CHAPTER II
LITERATURE REVIEW

A. Speaking Skills

1. *The Concept of Speaking Skill*

Speaking can be defined as the use of language quickly and confidently with few unnatural pauses, which is called as fluency (Nunan, 1989). This can be interpreted as an application of language that occurs spontaneously so that self-confidence is more highlighted without the need to use long thoughts. Because speaking is the application of language by word of mouth as the medium, one's 'fluency' will affect speaking itself.

Speaking skill is also understood as the utilization of different objects and each object involves different skills (Syafii, et al., 2021). Generally, the use of this language skill involves one, two, or many people in its application. The form of application ultimately leads to the use of different objects around it. The objects themselves can be in the form of ideas, experiences, suggestions for a problem, or even an opinion about someone who is around them.

Based on its role, speaking skill is observed as a skill that has an important role in expressing or communicating thoughts (Gapasin, et al., 2022). Ideas, experiences, opinions and solutions are part of a person's 'thought'. The thought will only convey its contents by expressing or communicating it to the other person. In other words, speaking skill, as a channel of expression has an important role in conveying one's 'thought' to the other person. That is why speaking skill is observed as a skill that has an important role.

Not only has an important role, speaking skill is also a language production skill that allows learners to communicate effectively with people around them (Hamad, et al., 2019). 'Effectively' means the

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accuracy of the message conveyed. A message is not just the delivery of words, but there is also an emotional message that must be conveyed. Therefore, this language skill is almost as important as other language production skills, namely writing skills.

Based on the definitions above, it is clear that speaking skill is a language ability that conveys information or asks for information to the other people. Not only conveying words, speaking skill is also an effective skill in conveying emotional messages to the other people. Therefore, speaking skill is also understood as an interactive language skill, which means spontaneity, confidence, fluency so that these traits will greatly affect the message conveyed to the other person.

2. **Types of Speaking in English Teaching**

In general, types of spoken language are divided into Monologue and Dialogue (Nunan, 1989). Monologue as speaking in which one speaker uses his speaking skills for a long time, such as giving speeches, teaching, reading, holding new broadcasts, and the like. Then the listener must process all the information provided by the speaker without interruption from the listener so that the listener is required to understand the monologue even though he is not able to understand those all information. Monologue is usually planned. In English teaching, learner-centered approach to be exact, students are expected to participate in class by explaining, giving examples, sharing knowledge about something and so on (Gapasin, et al., 2022). The application of the English teaching approach as above is the result of the application of the speaking monologue type into the world of education such as giving speeches, teaching and reading.

Dialogue is different from monologue. It depends on the speaker. If the Monologue has only one speaker, then the Dialogue involves two or more speakers. In addition, interruptions will occur in the Dialogue if the other person in the conversation is unable to understand what the

other speaker is talking about. Unlike the Monologue, this dialogue is usually held spontaneously without any plan. A study applies an innovative English speaking skill teaching method in which educators hold an online meeting between educators and students with flexible speaking materials. A native speaker is brought into the online meeting so that an interactive dialogue will be created between the students and the native speakers present (Imran, et al., 2022). Based on the research, there is no doubt that this research applies the Dialogue type of speaking to the teaching method so that students' Dialogue type speaking skill skills develop together with their good spontaneity.

In short, types of speaking are divided based on the number of speakers in a given situation. They are Monologue, a type of speaking that only involves a speaker without being interrupted by the listener; and Dialogue, a type of speaking which involves two or more speakers and can be interrupted by listeners who are also speakers. These types of speaking are certainly applied to the world of teaching and learning English in the classroom so that students' speaking skills can develop effectively and efficiently, both for their educational outcomes and for their future.

3. *Speaking Competences in EFL Classroom*

Mastering vocabulary and grammar is not enough to being able to communicative effectively, learners also need a broader range of skills so that the mains of communication can be acquired. There are 4 components that must be mastered by learners in mastering speaking skills, they are phonological skills, speech functions, interactional skills, and extended discourse skills (Nunan, 2015).

Phonological Skill combining the phonemes that have been studied, as well as adjusting the pressure and tone in speaking is a necessary component in mastering speaking skills so that the message conveyed is in accordance with what the speaker wants. A research

which was conducted states that subskills in speaking such as fluency, acuracy, grammar are needed in mastering speaking skills (Qasim, 2021). Based on this research, it is clear that phonological skills occupy the first position in speaking competences because these sub skills will be the initial foundation for someone to speak English properly and correctly. There is no doubt that in communicating, phonological skills as an important component must be mastered so that learners have good basic skills when speaking.

Each conversation is certainly different from other conversations. If they are the same, it is possible that there will still be differences in them. Those things are called speech functions. Every conversation must have its own function in communicating. This is an important component in mastering speaking skills because each part of speech has a different function such as social conversation which will be different from transactional conversation, offering something, asking for clarification and so on. A research which was done in hospitals showed that communication skills are very important there because the main goal of the hospital industry is to provide wants or needs in the form of products or services (Susanti, et al., 2022). This is different from the conversations that occur in the classroom where the initial goal is not to provide services in a hospital. This shows that the function of the speech itself will be different depending on the place where the speech is held.

Interactional skill is a very useful component in mastering speaking skill because in face-to-face exchange, learners are not only able to master initiating, maintaining and closing conversations, but learners must manage interactions by regulating turn taking, redirecting the topic, and negotiating meaning. It is also considered as a strategic competence where this sub skill is a skill regarding one's strategy in communicating (Kuswari, et al., 2022). If only one ignored this skill, then the communication that occurred would look very strange and awkward. In addition, the interlocutors become confused and even

misscommunication can occur with each other. To sum up, interactional skill menjadi bagian dari speaking competences karena perannya yang krusial.

Extended discourse skill is the last skill as well as a complement to the parts of speaking competences. This component is closely related to the ability of learners to produce long discussions in speaking and being able to arrange whatever the learners will say so that it is easily understood by listeners. This component will also be very useful when learners compose narrative, procedural, expository or descriptive discourse. A research mentioned that speaking skills are very useful in the future world of work or the competitive world (Santhanasamy, et al., 2021). The research is connected with extended discourse skills as part of speaking competences. Therefore, extended discourse skill is very much needed to broaden the knowledge of speaking skill learners..

Communication does not mean only focusing on grammar and vocabulary, communication means that someone involves other people as interlocutors or listeners. Therefore, speaking competences exist to determine the competence of a speaker. Speaking competences are not only related to linguistics, but also related to social mastery such as extended discourse skills and interactional skills. If someone only masters the linguistic part, then misscommunication will occur because of the person's inability to understand the interlocutor and his social environment. On the other hand, mastering social science alone will not be enough in the world of communication because the message you want to convey may not necessarily be conveyed correctly due to a person's lack of linguistic knowledge. Thus, someone's speaking competences will affect the quality of that person's speaking skill.

4. *Successful Oral Communication in the Classroom*

What is thought is often different from what is said in oral communication. This is a mistake that is often made in oral

communication. From this problem, emerged The successful oral communication which involves many kinds of developments (Nunan, 1989). First, namely the development of the ability to articulate phonological features of the language comprehensively. The ability is classified into the mechanical section (Badawi, et al., 2022). The ability is based on the speaker and the meaning of the speaker's own speech so that the development of this ability will greatly affect the success of one's oral communication.

Development of mastery stress, rhythm, intonation patterns are important concerns in success in oral communication. Being consistent in maintaining gestures when speaking will affect the judgment of those around them when listening to what the speaker is saying (Yuh, et al., 2020). The consistent includes the rhythm, stress, and intonation of a person in speaking. Speeches that signify assertiveness will be different from those that signify doubt. This can be seen from the stress, rhythm and intonation when speaking. In short, this development becomes very influential in one's success in oral communication.

Interpersonal skills, both from the way of speaking, how to process words, and the way of thinking will certainly be a person's main attraction in oral communication. Therefore, the development of an acceptable and interpersonal skills is also a point of success in oral communication. The use of the correct grammatical structure and the use of appropriate vocabulary variations will be the quality of the speaker's interpersonal skills (Yuh, et al., 2020). Besides, today's technologies can help improve a person's ability to master language elements such as vocabulary, sound elements and language structure and construction (Ritonga, et al., 2022). So, with today's technologies, it is able to increase the percentage of someone's successful oral communication.

Transactional and interpersonal skills are also important points in success in oral communication. More specifically, what is meant by transactional is how a person exchanges thoughts and ideas with his

interlocutor. So it can be concluded that the development of one's interpersonal skills will greatly affect the transactional results in the oral communication. Speaking skill is an important skill because everyone must always exchange ideas, information and things related to their lives (Yolanda, et al., 2022). There is no doubt that the development of transactional and interpersonal skills is also a concern in the success of one's oral communication.

The development of skills in taking short and long speaking turns, is a skill whose application is in the type of speaking monologue or dialogue. It is also an important point in oral communication. Skills in taking short speaking turns usually occur in the type of speaking dialogue where speakers and listeners will give each other their opinions and arguments on a topic being discussed. Whereas the skill in taking long speaking turns often occurs in monologue speaking types. Broadcasting radio, one-way teaching focused on educators and giving speeches are examples of the monologue type of speaking. These examples also prove that the application of skills in taking long speaking turns is very much needed. A speech without any doubt is a crucial aspect of whether a person has mastered speaking or not (Yuh, et al., 2020). Thus, do not be surprised if the development of skills in taking short and long speaking turn becomes a point of attention in the success of oral communication.

Not only skills in taking speaking, in oral communication interactions also have a big role in it. Skills in the management of interaction are an important concern in the success of oral communication. Interaction management is how speakers manage an interaction that occurs. The interaction can be in the form of expressing opinions, and explaining a method (Syafii, et al., 2021). This is very closely related to the social world. The speaker's expression, the way the speaker conveys the message, the way the speaker reacts to the other speaker's speech, and the speaker's emotions when speaking are examples of the part of the interaction management itself. The success of oral

communication will depend on how the speaker manages his interaction with the surrounding environment. So, it is possible that the development of this skill will determine the success of oral communication.

After managing the interactions that occur, then next is skills in negotiating meaning. Listening to what the speaker said, understanding what the speaker said, and responding and responding to what the speaker said is the core of the skill in negotiating meaning. Misscommunication is the failed result of a lack of skill in negotiating meaning. It is possible that what the other person is responding to is different from what should have happened, or it could even be worse than what happened. It will not lead to success in oral communication. The development of this skill goes in accordance with the demands of work assignments to have good and competent English communication skills to the global world (Seraj, et al., 2021). To sum up, increasing skills in negotiating meaning will affect the final result of oral communication.

The skill in knowing about the negotiating purposes for conversation is the final skill that determines success in oral communication. This skill refers to a person's ability to understand what theme or topic is being discussed in a conversation. By knowing the theme or topic in a conversation, then the conversation flow in the conversation will run as it should. That way, the negotiating purposes that occur will go well so that miscommunication will not occur in it. Speaking is the most crucial component of learning a second or foreign language because it allows us to communicate and carry on a conversation in the language (Imran, et al., 2022). Based on this statement it is clear that mastering skills in knowing about the negotiating purposes for conversation will be very helpful in mastering speaking skills and can even help increase success in oral communication.

In generally, speaking competences are almost the same as abilities in successful oral communication. These abilities include linguistic abilities (the ability to articulate phonology features of the

language comprehensibly; mastery stress, rhythm, intonation patterns; Skills in taking short and long speaking turn; Skills in negotiating meaning), personal abilities (an acceptable and interpersonal skills).) and social skills (Transactional and interpersonal skills; skills in the management of interaction; skills in knowing about the negotiating purposes for conversation). So, it is very important to monitor the development of these abilities so that it will have an impact on successful oral communication and speaking competences later.

B. Discord

Discord is a widely developed social media application because most of its users are gamers. Discord as an application that is able to run text messages and voice calls so that gamers can connect with each other without having to meet (Mashud, et al., 2021). This application can also run group video calls and the live streaming feature to support their needs in playing games, this can be seen in figure 2.1. This application has the advantage that it only consumes less internet data when running voice calls or video calls.
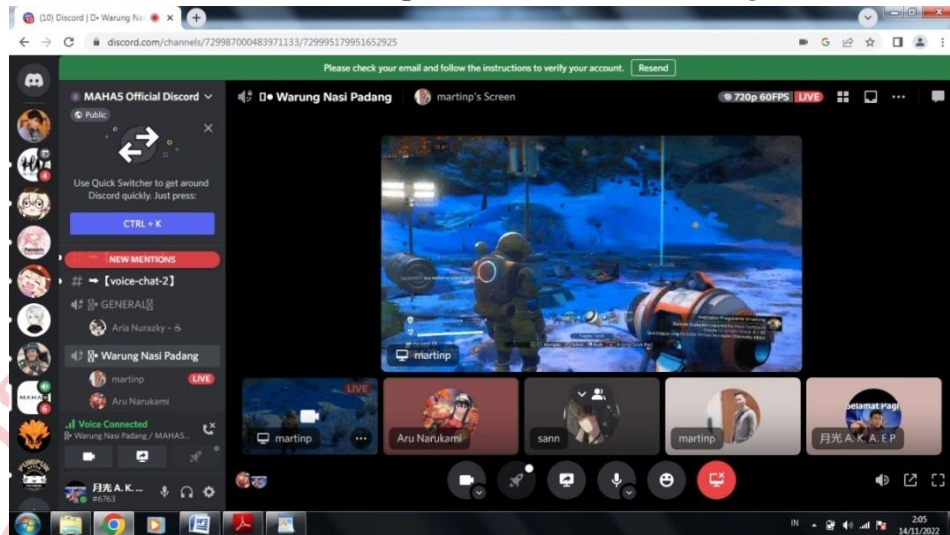
Users do not must download it on their PC, Phone or laptop, Discord is can also be used on a web browser, either on a desktop or on a smartphone (Arifianto, et al., 2021). This application was developed by the gamer community. In addition, the symbol of this application is a game controller, this can be seen in figure 2.2. Those all make Discord users come from online game players. This application also allows users to send photos or videos on chat channels, this can be seen in figure 2.3.

Discord is an application has a program similar to the Skype application or communication platforms such as Slack. This application also supports text and voice messages, video calls, screen sharing (Wahyuningsih, et al., 2021). The application also operates on two levels; servers and channels. The server acts as a classroom and the channels set the stage for open discussion, this can be seen in figure 2.4.

According to Discord Company and Wikipedia, Discord application is a voice, video and text communication service used by over a hundred million people to hang out and talk with their friends and communities. The application was concepted by Jason Citron who had founded *OpenFeint*. The concept come from his team experience in playing *Final Fantasy XIV* and *League of Legends*. At that time, he noticed that played the strategic games using available *voice over IP(VoIP) software* based on those games are difficult. That is why Discord was publicly released in May 2015. Not only for gaming community, it is also about giving people the power to create space to find belonging in their lives. This application has around 150 million active users per month, 19 million active servers per week and 4 billion daily conversation servers.

Figure 2.1
Voice Call Group View and Live Streaming

This figure is the result of image recording from Discord Web that was carried out. On the right side it can be seen that the researcher is holding a voice call group with four other users. Of course, this voice call group can turn into a video call group. Users simply activate the video shortcut on the voice call group screen to the far left of the shortcut.

In addition, this voice call group can hold two or more live streams on one channel. This application does not force other users to view live streaming while it is in progress. This application will usually provide a shortcut first on the live streaming screen so that users can save their internet data so they don't watch the live stream. In figure 2.1, the researcher is watching a live stream held by an application user on the MAHA5 Official Discord channel. This live streaming activity can be turned off by pressing the red shortcut below the list of voice call group members, on the far right.

Figure 2.2
Discord app icon display

In figure 2.2, discord is the realization of the boundaries that occur between game players around the world, namely communication. Not only in everyday life, in playing games, communication is also very necessary. This point is what is lacking in many gaming platforms that do not provide a means of communication between one gamer and another. It is clear that Discord has overcome the deficiencies that exist on other game platforms by providing Discord as a supporting application for communicating when playing games with other game players, or just chatting casually with other game players.

Figure 2.3
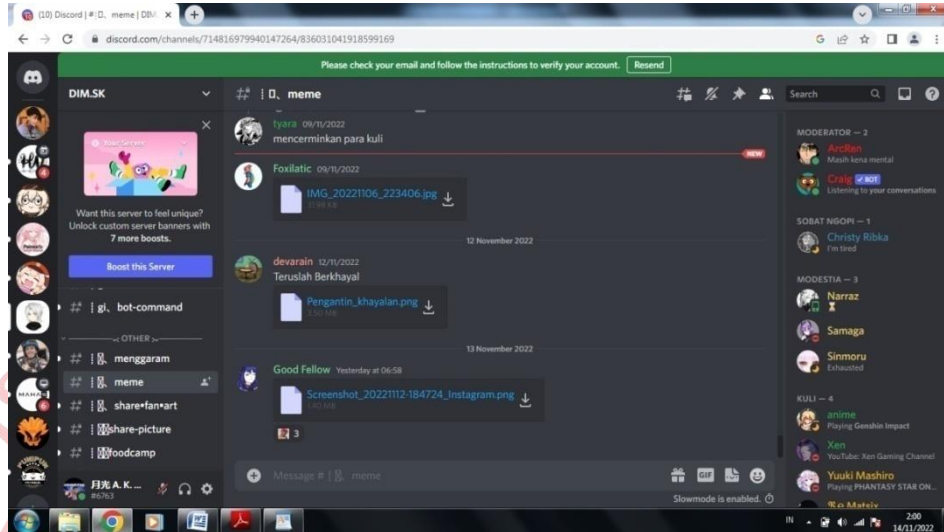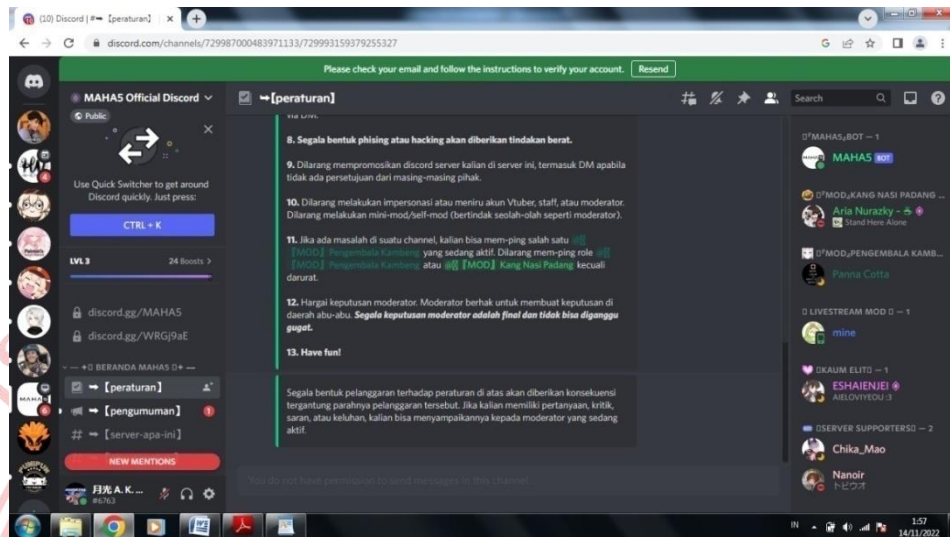***Display photo or video file submissions in the Discord application***

Figure 2.3 is a chat column on one of the channels on a server. Because this application supports game players to be able to communicate easily when playing games, this feature is not too important a concern. In this photo and video sending feature, the maximum data size that can be uploaded is up to 8MB. This feature only applies to free users. As for paid users, they will be able to send photos and videos to the chat column up to 100MB in size. This paid feature will be charged 83,169 rupiahs per month.

Figure 2.4
The leftmost display of the screen is the server. While the channel is
next to the server.

'Server' can be interpreted as a class in the world of education. The class can contain more than 200 users in it. In addition, the class contains a lot of subjects that students can take in it. The 'subjects' are the interpretation of the 'Channel' on the server. The channel contains text messages, voice calls, video calls to live streaming, and Bot Mode.

Discord is a social media application which in fact is aimed at gamers in the world. Online games that are global in today's era certainly force gamers to communicate with each other more about the games they play, or even get to know each other deeply. Therefore, this application was created as a solution to release their limitations in communicating with each other.

Based on the definition above, there is no doubt that Discord has a high possibility of being able to improve their speaking skills. This is based on application users who come from almost all over the world. In addition, this application is a social media application where communication activities, both oral communication or text communication will always occur in this application. So, it is possible

that the communication that occurs uses English as the medium of instruction.

In addition, many online games are often played by today's students. By playing games while communicating, it would create an atmosphere of online oral communication or text dialogue conversation that is comfortable and fun. Students also did not have to be required to discuss something difficult, they just communicate about what they like and are passionate about. That is why the researcher decided Discord as a variable in this study.

C. Teaching Speaking Skill Using Discord Application

Discord application is a voice, video and text communication service used by over a hundred million people to hang out and talk with their friends and communities (Wahyuningsih, et al., 2021). The application was concepted by Jason Citron who had founded *OpenFeint*. The concept come from his team experience in playing *Final Fantasy XIV* and *League of Legends*. At that time, he noticed that played the strategic games using available *voice over IP(VoIP) software* based on those games are difficult. That is why Discord was publicy released in May 2015. Not only for gaming community, it is also about giving people the power to create space to find belonging in their lives.

Through the Discord application, teachers are able to use it as a medium for teaching speaking skills to students, including through the voice call group feature or by holding video call groups.

1. Voice Call Group

Before holding a voice call group, teachers must have provided a special server created for speaking skills learning class and created a special channel for voice call groups. Furthermore, teachers are more clearly able to understand their progress on a regular basis by holding voice call groups for several meetings a week.

2. Video Call Group

Same as like group video calls, a teacher must provide a special server for learning speaking skills in the Discord application. Meanwhile, for its application, educators are able to involve other materials, such as inviting students to watch learning videos that have been prepared by the teacher. After that, the teacher asks about the important points in the video that has been watched and asks the students to retell the video that was watched previously. Thus, students' speaking skills will develop.

D. Some Related Previous Research

Not only online game players, discord is also applied in teaching learning. Several studies regarding the practical use of Discord as a learning media have been discovered. Fauzan Anwar and Anita Dewi Ekawanti conducted a research entitled "*Students' Perception of Using Discord to Improving Speaking Skills for Junior High School*" in 2022. This research was carried out in order to find out the effect of using the Discord application on the online classes they held in learning speaking skills. This research used a quantitative descriptive method. The research objects were 26 students from one of the Junior High Schools in Jakarta. The results showed that the Discord application had an influence on students' abilities, both in terms of knowledge and skills in the learning process and time management.

Other research, Endang Wahyuningsih and Baidi conducted a research which entitled "*Scrutinizing the potential use of Discord application as a digital platform amidst emergency remote learning*" in 2021. This research gave a solution to the use of technology in the learning process. This research used a qualitative descriptive method and involved a group of elementary school teachers and students at SD Negeri 2 Pundungsari, Klaten. The result of research showed that using discord as a learning tool bring a positive respons for students. Beside,

the communication which is done by discord is more interesting and comfortable for students.

Research related to the Discord application was also carried out by Aulia Ramadhan and Abdul Kodir Albaekani entitled "*Students' Response Towards Utilizing Discord Application as An Online Learning Media in Learning Speaking at Senior High School*" in 2021. The research focuses on students' responses to the use of discord in online learning media for English speaking skills. The study used a qualitative approach and interpretative study as the research design. 6 students of 12th grade in SMA Negeri 1 Cikawang Timur are conducted as the objects of the study. The results showed that the use of the applications has a good impact on them. In addition, the use of the discord application has also proven to be more effective than other applications.

Further related research is centered on college students. Maria Alexandrovna Odinokaya, Elena Alexandrovna Krylova, Anna Vladimirovna Rubtsova and Nadezhda Ivanovna Almazova conducted a research entitled "*Using the Discord Application to Facilitate EFL Vocabulary Acquisition*" in 2021. The research focuses on investigating the role of Discord Application in teaching learning EFL vocabulary. The study was a quasi experimental which conducted 80 university students as the participants. The control group was taught by traditional educational method while experimental group used a discord as the object of learning Vocabulary. The results showed that the use of Discord takes a positively influence the acquisition of EFL vocabulary. And also, it is able to improve students' EFL vocabulary skills along with their perception of the application.

The previous studies above mainly focused on the COVID-19 outbreak that was rampant at the time so educators were required to find solutions to the problems found. Moreover, researches above only focused on integrity of learning English or even vocabulary as a research variable. It contrasts to Discord application which is mostly used as a

voice call and video call application. In other words, there are still researchers which do not take speaking skill as a research variabe in using Discord application. So, the researcher will focus on the effect of Discord on students' speaking skills of the 8th grade students in SMP Negeri 5 Kota Bengkulu to fully fill the empty space of the previous researches.

E. Hypothesis

H_a = There was an effect on speaking skill between the students who are taught using Discord Application and that of those who were not.

H_o = There was not an effect on speaking skill between the students who are taught using Discord Application and that of those who were not.