

CHAPTER I

INTRODUCTION

A. Background of Research

Humans interact and communicate, one of which is by speaking. In general, in Indonesia the main language is Indonesian. In addition to speaking Indonesian and their respective regional languages, one foreign language has become an international language, namely English. Purnamawati et al. (2015) claimed that English is widely used globally as a means of communication. Speaking involves the speaker and the listener interacting. Speaking is a kind of communication that transfers messages from the speaker to the listener. Because they believe that English is a foreign language and not a common medium of communication in Indonesia, students often struggle to speak English well. Therefore, the most important thing that should be noticed in teaching speaking is how to activate all of language elements, such as vocabulary, grammar, and pronunciation, which students have possessed to communicate, since the main function of language is a means of communication. It means that the goal for students learning English speaking is that they are able to use language to communicate effectively and appropriately for all life's requirements, both social and academic. The students can also express their thoughts, ideas, and feelings which are developed and expressed using English orally.

As we know that the aim of studying English is to make the learner

understand and fluency in speaking. Introduce students earlier about this skill is important to make them familiar with this skill. With a good speaking ability, students are expected to be able in applying and using English in their daily life as well as communicate in the learning process (Arif et al. 2019). Because it allows students to practice speaking in many social context and social roles, role-play is crucial in the teaching of speaking. Additionally, it enables students to be imaginative and temporarily put themselves in another person's place.

One of these techniques that could have a noticeable impact on students' speaking abilities is the role-play tactic. According to Julius and Osman (2015, P. 120) is a way in teaching and learning that offers holistic learning process in a multi-level experiential dimension of discovery, expression, and mastery where all learners and teachers learn and grow together. It is an effort to teach through doing, illustrating, and dramatizing; learners experience a variety of real-world scenarios that challenge them to use their imaginations, newly learned speech acts, and acquired speech registers to carry out verbal language functions and cultivate positive feelings and attitudes toward EFL.

The focus of the research is to examine the influence of using role-play as a technique in teaching English speaking. The study revealed that there is a significant effect of using role-play in teaching English speaking skill to the students. Eppendi (2016) states that role-play naturally could motivate and attract students, attention to study English speaking. By

applying role-play, students more engage in the learning process and finally enjoy to be active orally to practice speaking English in the classroom.

B. Question of Research

Based on the research background, the research question is a follow. Is role-play effective for teaching speaking?

C. Research Aim

The aim of this research is to know the effectiveness of role-play for teaching speaking.

D. Significance of Research

The researcher hopes this research can contribute to English teaching and learning. It has two major significances there are practical and theoretical significances:

1. Theoretical

★ This research gives a solution to find out the effectiveness of role-play for teaching speaking.

2. Practical

This research can be information for students to learn about speaking. For teachers, this research can help a teacher to more accessible present the material about speaking and for other researchers can be additional information and references for a researcher who wants to conduct further research on the related field.