

***THE EFFECT OF ROLE-PLAY METHOD ON STUDENTS SPEAKING
SKILLS IN THE FOOD AND BEVERAGE SERVICE MAJOR OF THE
HOSPITALITY DEPARTMENT AT SMK NEGERI 1 SINGARAJA***

By
Firstia Pratidina Intan 2212021030
English Language Education

ABSTRACT

This research examined the use of the role-play method in teaching speaking skills to eleventh-grade students of the Food and Beverage Service program at SMK Negeri 1 Singaraja. The study addressed two objectives: identifying whether students who learned through role-play demonstrated different speaking performance from those receiving conventional instruction and determining the magnitude of the instructional effect produced by the method. A quasi-experimental approach employing a post-test only control group design was implemented with 66 students, who were assigned to either an experimental or a control group. Students' speaking performance was assessed through an oral speaking test. The resulting scores were analyzed using the Independent Samples *t*-test in SPSS 25, followed by Cohen's *d* calculation to examine the practical magnitude of the treatment effect. The statistical analysis revealed that the experimental group achieved a higher mean speaking score (87.80) than the control group (77.19), and the Independent Samples *t*-test indicated a statistically significant difference between the two groups. In addition, the calculated Cohen's *d* value of 2.64 was classified as a large effect, indicating that the observed difference was also substantial in practical terms. Within the context of this study, these findings support the use of role-play as a contextual instructional approach for developing speaking skills in vocational English learning, particularly in the Food and Beverage Service program.

Keywords: Food and Beverage Service, Hospitality Education, Role-Play, Speaking Skills

THE EFFECT OF ROLE-PLAY METHOD ON STUDENTS SPEAKING SKILLS IN THE FOOD AND BEVERAGE SERVICE MAJOR OF THE HOSPITALITY DEPARTMENT AT SMK NEGERI 1 SINGARAJA

By

Firstia Pratidina Intan 2212021030

English Language Education

ABSTRAK

Penelitian ini mengkaji penerapan metode *role-play* dalam pembelajaran keterampilan berbicara pada peserta didik kelas XI Program Keahlian *Food and Beverage Service* di SMK Negeri 1 Singaraja. Penelitian ini bertujuan untuk mengetahui apakah terdapat perbedaan keterampilan berbicara antara peserta didik yang belajar melalui metode *role-play* dan peserta didik yang memperoleh pembelajaran konvensional, serta untuk mengetahui besarnya pengaruh penerapan metode tersebut terhadap keterampilan berbicara peserta didik. Penelitian ini menggunakan pendekatan kuasi eksperimen dengan rancangan *post-test only control group design* yang melibatkan 66 peserta didik, yang terbagi ke dalam kelompok eksperimen dan kelompok kontrol. Data diperoleh melalui tes berbicara, kemudian dianalisis menggunakan *Independent Samples t-test* dengan bantuan SPSS 25. Selanjutnya, analisis Cohen's *d* dilakukan untuk mengetahui besarnya pengaruh perlakuan yang diberikan. Hasil analisis menunjukkan bahwa kelompok eksperimen memperoleh nilai rata-rata keterampilan berbicara yang lebih tinggi (87,80) dibandingkan kelompok kontrol (77,19). Hasil *Independent Samples t-test* menunjukkan adanya perbedaan yang signifikan antara kedua kelompok. Selain itu, nilai Cohen's *d* sebesar 2,64 termasuk dalam kategori *large effect*, yang menunjukkan bahwa penerapan metode *role-play* memberikan pengaruh yang besar dalam konteks penelitian ini. Temuan tersebut mendukung penggunaan *role-play* sebagai salah satu alternatif pembelajaran kontekstual untuk mengembangkan keterampilan berbicara dalam pembelajaran bahasa Inggris vokasional, khususnya pada Program Keahlian *Food and Beverage Service*.

Kata Kunci: *Food and Beverage Service*, pendidikan perhotelan, *role-play*, keterampilan berbicara