

**PENGARUH MODEL *GAME BASED LEARNING* BERBANTUAN MEDIA
MALL TERHADAP KETERAMPILAN BERBICARA SISWA
PADA BAHASA INGGRIS DI SEKOLAH DASAR**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh Model *Game Based Learning* (GBL) berbantuan media *Mobile Assisted Language Learning* (MALL) terhadap keterampilan berbicara Bahasa Inggris siswa sekolah dasar. Penelitian ini dilatarbelakangi oleh rendahnya keterampilan berbicara siswa yang disebabkan oleh penggunaan metode pembelajaran konvensional, kurangnya praktik berbicara, serta minimnya pemanfaatan teknologi dalam proses pembelajaran. Penelitian ini merupakan penelitian kuasi eksperimen dengan pendekatan kuantitatif menggunakan desain *Posttest Only Control Group Design*. Subjek penelitian adalah siswa kelas IV Gugus III Kecamatan Bebandem yang berjumlah 40 siswa, terdiri atas 20 siswa kelas eksperimen dan 20 siswa kelas kontrol. Data dikumpulkan melalui tes keterampilan berbicara dan dianalisis menggunakan uji *Independent Sample t-test*. Hasil analisis menunjukkan bahwa nilai t-hitung sebesar 30,896 dengan signifikansi 0,000 ($p < 0,05$). Hal ini menunjukkan adanya perbedaan yang signifikan antara kelas eksperimen dan kelas kontrol. Rata-rata nilai keterampilan berbicara siswa pada kelas eksperimen lebih tinggi dibandingkan kelas kontrol. Berdasarkan hasil tersebut, dapat disimpulkan bahwa model GBL berbantuan media MALL berpengaruh positif terhadap keterampilan berbicara Bahasa Inggris siswa sekolah dasar. Penelitian ini menyarankan agar guru dapat mengintegrasikan pembelajaran berbasis permainan dan teknologi mobile sebagai alternatif inovatif untuk meningkatkan keterampilan berbicara siswa. Penelitian selanjutnya diharapkan dapat menguji efektivitas model ini pada jenjang kelas yang berbeda atau dengan variabel keterampilan berbahasa lainnya.

Kata Kunci: *Game Based Learning*, *Mobile Assisted Language Learning*, keterampilan berbicara, pembelajaran Bahasa Inggris, sekolah dasar

**THE EFFECT OF MALL-ASSISTED GAME-BASED LEARNING MODEL
ON STUDENTS' SPEAKING SKILLS IN ENGLISH IN ELEMENTARY
SCHOOLS**

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ABSTRACT

This study aims to determine the effect of the Game Based Learning (GBL) model assisted by Mobile Assisted Language Learning (MALL) media on the english speaking skills of elementary school students. This study was motivated by the low speaking skills of students caused by the use of conventional learning methods, lack of speaking practice, and minimal use of technology in the learning process. This study is a quasi-experimental study with a quantitative approach using a Posttest Only Control Group Design. The subjects were 40 fourth-grade students of Cluster III, Bebandem District, consisting of 20 students in the experimental class and 20 students in the control class. Data were collected through a speaking skills test and analyzed using the Independent Sample t-test. The results of the analysis showed that the t-value was 30.896 with a significance of 0.000 ($p < 0.05$). This indicates a significant difference between the experimental class and the control class. The average score of students' speaking skills in the experimental class was higher than that of the control class. Based on these results, it can be concluded that the GBL model assisted by MALL media has a positive effect on the english speaking skills of elementary school students. This study suggests that teachers can integrate game-based learning and mobile technology as an innovative alternative to improve students' speaking skills. Future research is expected to test the effectiveness of this model at different grade levels or with other language skill variables.

Keywords: *Game-Based Learning, Mobile Assisted Language Learning, speaking skills, English learning, elementary school*