalah 80, sedangkan 64 adalah nilai prestasi minimal. Ada dua hal penting yang diperhatikan dalam penerapan Jeopardy game ini, meliputi motivasi belajar siswa dan paparan bahasa inggris ke siswa. Dengan siswa menikmati jalannya pembelajaran, ini meningkatkan motivasi belajar yang mengarah ke meningkatnya kemampuan siswa. Paparan bahasa inggris di kelas membuat siswa terbiasa dalam menggunakan bahasa inggris saat berinteraksi.

Kata Kunci: Jeopardy game, speaking skill, speaking skill improvements.



ABSTRACT

The purpose of this study was designed to find out the implementation of Jeopardy game can improve students' English speaking skills at SMP Negeri 4 Singaraja and to find out the opinions of students about Jeopardy game. This research was conducted using CAR (Classroom Action Research) method, which is an action research conducted by teachers in the classroom. Significant results were found that the application of Jeopardy game in the classroom at SMP Negeri 4 Singaraja successfully improved students' speaking ability and positive opinions were given by students regarding Jeopardy game. The improvement of students' English speaking ability is seen from the increased scores of the students. At the beginning of the study, the results showed that the average score of the Pre-Test was 65.5. A total of 72.2% scored higher than the Minimum Completion Level of 60. The remaining 27.8% of the class did not reach the standard. After the second cycle was conducted, the results showed that the average score of post-test 2 was 71.5. A total of 100% obtained a score higher than the Minimum Mastery Criteria of 60. There were no students who did not meet the standard. The maximum score was 80, while 64 was the minimum achievement score. There are two important things to note in the implementation of this Jeopardy game, including students' learning motivation and students' exposure to English. By students enjoying the learning process, this increases learning motivation which leads to increased student proficiency. Exposure to English in class makes students accustomed to using English when interacting.

Keywords: Jeopardy game, speaking skill, speaking skill improvements.

