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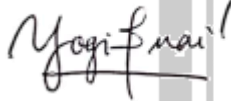
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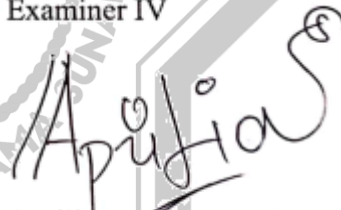
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MOTTO

الله سبحانه و تعالى has said in the surah Al - Insyirah verses 5-6:

فَإِنَّ مَعَ الْعُسْرِ يُسْرًا (5) إِنَّ مَعَ الْعُسْرِ يُسْرًا (6)

"Indeed, after the difficulty there is ease, indeed after the difficulty there is ease."

Not always the difficulty will continue to be a relentless difficulty. Learn from rain's sacrifice that would fall many times in order to make a beautiful rainbow

(The Researcher)

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Dedication

This thesis is my small offering to both my parents. My dear mom (Djampi) and my dear dad (Asmawi). When the world closed its door on me, mom and dad opened their arms for me. When people turned a deaf ear to me, they both opened their hearts for me. Thank you for always being there for me.

Thanks to all of you my dear sisters and brothers. Sometimes, when I lose faith in myself, you guys are here to believe in me. Sometimes, when everything is wrong, you guys seem to get close and fix everything.

Your beloved daughter

And your dearest little sister



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8. All those who provided prayers, and hugs for helping me to accomplish this proposal thesis. I am very grateful.

Finally, the researcher hopes that this script will be usefull for all the readers. The writer do realizes that this script has not been perfect. Therefore, the researcher wishes for the correctness, criticism and suggestion for this script.

ABSTRACT

Niamah, Zumarotun. (2022). *High School Students' Perception on Using Communication Games in the Speaking Class*. English language education study program. Faculty of teacher training and education. Nahdlatul ulama sunan giri university. Advisor I: Mohammad Fathoni, M.Pd. Advisor II: Aprilia Susanti, M.Pd.

Keywords: *Speaking skill, Communication Game, Perception, EFL Students*

Speaking is one of the most important parts of language. Including in English language. This research was aimed to know how was the implementation of the Communication game in the speaking class according to the features of a good game and to know about high school students' perception about communication game. This research used qualitative method and observation, questionnaire, interview as research instruments. The observation to find out about the implementation of the game, and questionnaire with interview to find out about students' perception. Participants of this research was the 12th grade of Islamic High School in Balen, Bojonegoro. In solve the problem of getting fear to speaking in the class, the teacher conduct communication game to gain students' enthusiastically. The implementation of the game was in accordance of the features of a good game. And most of students was agreed that by communication game could train their speaking skill and their confidence. Although some students still feel difficulties when played the game but at least they enjoyed and interested in learning speaking by communication game.

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ABSTRAK

Niamah, Zumarotun. (2022). *Persepsi Siswa SMA tentang Penggunaan Permainan Komunikasi di Kelas Speaking*. Program Studi Pendidikan Bahasa Inggris. Fakultas pelatihan dan pendidikan guru. Universitas Nahdlatul ulama sunan giri. Pembimbing I: Mohammad Fathoni, M.Pd. Pembimbing II: Aprilia Susanti, M.Pd.

Kata Kunci: Keterampilan berbicara, Permainan Komunikasi, Persepsi, Siswa EFL

Berbicara adalah salah satu bagian terpenting dari bahasa. Termasuk dalam bahasa Inggris. Penelitian ini bertujuan untuk mengetahui bagaimana implementasi game Komunikasi di kelas speaking sesuai dengan fitur-fitur permainan yang baik dan untuk mengetahui tentang persepsi siswa SMA tentang game komunikasi. Penelitian ini menggunakan metode kualitatif dan observasi, kuesioner, wawancara sebagai instrumen penelitian. Observasi untuk mengetahui tentang pelaksanaan permainan, dan kuesioner dengan wawancara untuk mengetahui persepsi siswa. Peserta penelitian ini adalah kelas 12 SMA Islam di Balen, Bojonegoro. Dalam memecahkan masalah ketakutan untuk berbicara di kelas, guru melakukan permainan komunikasi untuk mendapatkan antusiasme siswa. Implementasi game ini sesuai dengan fitur game yang bagus. Dan sebagian besar siswa sepakat bahwa dengan permainan komunikasi dapat melatih keterampilan berbicara dan kepercayaan diri mereka. Meskipun beberapa siswa masih merasakan kesulitan ketika memainkan game tersebut namun setidaknya mereka menikmati dan tertarik untuk belajar berbicara dengan game komunikasi.

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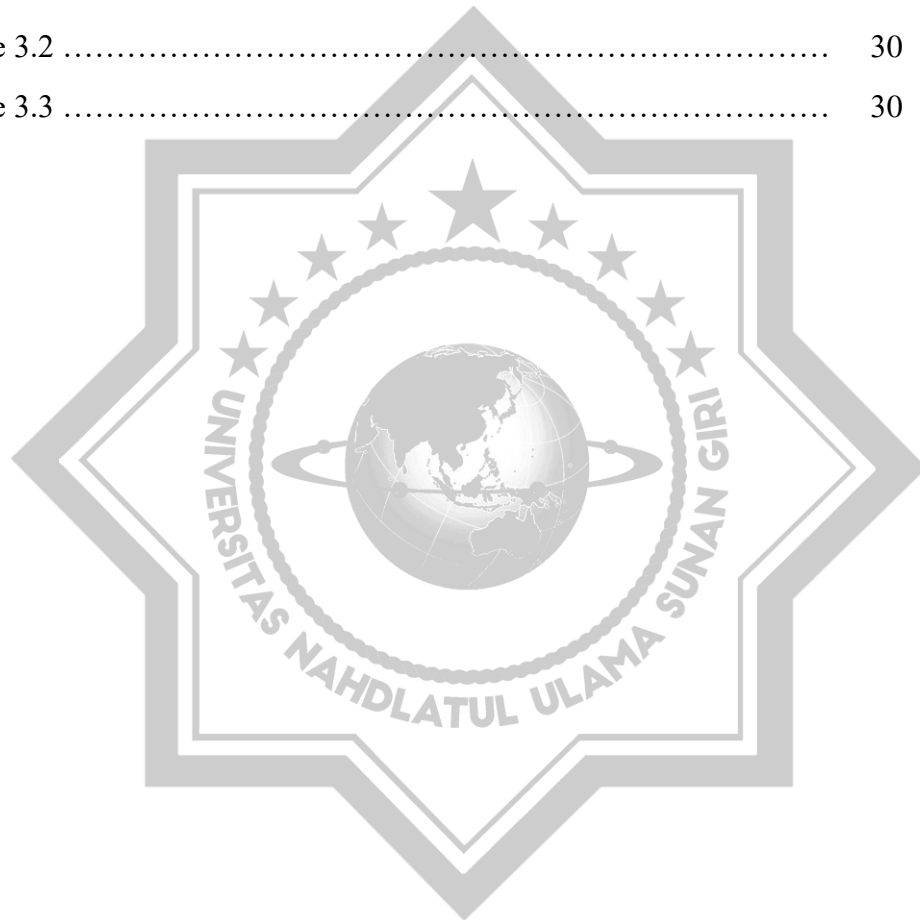
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