

## **DEVELOPING LANGUAGE GAMES TO TEACH SPEAKING FOR JUNIOR HIGH SCHOOL LEARNERS**

Sastra Abimanyu<sup>1</sup>, Mrs. Ratna<sup>2</sup>, Mr. Hengki<sup>3</sup>

<sup>1</sup>Pendidikan Bahasa Inggris, 88203, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Islam Kalimantan (UNISKA) Muhammad Arsyad Al-Banjari, 17210090

<sup>2</sup>Pendidikan Bahasa Inggris, 88203, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Islam Kalimantan (UNISKA) Muhammad Arsyad Al-Banjari, 1105028002

<sup>3</sup>Pendidikan Bahasa Inggris, 88203, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Islam Kalimantan (UNISKA) Muhammad Arsyad Al-Banjari, 0031126901

E-Mail: Sastra.a98@gmail.com

### **Abstrak**

Penelitian ini bertujuan untuk mengeksplorasi pengaruh penggunaan permainan bahasa dalam meningkatkan keterampilan berbicara siswa dan juga untuk meningkatkan motivasi mereka belajar bahasa Inggris melalui permainan. Penelitian ini dilakukan di SMPN 27 Banjarmasin, Kalimantan Selatan, Indonesia. Data dikumpulkan dari tes yang diberikan kepada 31 siswa kelas 8 B. Hasil penelitian menunjukkan bahwa sebagian besar siswa memberikan respon positif terhadap permainan pembelajaran bahasa Inggris yang dikembangkan oleh peneliti. Intinya, pendekatan pengembangan permainan bahasa yang holistik dan bervariasi tidak hanya meningkatkan keterampilan berbicara tetapi juga menumbuhkan lingkungan belajar yang positif dan mendukung bagi siswa sekolah menengah pertama. Teknologi menambahkan sentuhan modern, mengubah aplikasi pembelajaran bahasa dan platform online menjadi gerbang menawan yang melaluinya siswa melintasi lanskap digital pemerolehan bahasa. Hasil dari penelitian ini diharapkan bermanfaat bagi para guru bahasa Inggris khususnya

dalam pengajaran berbicara. This study aims to explore the effect of using language games in improving the students speaking skills and also to improve their motivation to learn English through games. This research was conducted at SMPN 27 Banjarmasin, South Kalimantan, Indonesia. The data was collected from a test given to 31 students of 8th grade B. The results showed that most of the students responded positively to the English learning games developed by the researchers. In essence, a holistic and varied approach to language game development not only enhances speaking skills but also cultivates a positive and supportive learning environment for junior high school students. Technology adds a modern touch, turning language learning apps and online platforms into enchanting gateways through which students traverse the digital landscape of language acquisition. The result of this is expected to be useful for the English teachers especially in teaching speaking.

**Keywords:** *speaking, teaching speaking, language games*

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