ABSTRACT

Putri, Valentina Monica Sabella. (2023). *The Use of Game-based Impromptu Speaking for 11th Grade Students' Speaking Improvement at SMA Santa Maria Yogyakarta*. Yogyakarta: English Language Education Study Program, Faculty of Teachers Training and Education, Sanata Dharma University.

English speaking proficiency can be undertaken through various techniques such as interviews, storytelling, debate, role-play and impromptu speech. Particularly for speaking, speech delivery is a fundamental aspect of communication. Impromptu speaking is a technique that requires the speaker to deliver the idea with limited preparation. In this research, the researcher considered a phenomenon at SMA Santa Maria Yogyakarta related to speaking proficiency. The major problem was that the students in the grade 11th of social major had not accustomed to the speaking improvisation to speak spontaneously.

In this research, one problem was formulated: (1) To what extent does game-based impromptu speaking improve students' speaking improvement at SMA Santa Maria Yogyakarta? The participants of this research were 10 students of Grade XI Social Major in the academic year of 2022/2023. In this research, the researcher used classroom action research. The researcher collected the data through observation, field notes, speaking tests, questionnaires and interview.

In this research, the researcher divided the results into two aspects. First, the result of this research showed there was an improvement in students' English-speaking skills. The improvement could be seen from the growth score of the speaking test and the average score of speaking components: fluency and comprehensibility in two cycles. Second, game-based impromptu speaking has been successfully implemented to improve speaking improvisation, speech detail and confidence. From this research, it could be concluded that the students were more fluent in speaking English spontaneously and expanding comprehensibility.

Keywords: game-based learning, impromptu speaking, speaking comprehension speaking fluency

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Kemahiran berbicara Bahasa Inggris dapat dilakukan melalui berbagai teknik seperti wawancara, bercerita, debat, bermain peran dan juga *impromptu speech*. Khususnya dalam berbicara, penyampaian cara berbicara adalah aspek dasar untuk berkomunikasi. *Impromptu speaking* adalah salah satu teknik berbicara yang meminta pembicara untuk menyampaikan ide dalam persiapan yang terbatas. Dalam penelitian ini, peneliti meninjau fenomena di SMA Santa Maria Yogyakarta terkait dengan kemahiran berbicara. Permasalahan utama adalah para siswa kelas XI IPS tidak terbiasa melakukan improvisasi untuk berbicara secara spontan.

Dalam penelitian ini terdapat satu rumusan masalah yaitu: (1) Sejauh mana pelaksanaan impromptu speaking berbasis permainan meningkatkan kemampuan berbicara siswa di SMA Santa Maria Yogyakarta. Partisipan dalam penelitian ini adalah 10 siswa kelas XI IPS pada tahun ajaran 2022/2023. Sebuah penilitan tindakan kelas digunakan untuk mengumpulkan data. Peneliti mengambil data melalui observasi, filed notes, tes berbicara, kuisioner dan wawancara.

Dalam penelitian ini, peneliti membagi hasil penelitin menjadi dua bagian. Pertama, hasil dari penelitian ini menunjukan bahwa terdapat kenaikan tentang kemampuan berbicara siswa. Kenaikan tersebut dapat dilihat dari peningkatan nilai tes lisan, rata-rata nilai komponen berbicara yaitu *fluency* and *comprehensibility* dalam 2 siklus. Kedua, *impromptu speaking* berbasis permainan telah berhasil diimplementasikan dalam mempengaruhi improvisasi, kerja tim, dan kepercayaan diri selama berbicara. Dari penelitian ini dapat disimpulkan bahwa siswa menjadi lebih fasih untuk berbicara secara spontan dan memperluas pemahaman.

Kata kunci: *game-based learning, impromptu speaking, speaking comprehension speaking fluency*