

ABSTRACT

Manurung, Rudi Perianto. Registration Number: 21711212028. Developing Communicative Board Game as Speaking Descriptive Text Learning Media for Grade X at SMA Negeri 1 Tanah Jawa. A Thesis, English Educational Program, Universitas Negeri Medan, 2021

This Research aims to develop Communicative Board Game as Speaking Descriptive Text Learning Media for Grade X at SMA Negeri 1 Tanah Jawa. This research was done by six steps of using Research and Development (R&D) design; gathering information and data, analyzing data, designing media, validating by experts, revising, and final product. The subject of this study was the 10th graders of SMA Negeri 1 Tanah Jawa. The data were collected by doing interview to English teacher and distributing questionnaires to 26 students in order to obtain the students' needs. The findings of the interview and questionnaire showed that the students need was the interesting English speaking media that is more interactive and innovative which the media can encourage students to be able to speak actively in English. The product had been validated by the experts. The result of the product was a board game and other equipment of Communicative Board Game like pictures and dice. In addition, based on the validation of experts, this media is recommended to be used in learning process of speaking descriptive text. By implementing this product Communicative Board Game hope will be able to stimulate, encourage students to speak and this media also will give chance to all students to speak not only give chance to the group representative.

Key words: Communicative Board Game, Speaking Media, Research and Development (R & D).