

**THE INFLUENCE OF ROLE-PLAYING LEARNING
MODEL ON ENGLISH LEARNING OUTCOMES
BASED ON STUDENT CREATIVITY
AT SMPN 05 BENGKULU CITY**

THESIS

Submitted as a Particular Requirement for the Degree of *Sarjana Pendidikan* (S.Pd). In the English Education Study Program,
Faculty of Tarbiyah and Tadris, UIN Fatmawati
Sukarno of Bengkulu



Submitted By:

Wardah Nadilah
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**ENGLISH EDUCATION STUDY PROGRAM
DEPARTMENT OF TADRIS
FACULTY TARBIYAH AND TADRIS
UNIVERSITAS ISLAM NEGERI FATMAWATI
SUKARNO BENGKULU
ACADEMIC YEAR 2026**

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I hereby declare that my thesis entitled **“THE INFLUENCE OF ROLE PLAYING LEARNING MODEL ON ENGLISH LEARNING OUTCOMES BASED ON STUDENT CREATIVITY AT SMPN 05 BENGKULU CITY”** is my own work or research and is not a plagiarism of the work of others. If in the future it is known that this thesis is the result of plagiarism, I am ready to be subject to academic sanctions.

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RATIFICATION

This is to certify the thesis entitled **"THE INFLUENCE OF ROLE-PLAYING LEARNING MODEL ON ENGLISH LEARNING OUTCOMES BASED ON STUDENT CREATIVITY AT SMPN 05 BENGKULU CITY"** by Wardah Nadilah (2011230050), has been approved by the board of Thesis Examiners as the requirement for degree of *Sarjana* in English Education Program.

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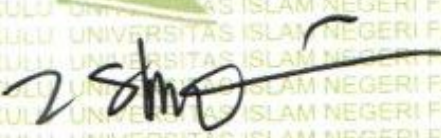
The thesis entitled **"THE INFLUENCE OF ROLE PLAYING LEARNING MODEL ON ENGLISH LEARNING OUTCOMES BASED ON STUDENT CREATIVITY AT SMPN 05 BENGKULU CITY"** has been guided, examined, and corrected in accordance with the suggestions of Supervisors I and II. Therefore, the thesis has fulfilled the requirements for the munaqosyah examination.

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OUTCOMES BASED ON STUDENT
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MOTTO

وَأَنْ لَّيْسَ لِلْإِنْسَانِ إِلَّا مَا سَعَى

Dan tidaklah manusia memperoleh selain apa yang telah
diusahakannya.”

(QS. An-Najm: 39)

“Percayalah bahwa kamu bisa, dan kamu sudah setengah jalan”

(Theodore Roosevelt)

“Direndahkan dimata manusia, ditinggikan dimata tuhan, *Prove Them Wrong*”

“*Gonna fight and don,t stop, until you are proud*”

(Wardah Nadilah)

DEDICATION

There are no words more beautiful than praise and gratitude to Allah SWT for all His blessings and grace. By Allah permission, help, and through constant effort and prayer, I have finally been able to complete this thesis. With love and respect, I dedicate this work to:

1. My beloved Father, Mr. Kamsul, my first love and the role model of my life. Loving me with pure sincerity, you have educated, motivated, and provided endless support until I was able to finish this journey. Thank you.
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May your kindness and sincerity be rewarded with abundant health and blessings from Allah SWT.

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ABSTRAK

Wardah Nadilah, Nim : 2011230050 The Influence of the Use of the Role-Playing Learning Model on Learning Outcomes in English Subjects Reviewed from Student Creativity at Junior High School 05 Bengkulu City (A Quasi-Experimental Study at SMPN 05 Bengkulu City)Pembimbing I : Dr. Ali Akbar Jono, M.Pd dan Pembimbing II : Yashori Revola, M.Pd

Penelitian ini bertujuan untuk menguji pengaruh model pembelajaran Role-Playing terhadap hasil belajar Bahasa Inggris dilihat dari kreativitas siswa di SMP Negeri 05 Kota Bengkulu. Penelitian ini dimotivasi oleh rendahnya hasil belajar Bahasa Inggris, di mana sekitar 55% siswa tidak mencapai Kriteria Penguasaan Minimum (MMC) sebesar 75 karena aktivitas belajar pasif dan tingkat kreativitas yang rendah. Oleh karena itu, dibutuhkan model pembelajaran interaktif untuk meningkatkan keterlibatan siswa dan hasil belajar. Penelitian ini menggunakan pendekatan kuantitatif dengan desain kuasi-eksperimental dengan kelompok kontrol non-ekuivalen. Penelitian ini menggunakan Desain Kuasi-Eksperimen yang dilakukan dari tanggal 9 Oktober hingga 18 November 2024, melibatkan siswa kelas IX SMP Negeri 05 Kota Bengkulu. Dari populasi 84 siswa, 56 siswa dipilih sebagai sampel dan dibagi menjadi kelompok eksperimen (model Role-Playing) dan kelompok kontrol (model pembelajaran konvensional). Data dikumpulkan melalui observasi, kuesioner kreativitas, dan tes hasil belajar Bahasa Inggris yang mengukur kelancaran, fleksibilitas, orisinalitas, dan elaborasi. Hasil penelitian menunjukkan bahwa kelompok eksperimen mencapai hasil yang lebih tinggi daripada kelompok kontrol. Skor kreativitas rata-rata kelompok eksperimen adalah 78,45, sedangkan kelompok kontrol memperoleh 70,32. Skor posttest rata-rata kelompok eksperimen mencapai 82,67, sedangkan kelompok kontrol hanya mencapai 72,14. Hasil ANOVA Dua Arah menunjukkan perbedaan signifikan dalam hasil belajar bahasa Inggris berdasarkan model pembelajaran ($F = 9,523$; $p = 0,003 < 0,05$) dan kreativitas siswa ($F =$

15,209; $p = 0,000 < 0,05$). Namun, tidak ditemukan interaksi signifikan antara model pembelajaran dan kreativitas siswa ($F = 0,680$; $p = 0,511 > 0,05$). Oleh karena itu, model pembelajaran Bermain Peran memiliki pengaruh positif terhadap hasil belajar bahasa Inggris siswa.

Kata kunci: Bermain Peran, Hasil Belajar, Kreativitas Siswa.



ABSTRACT

Wardah Nadilah, Student ID: 2011230050 The Influence of Role-Playing Learning Model on English Learning Outcomes Based on Student Creativity at SMPN 05 Bengkulu City Supervisor I: Dr. Ali Akbar Jono, M.Pd, Supervisor II: Yashori Revola, M.Pd

This study aimed to examine the influence of the Role-Playing learning model on English learning outcomes viewed from students' creativity at Junior High School 05 Bengkulu City. This research was motivated by low English learning outcomes, in which approximately 55% of students did not achieve the Minimum Mastery Criterion (MMC) of 75 due to passive learning activities and low levels of creativity. Therefore, an interactive learning model was needed to improve students' engagement and learning outcomes. This study employed a quantitative approach using a quasi-experimental design with a nonequivalent control group. This Research Used Quasi-Experiment Design which was conducted from October 9 to November 18, 2024, involving Grade IX students of SMP Negeri 05 Bengkulu City. From a population of 84 students, 56 students were selected as samples and divided into an experimental group (Role-Playing model) and a control group (conventional learning model). Data were collected through observation, creativity questionnaires, and English learning outcome tests measuring fluency, flexibility, originality, and elaboration. The results showed that the experimental group achieved higher results than the control group. The mean creativity score of the experimental group was 78.45, while the control group obtained 70.32. The mean posttest score of the experimental group reached 82.67, whereas the control group only achieved 72.14. The Two-Way ANOVA results indicated significant differences in English learning outcomes based on the learning model ($F = 9.523$; $p = 0.003 < 0.05$) and students' creativity ($F = 15.209$; $p = 0.000 < 0.05$). However, no significant interaction was found between the learning model and students' creativity ($F = 0.680$; $p = 0.511 > 0.05$). Therefore, the Role-Playing learning model has a positive effect on students' English learning outcomes.

Keywords: Role-Playing, Learning Outcomes, Student Creativity.

PREFACE

Alhamdulillah, all praise and gratitude be to Allah SWT for His abundant grace and guidance, which have enabled the author to complete this thesis proposal titled: *The Influence of Role-Playing Learning Model on English Learning Outcomes Based on Student Creativity at SMPN 05 Bengkulu City*” Peace and blessings be upon our Prophet and great role model, Muhammad SAW, as well as his family and companions. The author would like to express sincere gratitude to:

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2026

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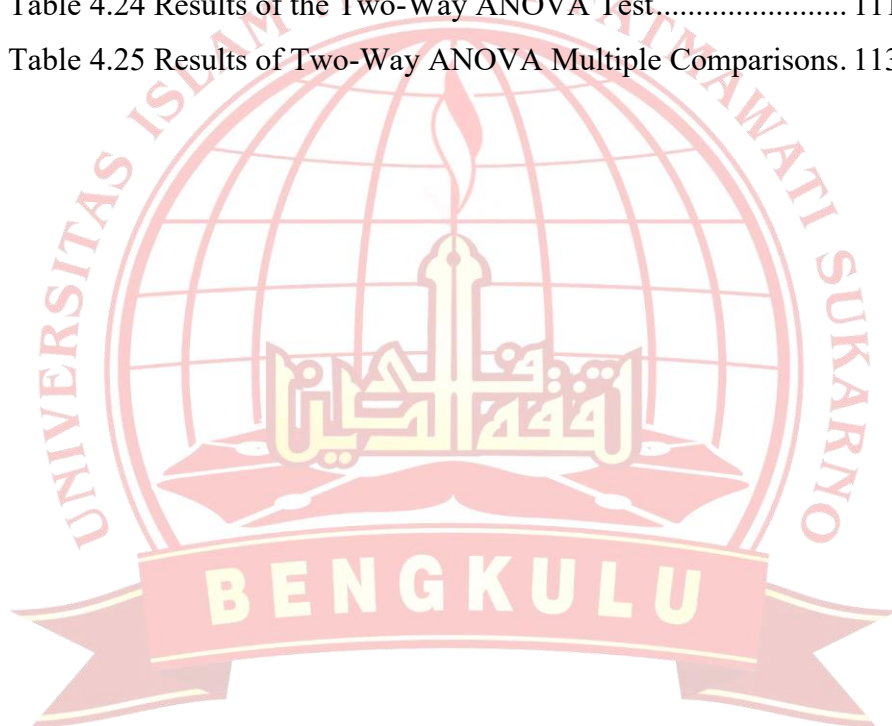
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