DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL

A THESIS

Submitted to the English Language Teaching Department of *Tarbiyah* and Teacher Training Faculty of IAIN *Syekh Nurjati Cirebon* in Partial Fulfillment of the Requirement of an Undergraduate Degree in English Education



ENGLISH LANGUAGE TEACHING DEPARTMENT TARBIYAH AND TEACHER TRAINING FACULTY SYEKH NURJATI STATE ISLAMIC INSTITUTE CIREBON 2022

DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL

A THESIS

Submitted to the English Language Teaching Department of *Tarbiyah* and Teacher Training Faculty of IAIN *Syekh Nurjati Cirebon* in Partial Fulfillment of the Requirement of an Undergraduate Degree in English Education

SITI LAELATUN NAHDHIYAH Reg. Number: 1808103054

ENGLISH LANGUAGE TEACHING DEPARTMENT TARBIYAH AND TEACHER TRAINING FACULTY SYEKH NURJATI STATE ISLAMIC INSTITUTE CIREBON 2022

ABSTRACT

Siti Laelatun Nahdhiyah. 1808103054. Developing Board Game for Teaching English Speaking in Senior High School.

Teachers often neglect the importance of teaching speaking in language learning due to a lack of attention and interesting media less supportive of teaching. This research focuses on developing the board game as a medium for teaching speaking with introduction materials for grade 10th Senior High School. This research aims to explain the characteristics of the board game for teaching English speaking and how to develop board games as a medium for teaching English speaking in senior high school. This research is qualitative with R&D design. The method of collecting data are used through questionnaire and interview. The result of this research contains the characteristics of the board game based on the aspects of developing, game, board game, teaching, speaking, and senior high school. In addition, the result also explains the specification and expert validation. The specification of the board game includes design (theme, colors, tiles, font, and icons), board game contents (topic, challenges, commands, rules, and handout), and board game equipment (board, cards, pawns, dice, rule sheet). The validation of the expert showed a score of 95.5 in measuring the appropriateness and suitability of media for teaching medium.

Key Words: Board game, teaching, speaking

APPROVAL

DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL

Submitted by

SITI LAELATUN NAHDHIYAH

Reg. Number: 1808103054

Submitted to English Language Teaching Department of Tarbiyah and Teacher Training Faculty of Syekh Nurjati State Islamic Institute Circbon in Partial Fulfillment of the Requirements for Undergraduate Degree

Approved by

The First Supervisor,

The Second Supervisor,

NIP. 19810308 201101 1 003

Edy Waloyo, M. Pd

NIP. 19830407 201503 1 002

OFFICIAL NOTE

The Head of English Language Teaching Department Tarbiyah and Teacher Training Faculty of IAIN Syekh Nurjati Cirebon in Cirebon

Assalamu'alaikum Warahmatullahi Wabarakatuh

After guiding, analyzing, briefing, and correcting the writing of Siti Laelatun Nahdhiyah with registered number 1808103054 entitled "DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL", we are of the opinion that her thesis can be offered to be presented to the English Language Teaching Department *Tarbiyah* and Teacher Training Faculty, IAIN *Syekh Nurjati* Cirebon as a requirement of the completion of an undergraduate degree in English Education.

Wassalamualaikum warahmatullahi wabarakatuh

Cirebon, June 2022

The First Supervisor,

The Second Supervisor,

Wakhid Nashruddin, Ph. D NIP. 19810308 201101 1 003 Edy Waloyo, M. Pd NIP. 19830407 201503 1 002

LETTER OF AUTHENTICITY

Bismillahirrahmanirrahim

I acknowledge that this thesis entitled to **DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL** is really my own writing with quotations from various resources by using acceptable scientific methods of writing. I have written this letter of authenticity according to the truth. I will be sincerely responsible for any risk that will happen in the future if it is proven to offend the ethics of scientific writing.



RATIFICATION

The thesis which is entitled **DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL**, written by Siti Laelatun Nahdhiyah, with the registered number 1808103054, has been examined on June 23rd, 2022. It has been accepted by examiners as one of requirements for undergraduate degree in English Language Teaching Department *Tarbiyah* and Teacher Training Faculty, *Syekh Nurjati* State Islamic Institute Cirebon.

	Date	Signature
The Head of English Language Teaching	12 July	
Department	-2411	N. /
Dr. H. Tedi Rohadi, M.Pd., SE., Dipl., TEFL.	2022	Ψ
NIP. 19680309 200801 1 017		- /
The Secretary of English Language Teaching		
Department	24 Ine	7/
Farouk Imam Arrasyid, M.Pd.I., M.Pd.	2022	1/m// .
NIP. 19830420 200901 1 009		
111.19030420 200901 1 009		
Examiner I	29 Ine	21
Farouk Imam Arrasyid, M.Pd.I., M.Pd.		The s
NIP. 19830420 200901 1 009	2022	
	7	
Examiner II	27 June	
Hendi Hidayat, M.Pd.	2022	MM
NIP. 19860113 201503 1 002		
		0.0
Supervisor I	27 June	(0,0)
Wakhid Nashruddin, Ph.D.	2022	WHMY
NIP. 19810308 201101 1 003		
Commission	0.5	
Supervisor II	30 June	M
Edy Waloyo, M.Pd.	2022	0
NIP. 19830407 201503 1 002	5-071	

Acknowledged by
The Dean of *Tarbiyah* and Teacher Training Faculty
Syekh Nurjah State Islamic Institute Cirebon

Dr. H. Farthin, M.Pd. NIP 19610805 199003 1 004

DEDICATION

This thesis is proudly dedicated to my beloved parents, Mr. Hasan and Mrs. Nurbaeti for always giving support and prayers with unconditional, unlimited, and endless love. My deepest thank you for everything. And for my little brother, Ahmad Faqihuddin, thank you for being a good brother to a slightly annoying sister. Then, for me, thanks for surviving until now and trying to be the best in



AUTOBIOGRAPHY

I. Personal Details

Name : Siti Laelatun Nahdhiyah

Place & Date of : Cirebon, 17 September 2000

Birth

Address : Desa Karangmangu Blok Cantilan

Rt 17 Rw 05 Kecamatan Susukan Lebak

Kabupaten Cirebon

Sex : Female

Email : lalazaynaela1715@gmail.com

II. Education Details

1. 2004 - 2005 : TK Mathlabul Ulum Kabupaten Cirebon

2. 2006 - 2012 : SDN 1 Karangmangu Kabupaten Cirebon

2. 2012 – 2015 : MTs Al Hidayah Karangmangu Kabupaten Cirebon

3. 2015 – 2018 : SMAN 1 Lemahabang Kabupaten Cirebon

4. 2018 - 2022 : IAIN Syekh Nurjati Cirebon

MOTTO

"QS. AL BAQARAH (2): 286"

"Allāh does not charge a soul except [with that within] its capacity. It will have [the consequence of] what [good] it has gained, and it will bear [the consequence of] what [evil] it has earned. "Our Lord, do not impose blame upon us if we have forgotten or erred. Our Lord, and lay not upon us a burden like that which You laid upon those before us. Our Lord, and burden us not with that which we have no ability to bear. And pardon us, and forgive us, and have mercy upon us. You are our protector, so give us victory over the disbelieving

people."

ACKNOWLEDGEMENT

In the Name of Allah, the Most Gracious, the Most Merciful

The researcher likes to express sincere thanks to Allah SWT. Alhamdulillah, the Most Gracious and merciful, all praises belong to Allah SWT, who has given me an extraordinary chance to finish this thesis. The title of this thesis is **DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SCHOOL** is submitted to the department of Teaching Training Faculty State Islamic Institute (IAIN) in partial fulfillment of the requirements for the degree in the English Language Teaching Department. In accomplishing this research, the researcher intended all people for guidance. Thanks for every support, prayer, motivation, advice, suggestion, etc.

Hence, sincerely thanks to:

- 1. Wakhid Nashruddin, Ph. D and Edy Waloyo, M. Pd as the supervisors who have given valuable guidance, time, motivation, suggestion, and help to the researcher during the thesis writing process.
- 2. Special unlimited and endless thanks to my beloved parent, Mr. Hasan and Mrs. Nurbaeti. My brother, Ahmad Faqihuddin who have always given me the best support and prayer.
- 3. Mrs. Salbie, thanks for always helping me in every situation.
- 4. All of my friendship gang. My Teletubbies gang: Ajeng, Neneng, Dewi, Dahlia, Novi, Upit, and Putri. My coffee partner: Vista, Yeyen a.k.a Boyen, Falah, Qori, Badri, Emak 1, and Emak 2. My Ngunyen gang: Izza, Agis, Dina and Iqbal. My Bismillah Lulus 2022 gang: Indah, Hana, Anim and Nindita.
- 5. My beloved laptop, its name is Susa, and all of the cups of coffee.

PREFACE

In the name of Allah, the most gracious and Merciful. All praise and thanks belong to Allah SWT, the Lord of the universe. May sholawat and salam are always given to our beloved Prophet Muhammad SAW.

The research is entitled **DEVELOPING BOARD GAME FOR TEACHING ENGLISH SPEAKING IN SENIOR HIGH SHOOL** which is submitted to the English Language Teaching Department of *Tarbiyah* and Teacher Training Faculty of *Syekh Nurjati* State Islamic Institute Cirebon as partial fulfillment of the requirement for Undergraduate Degree in English Language Teaching Department.

To researcher is sure that this thesis is still far from being perfect, so all mistakes and errors in this thesis will be gladly welcome, the researcher hopes this thesis could give some contributions to the English Language Teaching Department and all readers in general.



The Researcher

TABLE OF CONTENTS

ABSTRACT	ii
APPROVAL	iii
OFFICIAL NOTE	iv
LETTER OF AUTHENTICITY	v
RATIFICATION	vi
DEDICATION	vii
AUTOBIOGRAPHY	viii
MOTTO	ix
ACKNOWLEDGEMENT	
PREFACE	
TABLE OF CONTENTS.	
LIST OF TABLES	
LIST OF FIGURES	
LIST OF APPENDICES	
CHAPTER I	
1.1 Background of the Research	1
1.2 Identification of the issues/phenomena	4
1.3 Delimitations and focus of the research	
1.4 Research questions	5
1.5 Aims of the research	5
1.6 Significances of the research	5
1.7 Theoretical foundation	6
1.7.1 Teaching	6
1.7.2 Speaking Skill	7
1.7.3 Games	8

1.7	'.4 E	Board Games	9
1.7	.5 S	enior High School	12
1.7	.6. De	finition of Introduction	13
1.8	Previo	ous research	14
1.9	Frame	e of Thought	15
1.10	Resea	rch method	16
1.1	0.1 Res	search design and steps of the research	16
1.1	0.2 Sou	arces and types of data	17
1.1	0.3 Dat	a collection techniques and instruments	18
1.1	0.4 Dat	a analysis techniques	20
		search Timeline	
CHAPT	ΓER II		24
2.1	Chara	acteristics of board game based on aspect of developing	24
2.2		acteristics of board game based on aspect of game	
2.3		acteristics of board game based on aspect board game	
2.4		acteristics of board game based on aspect of teaching	
2.5	Chara	acteristics of board game based on aspect of speaking	35
2.6		acteristics of board game based on aspect of Senior High School	
СНАРТ	ΓER III		39
3.1	Speci	fication of Product	39
3.1		rd Game Design	
	3.1.1.1	Board Game Theme	
3	3.1.1.2	Board Game Colors	
3	3.1.1.3	Board Game Tiles	43
3	3.1.1.4	Board Game Font	44
3	3.1.1.5	Board Game Icons	44
3.1	.2 Boar	rd Game Content	47
		Горіс	
		Challenges	
		Instructions or commands on board game	

3.1.2.4 Rules	51
3.1.2.5. Hand Out	53
3.1.3 Board Game Equipment	54
3.1.3.1 Board	54
3.1.3.2 Cards	55
3.1.3.3 Pawns	56
3.1.3.4 Dice	57
3.1.3.5 Rule Sheet	
3.2 Expert Validation	59
3.2.1 Instrument Validation of expert	
3.2.2 Validation of Expert Result	
CHAPTER IV	61
4.1 Conclusion	
4.2 Suggestions and recommendations	
4.2.1 Suggestions	
4.2.2 Recommendations	
REFERENCES	65
APPENDICES	74

SYEKH NURJATI CIREBON

LIST OF TABLES

Tabel 1. 1 Reseach timeline	22
Tabel 3.1 Colors in board game	41
Tabel 3.2 The meaning of color by Goethe and Itten as cited in Sasongko,	
Suyanto, and Kurniawan (2020, p. 128)	42
Tabel 3.3 Illustration and description	45



LIST OF FIGURES

Figure 1.1 Frame of thought	15
Figure 1.2 Process of the project	21
Figure 3.1 Tile shapes of board game	43
Figure 3.2 Arial bold font	44
Figure 3.3 Cards with its illustration and content	57
Figure 3. 4 Pawns for board game	57
Figure 3. 5 Dice	57
Figure 3. 6 Rule sheet	58



LIST OF APPENDICES

APPENDIX 1	74
APPENDIX 2	77
APPENDIX 3	83
APPENDIX 4	87
APPENDIX 5	119
APPENDIX 6	120
APPENDIX 7	123
APPENDIX 8	137
APPENDIX 9	143
APPENDIX 10	145