

**THE EFFECT OF GAMIFICATION BASED ON BALINESE LOCAL STORIES AS
A TEACHING MEDIA TOWARD FIFTH GRADE ELEMENTARY SCHOOL
STUDENTS' SPEAKING COMPETENCE**

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ABSTRACT

This research aimed at investigating the effect of gamification based on Balinese local stories as teaching media on fifth grade elementary school students' speaking competence. This research employed quasi-experimental research with one group pre-test post-test design. The population of this study was the students of SD N 1 Penarukan. The sample of study was 25 students of fifth grade students in academic year 2019/2020. Instruments were employed in this study, namely pretest, posttest and interview. The experimental group was repeatedly pre-tested and post-tested in six times. The result of the pre-test and post-test showed the significance difference in the students' speaking score. The result of interview indicated that the gamification has been changed and increased students' speaking competence. The finding showed that the mean score of posttests was higher than pretests (42.29 > 23.35). Hypothesis testing result (paired sample t-test) showed the t_{obs} was 20.811 and t_{cv} was 1.677 with ($\alpha = 0.05$). Hence, the $t_{obs} > t_{cv}$, 20.811 > 1.677 which indicated that there was a significant effect of gamification based on Balinese local stories as teaching media toward fifth grade students' speaking competence.

Keywords; *Gamification, Balinese Local Stories, Speaking Competence*

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Penelitian ini bertujuan untuk mengetahui efek gamifikasi berdasarkan cerita lokal dari Bali sebagai media belajar terhadap kompetensi berbicara siswa untuk kelas 5 SD. Penelitian ini menggunakan kuasi-eksperimental dengan desain one group pre-test post-test. Populasi penelitian ini adalah siswa kelas 5 di SD N 1 Penarukan. Sampel dari penelitian ini adalah 25 siswa dari kelas 5 SD tahun akademik 2019/2020. Penelitian ini menggunakan instrument tes awal, tes akhir kemampuan berbicara dan wawancara. Sampel eksperimental diberikan tes awal dan akhir sebanyak enam kali. Hasil dari tes awal dan tes akhir menunjukkan perubahan yang signifikan dalam nilai berbicara siswa. Hasil wawancara menunjukkan bahwa gamifikasi dapat mengubah dan meningkatkan kompetensi berbicara siswa. Hasil penelitian menunjukan bahwa nilai rata-rata posttest siswa lebih tinggi dibandingkan nilai rata-rata pretest ($42.29 > 23.35$). Hasil hypothesis testing (paired sample t-test) menunjukkan bahwa terdapat efek yang signifikan dari penggunaan gamifikasi berdasarkan cerita lokal Bali sebagai media mengajar terhadap kompetensi berbicara siswa kelas 5 SD yang dapat dilihat dari nilai t-hitung $> t$ -tabel $20.811 > 1.677$.

Kata Kunci: *Gamifikasi, Cerita Lokal, Kompetensi Siswa*