

ABSTRAK

Siburian, Senta Rejoice. 2025 *IMPROVING STUDENT'S SPEAKING SKILL THROUGH ROLE PLAY TECHNIQUE AT GRADE XI OF HOSPITALITY PROGRAM AT SMK 2 TANJUNGPINANG*. Skripsi English Language Education Study Program Departement of Language and Arts Education Faculty of Teacher Training and Education Universitas Maritim Raja Ali Haji Tanjungpinang. Advisor: (I) Assist. Prof Hanifah, S.Pd. I., M.Pd.,(II) Assist. Prof. Muhammad Candra, S.Pd., M.Ed.

Key Words; Kemampuan Berbicara, Teknik Role Play, Check In Process

Penelitian ini bertujuan untuk meningkatkan kemampuan berbicara siswa dalam konteks industri perhotelan terutama check in Process melalui Teknik Role Play. Desain penelitian ini adalah Penelitian Tindakan Kelas (PTK) dan dilaksanakan dalam satu siklus, dengan partisipan siswa kelas XI SMKN 2 Tanjungpinang Jurusan Perhotelan dengan jumlah siswa sebanyak 28 orang. Data yang dikumpulkan melalui tes Berbicara dan Observasi Checklist untuk menilai peningkatan berbicara siswa selama proses pembelajaran. Hasil dari penelitian ini menyimpulkan bahwa teknik Role Play efektif dalam meningkatkan kemampuan berbicara siswa. Pada observasi awal, hanya 9 siswa (33,33%) yang memenuhi Kriteria Ketuntasan Minimal (KKM), sedangkan setelah penerapan teknik Role Play, 20 siswa (71,43%) berhasil mencapai KKM. Lebih lanjut, dari hasil ini menunjukkan bahwa teknik role play efektif dalam meningkatkan keterampilan berbicara siswa dalam konteks bahasa Inggris untuk perhotelan.

ABSTRAK

Siburian, Senta Rejoice. 2025 *IMPROVING STUDENT'S SPEAKING SKILL THROUGH ROLE PLAY TECHNIQUE AT GRADE XI OF HOSPITALITY PROGRAM AT SMK 2 TANJUNGPINANG*. Skripsi English Language Education Study Program Departement of Language and Arts Education Faculty of Teacher Training and Education Universitas Maritim Raja Ali Haji Tanjungpinang. Advisor: (I) Assist. Prof Hanifah, S.Pd. I., M.Pd.,(II) Assist. Prof. Muhammad Candra, S.Pd., M.Ed.

Key Words: Speaking Skill, Role Play Technique, Check In Process

The aimed of this study focused on Improving student speaking skill in the context of Hospitality Industry Check in Process through Role Play Techniques. The Research design og this study is Classroom Action Research (CAR) and was conducted in One Cycle, with the Participant from SMK 2 Tanjungpinang 11th Grade student with Hospitality Majority from Class PH2 involving 28 students. The data were collected through Speaking test and Observation Checklist to assest students speaking improvement during learning process. The Result of this study concluded that Role Play technique was effective in improve students speaking skill. n the initial observation, only 9 students (33.33%) met the Minimum Mastery Criterion (KKM), while after the implementation of the role play technique, 20 students (71.43%) successfully achieved the KKM. Furthermore, from these results showed that the role play technique was effective in enhancing students' speaking skills in the context of English for hospitality.