

CHAPTER I INTRODUCTION

This chapter gives an overview of research background, research questions, research objectives, research significance and organization of thesis.

A. Research Background

English is the most important language in the world as there are English speakers in every country in the world. It is used as an oral and written communication to bridge the gap in social conditions. People know the international language is English, so they should focus on improving their English skills and fluency.¹ Teaching speaking is sometimes viewed as a simple commercial process language schools around the world employ untrained people to teach conversation. Mastering English is important to increase your chances of getting into a reputable school.² Speaking is a natural, but speaking in different language is our way is never easy. In short, as a communication language. Many fields require English.

By learning a language, people learn to speak that language and use it. Oral expressions are difficult to learn for foreigners. Based on Namaziandost, Hashemifard Nia, and Shafiee, speaking is first necessary to understand the language used to convey intentions and goals between them. So, speaking is the main skill in communication where people must pay attention to feelings, emotions, ideas, and beliefs.³ Canale and Swain in Richards confirm that language learning requires meaning-focused instruction and communication is very important.⁴ Other skills such as reading and writing are also

¹ Woon Wern Lie and Melor Yunus, "Pen Pals Are Now in Your Fingertips — A Global Collaboration Online Project to Develop Writing Skills," (2018), 2491–2504, <https://doi.org/10.4236/ce.2018.915188>.

² Catherine Wong Hui Tiing and Melor Md Yunus, "Board Games in Improving Pupils' Speaking Skills: A Systematic Review," *Sustainability (Switzerland)* 13, no. 16 (2021), <https://doi.org/10.3390/su13168772>.

³ Ehsan Namaziandost, Arash Hashemifardnia, and Sajad Shafiee, "The Impact of Opinion-Gap, Reasoning-Gap, and Information-Gap Tasks on EFL Learners' Speaking Fluency," *Cogent Social Sciences* 5, no. 1 (2019), <https://doi.org/10.1080/23311886.2019.1630150>.

⁴ Willy A Renandya, Jack C Richards, and Willy A Renandya, "Methodology in Language Teaching An Anthology of Current Practice

important in advanced language use as they improve eloquence and comprehension. However, speaking takes precedence. Therefore, understanding requires attention, concentration, and accuracy in speaking.

A speaker needs to speak clearly and confidently to grab the attention of the audience by giving a well-known message. Speaking skills are important in improving one's personality, even Speaking skills are useful in all areas of people's lives.⁵ For example, speaking skills can support one's career success. In addition to speaking as an important thing, but also something that people are afraid of. Success in speaking when people increase their confidence, perform in front of an audience, and look cool.

Some students want to learn English, but they have a problem about how to speak well. Based on observations of tenth grade Islamic Senior High School Jepara in The Academic Year of 2022/2023, the researchers found Students may know the topic given to them by their teacher, but they may not know what to say. They get confused in expressing their thoughts on the subject. They are afraid of being embarrassed. They tend to lack vocabulary mastery and are difficult to memorize vocabulary and grammar mistakes because they are not interested in learning English.⁶ So, to understand and activate Reaching out to students in the classroom is not an easy task. Teachers must be ready to face classroom conditions by using interesting strategies and media that support learning so that students actively communicate in class.

When people talk about games, they think of funny things for children to do. But today games can be used for all ages, not just for young learners. Games are becoming a usable medium in the process of teaching and learning in secondary schools. Games like these make classroom learning more meaningful and fun for all ages. Teachers can teach her social skills when a student plays

Chapter 1 ~ English Language Teaching in the ' Post - Method ' Era: Toward Better Diagnosis , Treatment , and Assessment," no. May (2022), <https://doi.org/10.13140/RG.2.2.36344.72962>.

⁵ Soleman Dapa Taka, "Teaching Speaking By Using Snake and Ladder Board Game," *IDEAS: Journal on English Language Teaching and Learning, Linguistics and Literature* 7, no. 2 (2019): 72–87, <https://doi.org/10.24256/ideas.v7i2.1021>.

⁶ Observation with Qurrotul A'yun On 29 March 2023.

games. Students can get opportunities to interact with other players. Scott Nicholson says in-game activity can improve abilities Student flexibility by building social skills in the real world.⁷ Specifically Lots of educational games to get used to speaking skills improve this ability. One such game is the snakes and ladders games.

Educational games help to motivate students to learn activities. There are many games you can use to encourage more active learning in your students. Using snakes and ladders game method can improve English language skills, especially in English communication skills.⁸ Speaking is the basic key to communication, so someone who lacks practice will limit their speaking skills. According to Yazdanparast and Gorjian teachers can be helped by constructing contexts and making language learning more useful and useful through games and meaningful for students.⁹ It means games, especially language games, can bring some educational values that not only serve as time filler activities but also enable students to learn languages. In this study, snakes and ladders game is a learning medium that will be taken by researchers.

Snake and ladder games are fun games played by one to four people. This game is very easy and simple to do to support the spirit of learning and improve students' speaking skills. A Snakes and Ladders game that has been modified in English learning needs to be applied.¹⁰ Students will be enthusiastic about communicating with a column that reads questions/orders that have been adapted to English material. By playing games, students' anxiety will be reduced and students are interested in

⁷ Scott Nicholson, *Everyone Plays at the Library*. (New Jersey: Information Today, Inc. (2010), p.xi.

⁸ Agnes Ambar Pratiwi Bayuningsih, "Improving Students' Speaking Ability Using The Snakes And Ladders Board Game At 11 Th Grade Of Saint Pius X Vocational High," (2016).

⁹ Mina Yazdanparast and Bahman Gorjian, "Using Whispering Game in Teaching Speaking Skill to EFL Learners" 4, no. 2 (2018): 40–48, <https://doi.org/10.5923/j.jall.20180402.03>.

¹⁰ Sri Ajeng, "The Efforts to Improve the Ability to Speak English through the Game" Snake and Ladder" in Grade VII-A Students at SMPN 3 Ngimbang," *Journal of Diversity in Learning (JDIL)* 1 (2021): 55–61, <https://www.journalofdiversity.com/index.php/jdil/article/view/9>.

learning to speak.¹¹ The purpose of this game is to help students become confident English speakers and reduce their fear of expressing their thoughts. Students can use in-game hints to talk to their friends. In this way, students enjoy learning to speak, feel focused and involved in the lesson, and are comfortable playing the Snakes and Ladders game.

Media are tools that can be used to support the teaching and learning process. It helps students to express feelings, ideas, feelings and more. Learning media can be interpreted as various components of the learning environment that facilitate student learning.¹² In the learning process, the use of media can stimulate students' enthusiasm and interest in learning activities.¹³ In addition, the media can affect the psychology of students. On this occasion, Researchers use snakes and ladders game media to improve students' speaking skills and increase their motivation in the English learning process.

Based on the above descriptions, researchers conclude that learning media are of great importance at this time to increase students' interest and enthusiasm for the learning process. The use of new media increases students' interest in learning English and improves their speaking skills. Thus, researchers conducted a title of the study titled The Effectiveness of Using Media “Snakes And Ladders” Towards Students' Mastery in Speaking (A Case Study at Islamic Senior High School Jepara in The Academic Year of 2022/2023).

¹¹ Pat M. Neuwelt and Robin A. Kearns, “Playing the Game: Interactively Exploring Journeys into Primary Care,” *Wellbeing, Space and Society* 2 (2021): 100045, <https://doi.org/10.1016/j.wss.2021.100045>.

¹² Novita Aryuntini, Indri Astuti, and Yohanes Gatot Sutapa Yuliana, “Development of Learning Media Based on VideoScribe to Improve Writing Skill for Descriptive Text of English Language Study,” *JETL (Journal Of Education, Teaching and Learning)* 3, no. 2 (2018): 187, <https://doi.org/10.26737/jetl.v3i2.746>.

¹³ H. D. Ariessanti et al., “Snake and Digital Ladder Applications Involving the Behavior of Children Applying the Health Protocols,” *Journal of Physics: Conference Series* 1869, no. 1 (2021), <https://doi.org/10.1088/1742-6596/1869/1/012069>.

B. Research Questions

Based on the research background, the researcher formulates the problem as follows:

Is using media “snakes and ladders” effective towards the students' mastery in speaking (a case study at islamic senior high school jepara in the academic year of 2022/2023)?

C. Research Objectives

Regarding the problem above, the purpose of this study is to find the empirical evidence about the effectiveness of using media “snakes and ladders” towards the students' mastery in speaking (a case study at islamic senior high school jepara in the academic year of 2022/2023).

D. Research Significances

The results of the study will provide contributions to:

1. For students

This study will help students improve their speaking skills with a play technique that has a positive impact on student progress.

2. For Teacher

This study will help teachers improve students' interest in learning oral expression. By applying snakes and ladders game media in the classroom, it is hoped that the implementation of this technique would contribute ideas for deciding the curriculum, provide input to teachers, particularly English teachers so that teaching and learning in the classroom was not so authoritarian and monotonous. Through snakes and ladders game media, the English teacher also can improve their students' speaking skill.

3. For the next researcher

The study will provide useful information about using media “snakes and ladders” and it can be useful as a reference to conduct future research. It helps the researchers solve similar problems in the future. Other researchers are expected to consider proceeding more cautiously in order to conduct more valuable research. It also can be an experiment for the next researcher.

E. Organization of Thesis

Organization of the thesis describes how the writing procedure of this for the paper facilitates comprehension. The organization of a professional thesis is as follows:

1. Chapter I – Introduction

In this chapter, it will explain the basics of research, such as research background, background of research, problem statement, purpose, research implications, and writing structure.

2. Chapter II – Literature Review

This chapter contains an explanation of theoretical foundations, an explanation of the theory, previous research, frameworks, and hypotheses. To maintain both validity and credibility of research, researchers contribute their knowledge of the subject. They are sourced from trusted linguists around the world.

3. Chapter III – Research Methodology

This chapter shows how the data can be entered into the main part of this study. This session will cover study design, settings, population and samples, design and definition of operational variable, test of instrument validity, data collection, and analysis data. A lot of data required by researchers will be collected and analyzed in this part. A sample contribution provides a much more objective view on getting the data you need.

4. Chapter IV – Results of Research and Discussion

This chapter is the spirit of the thesis. The result shows all the results of the data analysis. This chapter summarizes the survey questions and their answers. For greater clarity for the reader, the researchers convey a discussion of the results.

5. Chapter V – Conclusion and Suggestion

This chapter presents the conclusions and suggestions. This is the end of the paper.