

**HOT SEAT GAME TO IMPROVE SPEAKING SKILLS OF  
THE FIRST YEAR STUDENTS OF SMK NEGERI 4 MALANG**

**UNDERGRADUATE THESIS**

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**ENGLISH LANGUAGE EDUCATION PROGRAM  
FACULTY OF CULTURAL STUDIES  
UNIVERSITAS BRAWIJAYA  
2018**

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For the Degree of Sarjana Pendidikan**

**BY**

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Malang, 23 Januari 2018

The writer

## ABSTRACT

Alexandra. 2017. **Hot Seat Game to Improve Speaking Skills of The First Year Students of SMK Negeri 4 Malang.** English Language Education Program, Faculty of Cultural Studies, Universitas Brawijaya. Supervisor: Dr.Esti Junining, S.Pd, M.Pd.

**Keywords:** Hot Seat Game, Speaking Skill, Descriptive Text

Hot seat game is a game in which the goal is describing object or the information. Conducting hot seat games in teaching speaking could help the students be more active in speaking English because most students of the first year of X PD B class in SMK Negeri 4 Malang still face difficulties in speaking. Some of the students are embarrassed to speak in front of the class. In other case, it happens because students are not interested in learning English. To overcome the problem in mastering speaking skill, the writer uses hot seat game as a technique in learning process.

This study used a classroom action research design which uses a cycle consisted of four stages which are planning, action, observing, and reflection. During the study, the writer acted as a teacher who implemented the hot seat game in teaching and learning process and the English teacher acted as a observer. In collecting the data, there were some instruments the writer used such as observation checklist, field notes, questionnaire, interview guide, and oral speaking test. The result of this study show that hot seat game can improve students speaking skill. It was dealing with the fulfillment of the criteria of success which had been set by the writer. First, the students passed ( $\geq 75$ ) as the standard minimum score (KKM). The finding showed that the class percentage which passed the KKM in pre-test was 23% and it increased became 83% in the post-test. Second, 75% of the students actively involved in the teaching and learning process. The students' involvement improved from 71% to 96% actively during the leaning process. From this result, the writer concludes that teaching using hot seat game for the first students of SMK Negeri 4 Malang can improve their speaking skill.

Based on the result of this study, as suggestion for the teacher, she must be creative to help the students to improve their English skill by using interesting activity of teaching in order to make the students more motivated and interested in learning process. For the students, they should more learn the English course because English is important to communicate in this era. Hopefully this study can help the students to develop their speaking skill.

## ABSTRAK

Alexandra. 2017. **Hot Seat Game to Improve Speaking Skills of The First Year Students of SMK Negeri 4 Malang.** English Language Education Program, Faculty of Cultural Studies, Universitas Brawijaya. Supervisor: Dr.Esti Junining, S.Pd, M.Pd.

Kata kunci: Permainan kursi panas, Kemampuan berbicara, Teks descriptif

Game kursi panas adalah permainan di mana tujuannya menggambarkan objek atau informasinya. Melakukan permainan kursi berjemur dalam mengajar berbicara bisa membantu siswa lebih aktif dalam berbicara bahasa Inggris karena kebanyakan siswa kelas X PD B di SMK Negeri 4 Malang masih menghadapi kesulitan dalam berbicara. Beberapa siswa merasa malu untuk berbicara di depan kelas. Dalam kasus lain, hal itu terjadi karena siswa tidak tertarik untuk belajar bahasa Inggris. Untuk mengatasi masalah dalam menguasai kemampuan berbicara, penulis menggunakan permainan kursi panas sebagai teknik dalam proses pembelajaran.

Penelitian ini menggunakan desain penelitian tindakan kelas yang menggunakan siklus yang terdiri dari empat tahap yaitu perencanaan, tindakan, pengamatan, dan refleksi. Selama penelitian, penulis bertindak sebagai guru yang menerapkan permainan kursi panas dalam proses belajar mengajar dan guru bahasa Inggris yang berperan sebagai pengamat. Dalam mengumpulkan data, ada beberapa instrumen yang penulis gunakan yaitu lembar observasi, catatan lapangan, angket, wawancara, dan tes ujaran lisan. Hasil penelitian ini menunjukkan bahwa permainan kursi panas dapat meningkatkan kemampuan berbicara siswa. Hal itu berkaitan dengan pemenuhan kriteria keberhasilan yang telah ditetapkan oleh penulis. Pertama, siswa lulus ( $\geq 75$ ) sebagai standar skor minimum (KKM). Temuan tersebut menunjukkan bahwa persentase kelas yang lulus KKM dalam pre-test adalah 23% dan meningkat menjadi 83% pada post-test. Kedua, 75% siswa terlibat aktif dalam proses belajar mengajar. Keterlibatan siswa meningkat dari 71% menjadi 96% secara aktif selama proses pemberajaran.

Dari hasil ini, penulis menyimpulkan bahwa pengajaran menggunakan permainan kursi panas untuk siswa kelas 1 SMK Negeri 4 Malang dapat meningkatkan kemampuan berbicara mereka. Berdasarkan hasil penelitian ini, sebagai saran bagi guru, ia harus kreatif membantu siswa meningkatkan kemampuan bahasa Inggris mereka dengan menggunakan metode pengajaran yang menarik agar siswa lebih termotivasi dan menarik dalam proses belajar mengajar. Bagi para siswa, mereka harus lebih belajar bahasa Inggris penting untuk berkomunikasi di era ini. Semoga penelitian ini dapat membantu siswa mengembangkan kemampuan berbicara mereka.

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