

**CONVERSATIONAL GAMBITS USED BY THE STUDENTS OF ENGLISH
EDUCATION PROGRAM IN DEBATING CLASS**

**Presented as Partial Fulfillment of the Requirements for the Degree of Sarjana Pendidikan
(S.Pd) on the English Education**

THESIS

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I hereby sincerely state that the thesis entitled "Conversational Gambits Used by the Students English Education in Debating Class" is my real masterpiece. The things out of masterpiece in this thesis are my signed by citation and referred in the bibliography. If later proven that my thesis has discrepancies, I am willing to take the academic sections in the form of repealing my thesis and academic degree.

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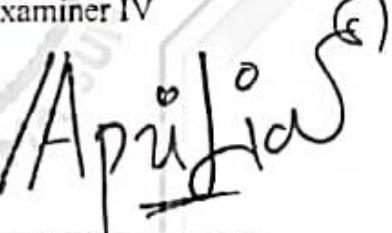
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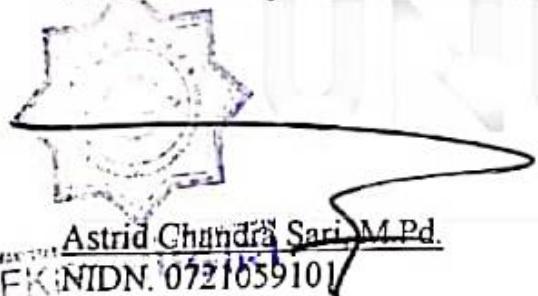
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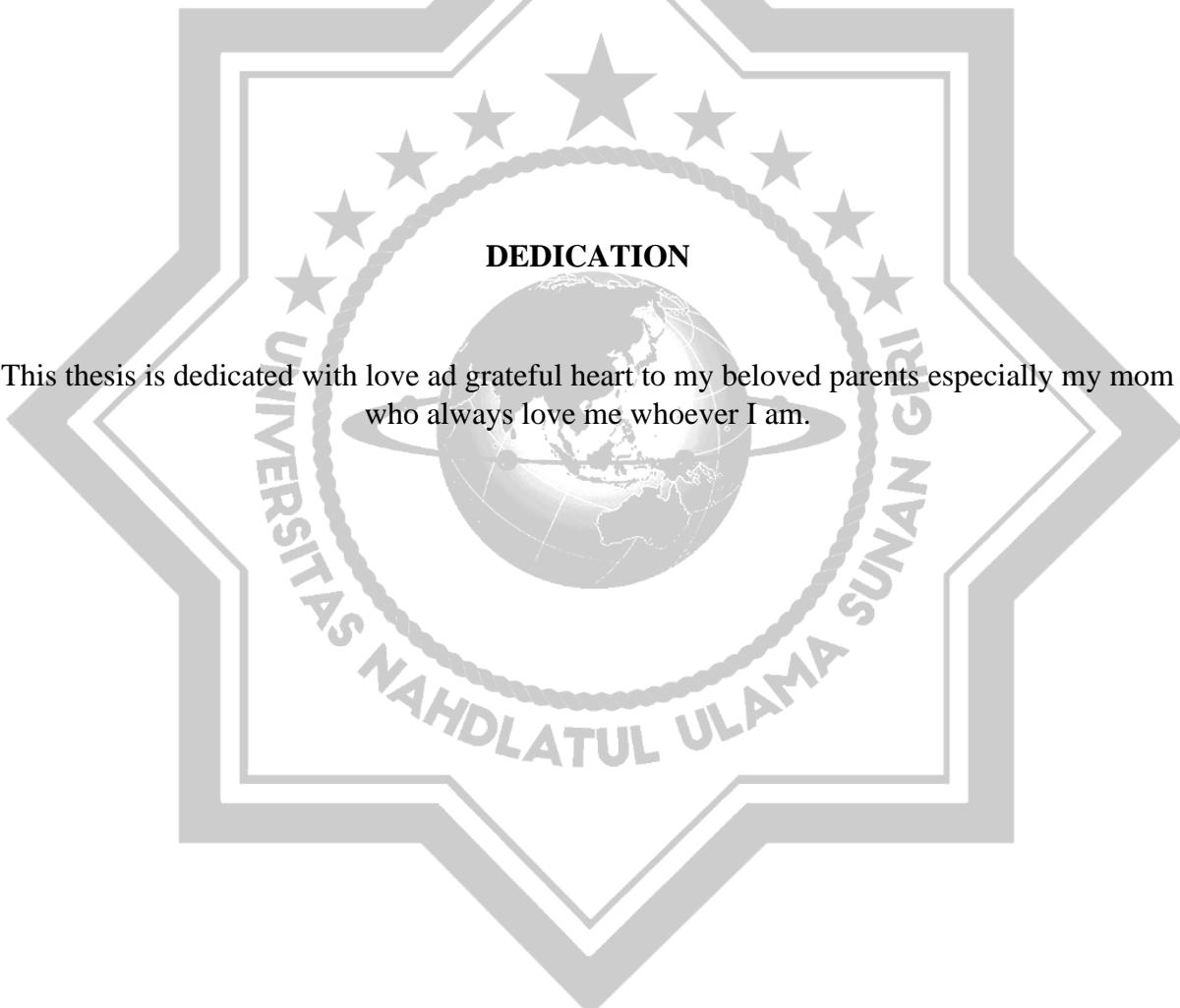
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MOTTO

لَأَرِيدُنَّكُمْ شَكْرًا تُمْ لَئِنْ

“Sungguh jika kamu bersyukur, pasti aku akan menambah (nikmat) kepadamu”

QS. Ibrahim:7



This thesis is dedicated with love ad grateful heart to my beloved parents especially my mom who always love me whoever I am.

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Finally, the researcher hopes that this script will be useful 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

Budiarti, D. Sri (2022). *Conversational Gambits Used By The Students Of English Education Program In Debating Class.* A Thesis, English Education Study Program, Faculty of Teacher Trainng and Education, Nahdlatul Ulama Sunan Giri University. First advisor Iin Widya Lestari, M.Pd and second advisor Aprilia Susanti, M.Pd

Keyword : Speaking, Debating Class, Gambit

Speaking is the most important thing to convey ideas, messages, information and knowledge to others people. Speaking have some way. Example, discussion, debating class, deliver information, and deliver manner to the other people. Usually, the students active speaking in the argument debating class. Sometimes, the students think difficult to star deliver the argument, link the argument and respond the argument to the other people. This research have purpose to know kinds of gambits and the function of gambits in debating class at Nahdlatul Ulama Sunan Giri University. The researched used online mode learning, because this condition is pandemic. The researcher used Microsoft team during debating process and take video recording and interview guideline to get the data. However, the researcher used descriptive qualitative method in the form of transcript and interview results. The researcher can found many students not yet understand what the meaning of gambits, and get the effect students just used little gambits. The students used gambits to start conversation, link arguments and respons the arguments. The majority of the students used variety gambits in the linking gambits. Actually, the students utterances gambit in their speak, but their not understand about gambit.



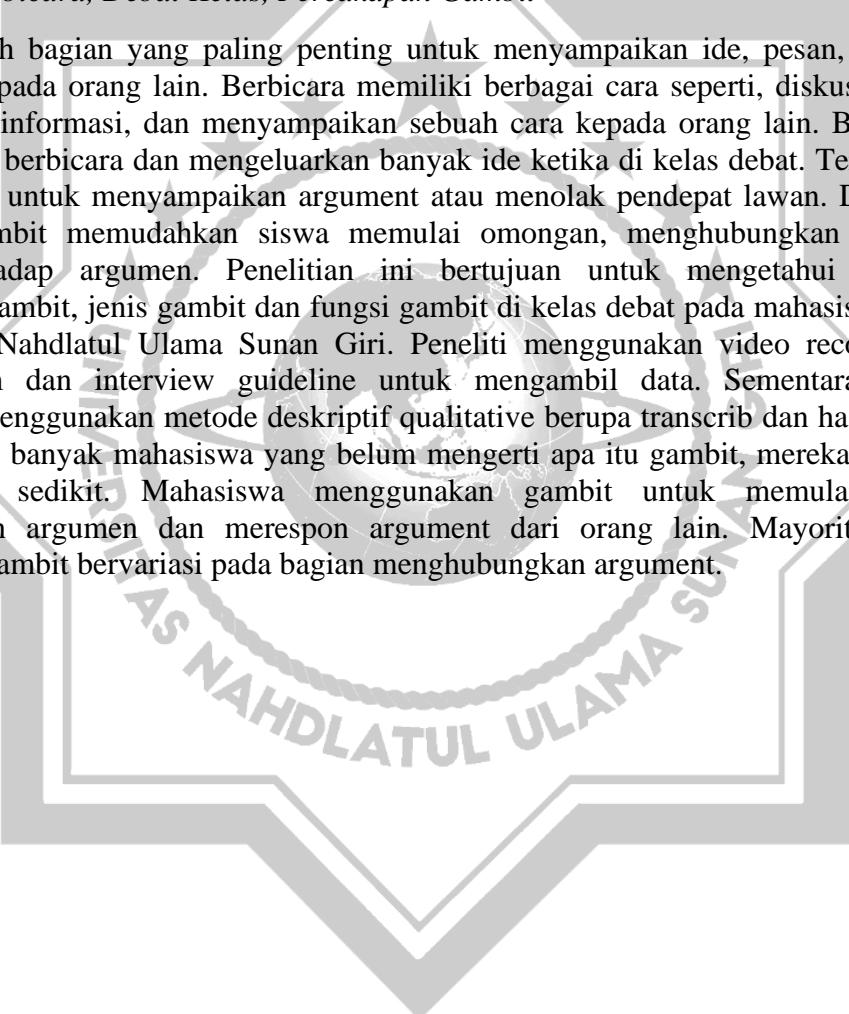
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ABSTRAK

Budiarti, D. Sri (2022). *Conversational Gambits Used by the Students of English Education Program in Debating Class*. Skripsi, Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Nahdlatul Ulama Sunan Giri. Pembimbing utama Iin Widya Lestari, M.Pd dan pendamping Aprilia Susanti, M.Pd

Kata kunci : Berbicara, Debat Kelas, Percakapan Gambit

Berbicara adalah bagian yang paling penting untuk menyampaikan ide, pesan, informasi dan pengetahuan kepada orang lain. Berbicara memiliki berbagai cara seperti, diskusi, kelas debat, menyampaikan informasi, dan menyampaikan sebuah cara kepada orang lain. Biasanya, siswa akan lebih aktif berbicara dan mengeluarkan banyak ide ketika di kelas debat. Terkadang, siswa masih kesulitan untuk menyampaikan argument atau menolak pendapat lawan. Dengan adanya percakapan gambit memudahkan siswa memulai omongan, menghubungkan pendapat dan merespon terhadap argumen. Penelitian ini bertujuan untuk mengetahui ucapan yang menggunakan gambit, jenis gambit dan fungsi gambit di kelas debat pada mahasiswa semester 4 di Universitas Nahdlatul Ulama Sunan Giri. Peneliti menggunakan video recording melalui Microsoft team dan interview guideline untuk mengambil data. Sementara itu, peneliti mengolahnya menggunakan metode deskriptif qualitative berupa transcrib dan hasil wawancara. Hasilnya adalah banyak mahasiswa yang belum mengerti apa itu gambit, mereka menggunakan gambit hanya sedikit. Mahasiswa menggunakan gambit untuk memulai percakapan, menghubungkan argumen dan merespon argument dari orang lain. Mayoritas mahasiswa menggunakan gambit bervariasi pada bagian menghubungkan argument.



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ABBRAVIATIONS

MD	: Moderator
GOV S1	: Government team session 1
GOV S2	: Government team session 2
GOV S3	: Government team session 3
RGOV	: Reply Speaker Government team
OPP S1	: Opposite team session 1
OPP S2	: Opposite team session 2
OPP S3	: Opposite team session 3
ROPP	: Reply Speaker Opposite team



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