

**THE EFFECTIVENESS OF USING FIND SOMEONE WHO GAME IN  
IMPROVING SPEAKING SKILLS OF THE 10<sup>TH</sup> GRADE STUDENT AT  
SMK MUHAMMADIYAH 1 KEDIRI**

**SKRIPSI**

Submitted to Fulfil One of the Requirements to Obtain  
A Bachelor of Education Degree (S.Pd.)  
In the English Language Education Study Program



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**ENGLISH LANGUAGE EDUCATION  
FACULTY OF TEACHER TRAINING AND EDUCATION  
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2025**

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Approved for Submission to the Committee of Skripsi Examination

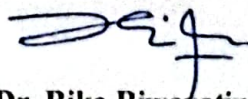
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Kediri, 29 July 2025

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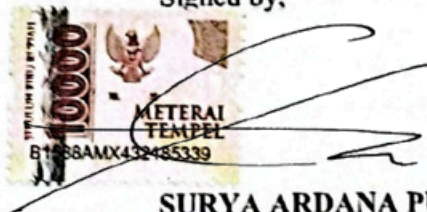
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Declare truthfully, that in this Skripsi there is no work that has ever been submitted to obtain a graduate degree at university, and to the best of my knowledge there are no papers or opinion that has ever been published by anyone else, except those that are intentionally referred to this text and mentioned in the bibliography.

Kediri, 29 July 2025

Signed by,

A handwritten signature in black ink is written over a rectangular meter stamp. The stamp is purple and yellow, with the number '10000' in large black digits. It also features the Garuda Pancasila emblem and the text 'METERAI TEMPEL' and 'B1688AMX432485339'.

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## MOTTO AND DEDICATION

### MOTTO:

*“Mikul Dhuwur Mendhem Jero” -Javanese Proverb*

*“Non Ducor Duco” -The Brazilian City of Sao Paulo*

*“Create your ikigai, aim for kaizen, by emphasizing bushido” -Surya A.P*

### DEDICATION:

First, I dedicate this Skripsi to myself. Thank you for wiping away your tears, for believing in yourself, and for choosing to remain strong no matter what. You are successful and deserve all the love and pride in the world.

Second, my beloved parents, Mr. Sarkun and Mrs. Luluk Andriani, thank you for your constant prayers, unconditional love, and every sacrifice, big or small, you have made. You are my greatest blessing and the reason I always want to make you proud. This achievement is for you. Then, to all my relatives in Kediri, especially my grandmother, Grandma Sari Amin (Mrs. Ali), for all the help and warmth I have received. I really hope that in the future I can repay her.

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Fourth, to all my friends who have worked hard in education and organizations. I cannot mention all the members of the Teater Adab Student Activity Unit, the English Language Education Student Association, and the Student Executive Board. To those who have come and gone, to those who have come and gone, to those of the past. This process would not be complete without people like you.

Fifth, to all the people of Ngawi Regency, especially for my area, Dukuh Pundong. As a completion of the words that I hold firmly, "Students are servants of their communities when they return to their hometowns". Hopefully, what I have learned during my education will be a path and blessing for all of us later. I will go home.

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Furthermore, the author would like to express sincere gratitude to all parties who have contributed to the success of writing and preparing the proposal of this research, including:

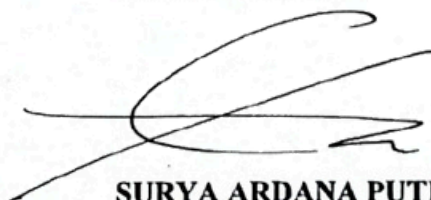
1. Dr. Zainal Afandi, M.Pd., as the Rector of University of Nusantara PGRI Kediri who always motivates his students.
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10. Dear friends of the UKM Teater Adab from the class of 2020. Thank you for being a part of the strokes of pen on paper, brush strokes on canvas, strokes of notes on songs, strokes of expressions and vocals on drama, strokes of movement on dance. If anyone asks how far the process has gone, what or who is the gateway? Theater is the answer.
11. Dear friends of the English Language Education Student Association from the class of 2020. Much has happened and been passed, being one of you all is a moment that I remember from the many processes that have existed.
12. My fellow students and beloved friends whom I cannot mention one by one, thank you for your enthusiasm, cooperation, and beautiful memories during my education.

The author fully realizes that this Skripsi is far from perfect, due to time and experience limitations that may affect the completeness of the research. Therefore, we greatly welcome and greatly appreciate constructive suggestions and criticisms from readers, lecturers, and fellow researchers as valuable input for the improvement of this work in the future. The author hopes that, despite its shortcomings, this Skripsi can provide meaningful insights, contribute to the development of science in the field of English language education, and serve as a useful reference for readers and future researchers interested in similar topics.

Kediri, 29 July 2025



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## ABSTRACT

**Surya Ardana Putra** the Effectiveness of Using Find Someone Who Game in Improving Speaking Skills of the 10th Grade Student at SMK Muhammadiyah 1 Kediri, Skripsi, Pendidikan Bahasa Inggris, FKIP UN PGRI Kediri, 2025.

*Keywords: Speaking Skills, Game-Based Learning, Find Someone Who*

This research was motivated by findings during the PLP (School Field Introduction) activity at SMK Muhammadiyah 1 Kediri, which indicated that students had trouble speaking English. This was because the learning process was still dominated by lecture methods with the use of textbooks and presentations, thus providing little opportunity to develop speaking skills. The research questions were formulated as follows: (1) How were students' speaking skills before being taught using the "Find Someone Who" game? (2) How were students' speaking skills after being taught using this game? (3) To what extent did this game improve students' speaking skills? (4) How did its implementation meet the practical communication needs of vocational high school students?

This study used a quantitative approach with a pre-experimental one-group pre-test and post-test design. The subjects were 11 10th-grade students. The research instruments were a speaking test and a Likert-scale questionnaire. Data analysis was performed using the Shapiro-Wilk normality test because the sample size was less than 50, the Paired Sample T-test because the normality test scores are normally distributed, and the Effect Size calculation. The results showed an increase in students' average score from 33.82 to 48.18. The Paired Sample T-Test yielded a significance value of 0.000 ( $<0.05$ ) with an effect size of 0.979, indicating a significant effect. Questionnaire analysis demonstrated high reliability (Cronbach's Alpha 0.802), with the result that 63.64% of students agreed that the game was effective in improving speaking skills, while 36.36% were neutral.

The conclusion of this study is that the "Find Someone Who" game significantly improved students' speaking skills. Teachers are advised to integrate interactive game-based learning methods while encouraging students to actively participate and build their speaking confidence. Future researchers are advised to expand the scope of the study with a larger sample size and test the game's effectiveness on other language skills.



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## **CHAPTER I**

### **INTRODUCTION**

This chapter provides information about the initial or preliminary description that will be carried out in this research. Given the importance of this chapter, there are several topics that will be discussed, including the background of the research, formulation of the problem, purpose of the research, and significance of the research.

#### **A. Background of the Research**

English as a global language plays an important role in international communication, including in education and work. In Indonesia, English is an inseparable part of education, but speaking skills are often considered one of the most difficult skills to master. When researchers participated in the School Field Introduction (PLP) activity at SMK Muhammadiyah 1 Kediri City, researchers found that in practice many students lacked English speaking skills. Not only that, many students, especially at the Vocational High School (SMK) level, face the same obstacles, such as low self-confidence, limited vocabulary, and minimal opportunities to practice speaking in certain contexts and according to professional needs.

Several studies explain that students often feel embarrassed or afraid of making mistakes when speaking English, thus inhibiting their active participation (Rohmatul Inayah, 2024). Limitations in vocabulary mastery make it difficult for students to convey their ideas or opinions effectively in English (Machfudi et al., n.d.). This challenge is particularly felt in vocational schools, where students need language skills that can be applied to meet the demands of an increasingly competitive workplace but often do not have real-world situations that require communication in English.

Therefore, innovative, interactive, and engaging learning methods are needed that can encourage students to practice speaking actively. One method that has proven effective is the use of game-based learning methods or gamification methods in learning English. According to an article from the IELC, gamification in English learning can make the learning process more fun and reduce stress, which is very beneficial for students who easily feel anxious or overwhelmed in a



traditional classroom environment. A study published in "Procedia: Social & Behavioural Sciences" found that gamification can improve students' understanding and use of grammar. Another study published in the "Journal of Educational Computing Research" showed that gamification learning can reduce anxiety in language learning.

In this case, one game that can be used is "Find Someone Who" game, which allows students to interact with each other through questions and answers in a relaxed atmosphere, thus supporting the development of their speaking skills. Several previous studies have shown the effectiveness of using the "Find Someone Who" game in improving speaking skills. For example, Nurteteng and Winarsih (2020) with their research entitled "Implementation of the Find Someone Who Method to Improve Students' English-Speaking Skills" in their research at SMP Muhammadiyah Aimas showed a significant increase in students' speaking skills.

Another study conducted by Sunaenah (2023) with her research entitled "Find Someone Who to Improve Learning Outcomes of Speaking Skills" showed that this game improved learning outcomes at SDN Satap 1 Lingsar, with a learning completion rate reaching 100%. Ubaedillah, Zaman, and Islami (2023) in their research entitled "Using the Find Someone Who Method to Improve Students' English-Speaking Skills" also reported an increase in the speaking skills of SMP Losari Brebes students by using the "Find Someone Who" game.

Although many studies have shown the effectiveness of the game, most previous studies were conducted on elementary and junior high school students, so they paid less attention to the context of vocational high school students who have specific vocational needs. In addition, most previous studies focused more on improving speaking skills in general without considering the vocational aspects needed in the workplace. In terms of research design, this study used a One-Group Pre-Test and Post-Test design which allows for a more in-depth quantitative analysis of changes in students' speaking skills before and after treatment.

Thus, this study aims to evaluate the effectiveness of the "Find Someone Who" game in improving the speaking skills of grade X students at SMK Muhammadiyah 1 Kediri, with modifications that are relevant to their vocational needs. This study is expected to provide new insights into how game-based learning

or gamification can improve students' fluency, pronunciation, vocabulary, grammar, and comprehension according to the criteria of the English-speaking assessment rubric, as well as contribute to the development of more effective English teaching strategies that are appropriate to the vocational context.

## **B. Formulation of the Problem**

Based on the title of the study, the formulation of the problems proposed are as follows:

1. How are the learning outcomes and grades of students before implementing the “Find Someone Who” game to improve the speaking skills of 10th-grade students at SMK Muhammadiyah 1 Kediri?
2. How are the learning outcomes and grades of students after the implementation of the “Find Someone Who” game to improve the speaking skills of class X students at SMK Muhammadiyah 1 Kediri?
3. How far does the “Find Someone Who” game affect the improvement of students' pronunciation, fluency, grammar, vocabulary, and comprehension in speaking English?
4. How does the implementation of the “Find Someone Who” game suit the needs of vocational high school students in developing practical communication skills?

## **C. Purpose of the Research**

With the formulation of the problem above, it is important at this point that the researcher will describe several objectives or main intentions of this research. The main objectives or intentions of the research are as follows:

1. To determine how the learning outcomes and grades of students before the implementing of the “Find Someone Who” game improved the speaking skills of 10th-grade students at SMK Muhammadiyah 1 Kediri.
2. To determine how the learning outcomes and grades of students after the implementation of the “Find Someone Who” game in improving the speaking skills of grade X students at SMK Muhammadiyah 1 Kediri.
3. To determine how the extent to which students' pronunciation, fluency, grammar, vocabulary, and comprehension in speaking English are affected after using the “Find Someone Who” game.

4. To determine how the “Find Someone Who” game can meet the special needs of vocational high school students in improving their practical communication skills.

#### **D. Significance of the Research**

This research is expected to provide several benefits, both theoretical contribution, practical contribution, policy, benefits for teachers, benefits for learners, and benefit for other researchers:

##### **1. Theoretical Contribution**

This research will contribute to the development of teaching methods in English language education, especially in improving speaking skills through interactive and interesting activities such as games. This research will add insight into the use of games in improving students' speaking skills, especially in the context of vocational education.

##### **2. Practical Contribution**

The results of this study will provide valuable insights for English teachers at SMK Muhammadiyah 1 Kediri and other vocational schools, by providing an interesting alternative method to improve students' speaking skills. This research can be used as a reference for teachers in designing classroom activities that increase students' confidence and fluency in English, especially for vocational students who are preparing for professional communication in the workplace. This research can also encourage the integration of the “Find Someone Who” game into the curriculum as an effective teaching tool to create a more interactive and student-centered learning environment.

##### **3. Policy**

“Find Someone Who” game is one of the many game-based learning teaching methods that can be applied in a productive learning environment. Thus, the results of this study can provide information to school policy makers and educational institutions about the effectiveness of using games in teaching English and vocational high schools, which can lead to the implementation of other innovative teaching strategies.

#### 4. Benefits for Teachers

This study can be a practical reference for teachers in developing more interactive and interesting English teaching strategies. By adopting the “Find Someone Who” game, teachers can create a learning atmosphere that encourages students to actively participate in speaking activities. In addition, the results of this study can help teachers understand how certain aspects, such as pronunciation, fluency, grammar, vocabulary, and comprehension can be improved through a game-based approach.

#### 5. Benefits for Learners

This study provides an opportunity for students to overcome the obstacles they often face in English speaking skills, such as low self-confidence and limited vocabulary. By using the “Find Someone Who” game, students can learn in a supportive and fun environment, so they are more motivated to practice speaking. This method also helps students connect English learning with real-life contexts, which are relevant to their professional needs.

#### 6. Benefits for Other Researchers

This study can be a basis for further research in the field of English language teaching, especially in vocational education settings. Other researchers can further explore the effectiveness of the “Find Someone Who” game or adapt it for different groups of students or learning contexts. In addition, this study also contributes to the literature on game-based approaches in English language teaching, which can enrich academic discussions and pedagogical innovations in this field.

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