

ABSTRACT

Murti, Dominica Retno. 2014. *Task-Based English Speaking Materials for the Tour Guides of Kalisuci Gunungkidul*. Yogyakarta: English Language Education Study Program, Sanata Dharma University.

Kalisuci is an interesting cave tubing place in Semanu, Gunungkidul, which is frequently visited by local visitors and foreign visitors. The tour guides of *Kalisuci* had realized the importance of English mastery when dealing directly with the English speaking guests. Most of the tour guides have some difficulties in communicating with English speaking guests and this matter is an obstacle to guide English speaking guests well. This study attempted to develop English speaking materials for the tour guides of *Kalisuci* Gunungkidul based on task-based approach.

This study was aimed to find out the answers to the two research problems. Firstly, how task-based English speaking materials for the tour guides of *Kalisuci* Gunungkidul are designed. Secondly, what the design materials looks like.

The methodology used in this study to answer the first research problem was adapted from Dick and Carrey's theory instructional design model (2009) comprising of ten interrelated steps. Those ten steps, subsequently, were put under the umbrella of Borg and Gall's (1986) Educational Research and Development (R&D) method. Due to time and resource limitations, there were only six out of ten steps of R&D method employed, which were: (1) research and information collecting, (2) planning, (3) developing preliminary form of product, (4) preliminary field testing, (5) main product revision, and (6) main field testing.

After carrying out the R&D steps, then, the final version of the designed materials were ready to be used. The final version of the designed materials was presented to answer the second research problem. There are four units in the designed materials, namely, (1) "Hello! I am Retno", (2) "Could you tell me where *Kalisuci* is?", (3) "It is an awesome cave", and (4) "It is for protecting our shinbones". Each unit consists of five sections, namely, (1) "Get Ready", (2) "Let's Do It", (3) "Things To Remember", (4) "Let's Play", and (5) "How Far Am I?" The designed materials were considered as suitable speaking materials for the tour guides of cave tubing activity from experts' validation. However, there are some revisions needed to develop the designed materials for the next researchers who are interested in designing English speaking materials for the tour guides of a cave tubing activity. The revisions were gained from learners' evaluation after the researcher implementing the designed materials.

Keywords: ESP, speaking, task-based learning, the tour guides of *Kalisuci* Gunungkidul

ABSTRAK

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Kalisuci adalah tempat wisata susur gua menarik yang terletak di Semanu, Gunungkidul yang sering dikunjungi wisatawan lokal maupun luar negeri. Para pemandu wisata Kalisuci telah menyadari pentingnya penguasaan Bahasa Inggris bagi mereka sebagai orang yang berhubungan langsung dengan wisatawan. Sebagian besar dari para pemandu mengalami kesulitan untuk berkomunikasi dengan wisatawan asing dan hal tersebut menjadi hambatan untuk memandu wisatawan asing dengan baik. Oleh karena itu, penelitian ini mencoba untuk mengembangkan materi Bahasa Inggris dalam mengolah kemampuan berbicara untuk para pemandu wisata Kalisuci menggunakan pendekatan berbasis tugas.

Penelitian ini bertujuan untuk mencari jawaban atas dua rumusan masalah. Pertama, bagaimana materi berbicara dalam Bahasa Inggris berbasis tugas disusun untuk pemandu wisata Kalisuci di Gunungkidul. Kedua, bagaimanakah bentuk penyajian materi tersebut.

Metode yang digunakan untuk menjawab rumusan masalah pertama adalah dengan mengadaptasi model perancangan materi yang di kembangkan oleh Dick dan Carey (2009) yang mencakup sepuluh langkah yang saling berhubungan. Kemudian, kesepuluh langkah tersebut diletakkan di bawah kerangka model Educational Research and Development (R&D) yang di susun oleh Borg dan Gall (1986). Oleh karena keterbatasan waktu dan sumber, hanya enam dari sepuluh langkah model R & D yang digunakan, yaitu: (1) penelitian dan pengumpulan informasi, (2) perencanaan, (3) pengembangan bentuk awal produk, (4) pengujian awal produk, (5) revisi produk, dan (6) pengujian awal produk di lapangan.

Setelah menjalankan langkah-langkah R&D, terciptalah versi akhir materi yang siap untuk digunakan. Versi akhir materi ditampilkan untuk menjawab rumusan masalah kedua. Ada empat unit didalam seluruh kesatuam desain materi, yaitu (1) "Hello! I am Retno", (2) "Could you tell me where Kalisuci is?", (3) "It is an awesome cave", dan (4) "It is for protecting our shinbones". Pada setiap unit desain materi ada lima bagian, yaitu (1) "Get Ready", (2) "Let's Do It", (3) "Things To Remember", (4) "Let's Play", dan (5) "How Far Am I?". Materi berbicara yang dibuat dinyatakan cocok untuk pemandu wisata susur gua dari evaluasi para ahli. Namun, masih diperlukan perbaikan untuk menjadi lebih baik bagi peneliti lain yang tertarik untuk mendesain ulang materi ini. Beberapa perbaikan di dapat dari evaluasi para pemandu setelah peneliti mengajarkan materi ini kepada mereka.

Kata Kunci: ESP, speaking, task-based learning, the tour guides of Kalisuci Gunungkidul