



**Students' Perception of the Use of Advice Board Game on  
Students' Speaking Development at SMK YADIKA 2  
Jakarta**

**Happy Sandiro Natalia**

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**Undergraduate Thesis**

**English Teaching Study Program  
Faculty of Education and Teacher Training  
Universitas Kristen Indonesia  
Jakarta  
2018**

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**Submitted in partial fulfillment of the requirements for the degree of  
*Sarjana Pendidikan in Pendidikan Bahasa Inggris***

**English Teaching Study Program  
Faculty of Education and Teacher Training  
Universitas Kristen Indonesia  
Jakarta  
2018**

## ADVISORS' APPROVAL

*As the research advisors of the following student:*

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August 1, 2018

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Aug. 1, 2018

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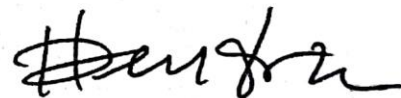
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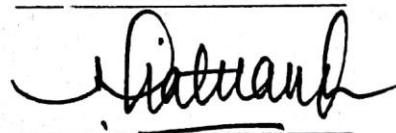
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## **MOTTO AND DEDICATION**

### **Motto**

**Trust in the Lord with all your heart and do not lean on your own understanding – Proverbs 3:5**

### **Dedication**

**This final project is particularly dedicated to:**

**My beloved dad who had passed away 8 years ago, Janner Hasudungan Sinaga (+)  
and my beloved mom, my one and only  
Rosdiana Manullang**

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Jakarta, 2 July 2018

Happy Sandiro Natalia

**Persepsi Siswa dalam Penggunaan *Advice Board Game* untuk  
Mengembangkan Keterampilan Berbicara Siswa di SMK Yadika 2  
Jakarta**

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**ABSTRAK**

Penelitian ini memiliki tujuan utama: untuk mengeksplorasi persepsi siswa tentang penggunaan “*advice board game*” dalam berbicara kelas keterampilan. Penelitian ini merupakan studi kasus dengan menggunakan metode survei. Penelitian ini melibatkan 73 siswa kelas XI SMK Yadika 2 Jakarta

Untuk mencapai tujuan data kualitatif mengenai persepsi siswa dikumpulkan melalui kuesioner format skala Likert dan kuesioner format terbuka. Pada saat survei dilakukan, para responden sedang mengambil kelas berbicara. Pertanyaan yang muncul di kuesioner terbuka disesuaikan dengan dimensi dari kuesioner skala Likert. Data yang didapat dianalisis secara deskriptif.

Hasil penelitian menunjukkan bahwa para siswa menanggapi dengan positif penggunaan permainan “*advice board game*” untuk mengembangkan keterampilan berbicara. Hasil kuesioner menunjukkan bahwa sebagian besar siswa memiliki persepsi yang kuat tentang penggunaan “*advice board game*”. Persepsi skor rata-rata siswa adalah 62,51. Sebagian besar siswa SMK tidak merasakan dampak negatif dari penggunaan permainan “*advice board game*” di kelas berbicara, karena persepsi siswa tentang penggunaan “*advice board game*” permainan untuk mengembangkan keterampilan berbicara siswa adalah positif. Para siswa setuju bahwa strategi ini dapat membantu mereka mengembangkan atau meningkatkan keterampilan berbicara mereka. Diharapkan bahwa penelitian ini diharapkan dapat memperkaya pengetahuan kita tentang penggunaan “*advice board game*” untuk belajar berbicara bahasa Inggris dan menjadi inspirasi bagi setiap peneliti untuk menggali lebih dalam tentang masalah ini.

Kata kunci: “*advice board game*”, *persepsi*, *keterampilan berbicara*

# **Students' Perception on the Use of Advice Board Game to Develope Students' Speaking Skill at SMK Yadika 2 Jakarta**

(2018)

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## **ABSTRACT**

This study has major purpose: to explore students' perception on the use of advice board game in speaking skill class. This research is a case study using survey method. It involved 73 students of 11<sup>th</sup> grade SMK Yadika 2 Jakarta

To attain the objective qualitative data concerning the students' perceptions were collected through questionnaire Likert Scale format and open-ended format. At the time the survey was undertaken, the participants were taking speaking courses. The questions that emerged in the open-ended questionnaire were coded in accordance to the dimensions from the Likert Scale questionnaire. The data was analyzed descriptively.

The findings revealed that the students responded positively to the use of advice board game to develop speaking skills. The questionnaire results showed that the students had strong perception on the use of advice board game. It can be seen from students' perception mean score which was 62.51. The majority of SMK students did not get any negative impact on the use of advice board game in speaking class, because the students' perception on the use of advice board game to develop students' speaking skill was positive. Most of students agreed that this strategy could help them to develop or improve their speaking skill. It is hoped that this study can enrich our knowledge about the use of advice board game for learning speaking English and be an inspiration for other researchers to dig deeper toward this issue.

**Keywords:** *advice board game, perception, speaking skills*

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