

ABSTRACT

Fikri, Muhammad Dzul. 2025. 2003321. The Influence of Using Bingo Game Strategy on Enjoyable Students to Speaking Performance at the Pioneer Class of SMPN 4 Lamongan.

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The focus of this research is to investigate the influence of using the Bingo game strategy on students' speaking performance and enjoyment in learning. This research was conducted at the pioneer class of SMPN 4 Lamongan. The study employed a quasi-experimental design involving 30 students, with 15 students in the experimental group and 15 in the control group. The instruments used were a speaking test and a questionnaire.

The results of the study showed that students' speaking performance improved significantly after implementing the Bingo game strategy. In the preliminary data, the mean score was 63.2, with only 25% of students achieving the Minimum Mastery Criterion (KKM). After the treatment, the mean score increased to 73, and 73% of students passed the KKM. This reflects a 45% improvement in student achievement.

In terms of enjoyment, the students showed positive responses. They became more active, confident, and engaged in speaking activities. The Bingo game provided a fun and competitive environment that encouraged students to participate more enthusiastically. Students also demonstrated better vocabulary mastery and grammar use, particularly in forming WH-questions and applying present continuous tense. However, challenges such as class noise and over-reliance on games were also observed.

In conclusion, the use of the Bingo game strategy had a significant positive effect on both students' speaking performance and their enjoyment in learning. Therefore, it is recommended for English teachers to consider implementing this strategy to enhance students' speaking skills and motivation, especially in junior high school contexts.