

**THE EFFECT OF CAKE APPLICATION ASSISTED ROLE PLAY  
TECHNIQUE ON STUDENTS' SPEAKING ABILITY**

**(A Quasi Experiment Research at Tenth Grade Student's of SMK N 3  
Kaur)**

**THESIS**

Submitted as a Partial Requirements for the Degree of *Sarjana* (S.Pd)

In Study Program of English Education



By :

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I hereby sincerely state taht the thesis entitled **“The Effect Cake Application Assisted Role-Play Technique on Student’s Interpersonal Interaction Ability “ ( A Quasi Experiment Research at tenth grade student’s of SMK N 3 Kaur Bengkulu)”** , is my really masterpiece. The things out of my masterpiece in this thesis are signed by citation and reffered in the bibliography. If later proven that my thesis has discrepancies, I am willing to take academic inthe form of repealing my thesis and academic degree.

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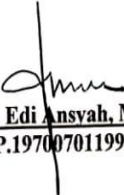
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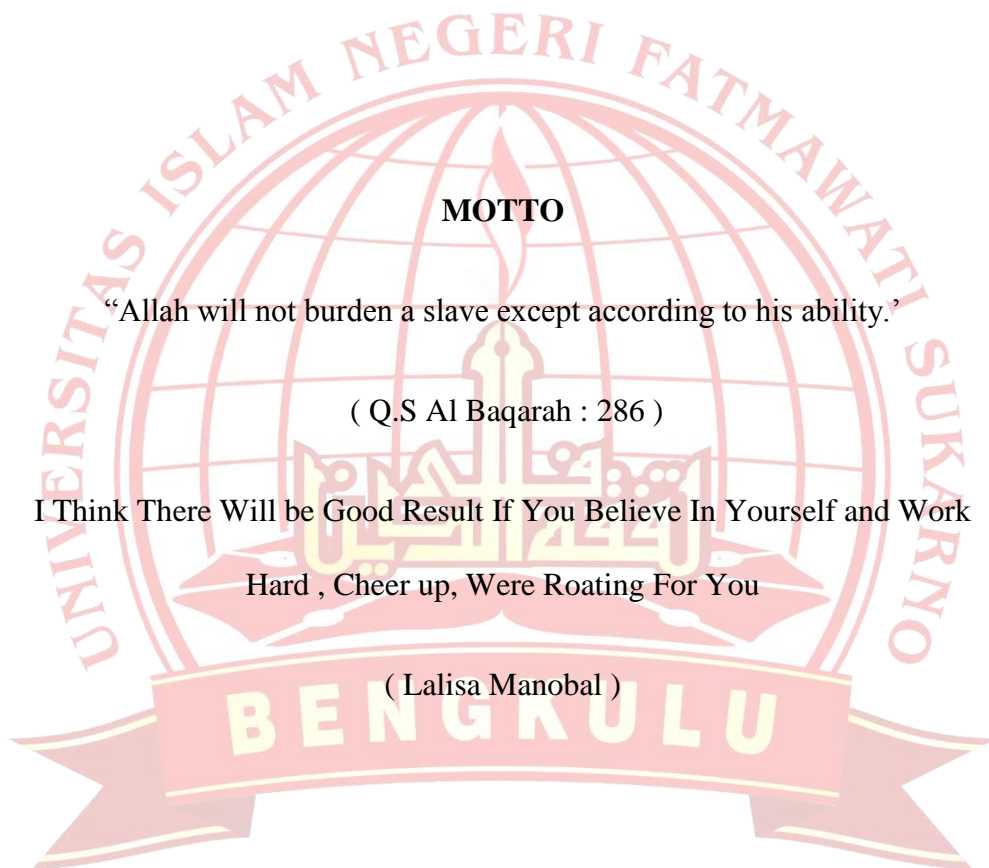
  
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**MOTTO**

“Allah will not burden a slave except according to his ability.”

( Q.S Al Baqarah : 286 )

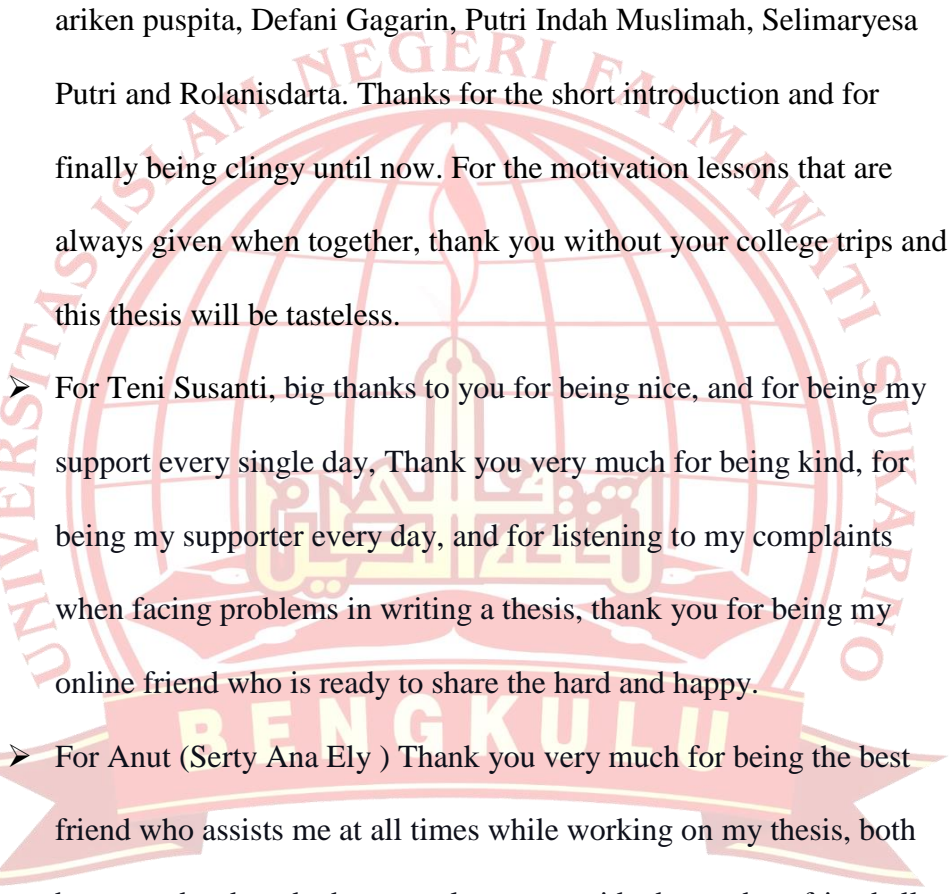
I Think There Will be Good Result If You Believe In Yourself and Work  
Hard , Cheer up, Were Roating For You

( Lalisa Manobal )

## DEDICATION

This thesis is dedicated to :

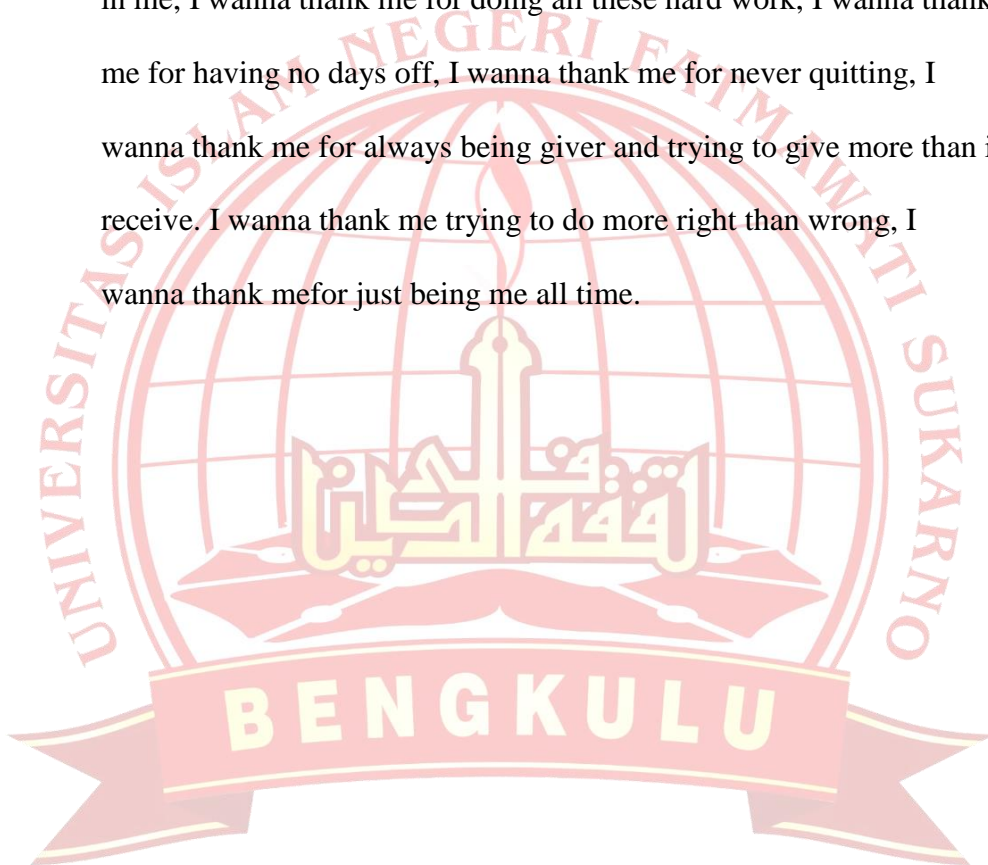
- My Greatest God, Allah SWT, I really thank to you because without your blessing, i am nothing is the world
- My beloved parents, Mr Suhani Tanto and Mrs Dias Mawati, My older sister Webi aprini and her husban , and younger sister Deca tri leoni, and the last my niece Nayaka Anindya. Thank you a million for supporting me throuhgt the power of your pray and everything so that i could finish this thesis
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for making a thesis, and providing valuable lessons to be more active in writing a thesis with you my life is more colorful and has a future goal to be successful like you

- Last but not least, I wanna thank me, I wanna thank me for believing in me, I wanna thank me for doing all these hard work, I wanna thank me for having no days off, I wanna thank me for never quitting, I wanna thank me for always being giver and trying to give more than i receive. I wanna thank me trying to do more right than wrong, I wanna thank mefor just being me all time.



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Bengkulu Juni

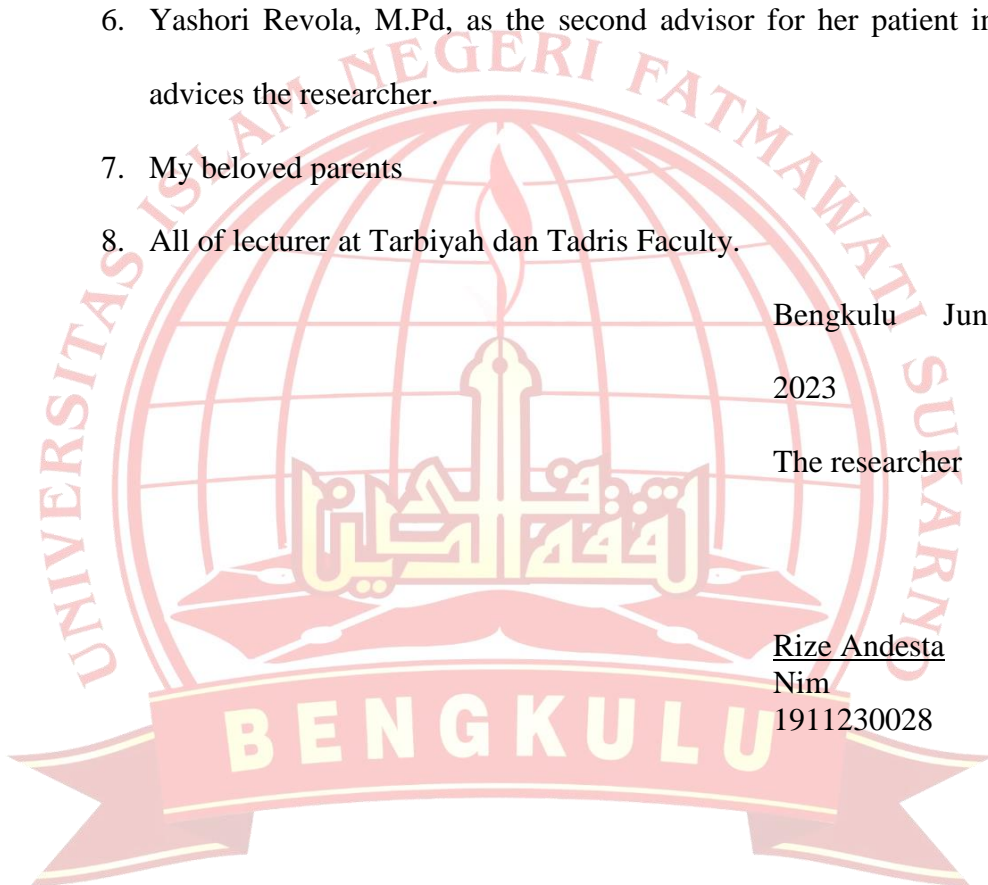
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## ABSTRACT

**Rize Andesta.2023. The Effect Cake Application Assisted Role-Play Technique on Student's interpersonal Interaction Ability ( A Quasi Experiment Research at tenth grade student's of SMK N 3 Kaur)".**

Advisor : 1. Risnawati. M.Pd

2. Yashori Revola. M.Pd

Speaking is categorized as a difficult skill by students, and also researchers found students less motivated in learning to speak because of the monotonous class activities and the absence of media in the teaching and learning process. The aim of this research is to find out the significant differences in student ability between those who use role-play techniques assisted cake application with those who do not, students of Class X SMKN N 3 Kaur. The research method used is the design of quasi-experimental nonequivalent control group, in the design of nonequivalent control group there are two groups, the experimental group and the control group. The study population was students of SMK N 3 Kaur. The study chose TKJ class XA as the experimental group (20 students) and class XB as the control group (20 students) as the research sample. The research Instrument used is an oral test consisting of pre test and posttest. In the pre-test students are instructed to look for video in cake applications related to interpersonal interaction skills and practice in front of the class with role-playing techniques, as well as post-test the difference is only material about praise. The results showed that there was a significant improvement in the speaking ability of students who used the kue application assisted role play technique. Based on statistics, there is a significant difference in students' abilities between those who use cake application-assisted role-play techniques and those who do not. It was shown the T-count score is 4.318 and the t table is 2.100 with a p-score of 0.000. Because the t-count score > t-table or p score < 0.05, it is said that there is an average difference between the score of the control Class Students (Pre-Test) and the score of the Control class students (Post-Test).

***Keywords : Cake Application, Role-play Technique, Speaking Ability***

## ABSTRAK

**Rize Andesta.2023. The Effect Cake Application Assisted Role-Play Technique on Student's interpersonal Interaction Ability ( A Quasi Experiment Research at tenth grade student's of SMK N 3 Kaur)".**

Pembimbing : 1. Risnawati. M.Pd  
2. Yashori Revola. M.Pd

Berbicara dikategorikan sebagai keterampilan yang sulit oleh siswa. dan juga peneliti menemukan siswa kurang termotivasi dalam belajar berbicara karena kegiatan kelas yang monoton dan tidak adanya media dalam proses belajar mengajar. Tujuan dari penelitian ini adalah untuk mengetahui perbedaan kemampuan siswa yang signifikan antara mereka yang menggunakan teknik role-play berbantuan aplikasi cake dengan mereka yang tidak, siswa Kelas X SMKN N 3 Kaur. Metode penelitian yang digunakan adalah rancangan kelompok kontrol kuasi eksperimental nonekivalen, pada rancangan kelompok kontrol nonekivalen terdapat dua kelompok yaitu kelompok eksperimen dan kelompok kontrol. Populasi penelitian adalah siswa SMK N 3 Kaur. Penelitian ini memilih TKJ kelas XA sebagai kelompok eksperimen (20 mahasiswa) dan kelas XB sebagai kelompok kontrol (20 mahasiswa) sebagai sampel penelitian. Instrumen penelitian yang digunakan adalah uji lisan yang terdiri dari pre test dan posttest. Pada pre-test siswa diinstruksikan untuk mencari video dalam aplikasi cake yang berkaitan dengan keterampilan interaksi interpersonal dan latihan di depan kelas dengan teknik role-playing, serta post-test perbedaannya hanya materi tentang pujian. Hasil penelitian menunjukkan bahwa terdapat peningkatan yang signifikan pada kemampuan berbicara siswa yang menggunakan teknik bermain peran berbantuan aplikasi kue. Berdasarkan statistik, terdapat perbedaan kemampuan siswa yang signifikan antara mereka yang menggunakan teknik role-play berbantuan aplikasi cake dengan mereka yang tidak,. Ditunjukkan skor T-count sebesar 4,318 dan tabel t sebesar 2,100 dengan skor p sebesar 0,000. Karena skor t-count > t-table atau p score < 0,05, maka dikatakan terdapat selisih rata-rata antara skor Siswa Kelas kontrol (Pre-Test) dengan skor siswa kelas Kontrol (Post-Test).

***Keywords : Cake Application, Role-play Technique, Speaking Ability***



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