

USING WEREWOLF GAME TO TEACH SPEAKING TO THE ELEVENTH-GRADE STUDENTS' OF SMK MUHAMMADIYAH 2 PALEMBANG

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ABSTRACT

This study aimed to investigate the effectiveness of using the Werewolf Game to improve the speaking skills of eleventh-grade students at SMK Muhammadiyah 2 Palembang. This study investigates whether the implementation of the Werewolf Game can improve the speaking skills of the eleventh-grade students at SMK Muhammadiyah 2 Palembang. The purpose of this research is to analyze whether or not the implementation of the Werewolf Game can enhance the students' speaking skills. The research was conducted using a quantitative method with an experimental design involving two groups: a control group and an experimental group. The students' speaking skills were assessed through pre-tests and post-tests, focusing on pronunciation, vocabulary, sentence structure, and interaction. The data were analyzed using normality tests, homogeneity tests, and independent samples t-tests. The results showed a significant improvement in the speaking performance of students in the experimental group compared to the control group, with p-values of 0.008 and 0.014. These findings indicate that the Werewolf Game is an effective and engaging method for enhancing students' speaking abilities. It promotes active participation, boosts confidence, and creates a fun learning environment, making it a recommended strategy for teaching speaking in English classes.

Keywords: *Werewolf Game, Speaking Skills, English Language Teaching, Game-Based Learning, Experimental Study*