

## ABSTRACT

**Pambudi, Raikhan.** 2024. *The Effectiveness Of Taboo Game Toward Students' English Speaking Ability In The Beginner Class Of Yos Sudarso High School Academic Year 2023/2024.* An Undergraduate thesis. English Education Study Program, Teacher Training and Education Faculty. Universitas Muhammadiyah Metro. Advisor: (1) Eva Faliyanti, M.Pd.BI. (2) Drs. H. Bambang Eko S., M.Pd.

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This study aims to determine whether the Taboo game has an effect and significant difference on students' English speaking ability in the beginner class at Yos Sudarso High School. The research employed a quasi-experimental design, involving a population of 73 students from the beginner class academic year 2023/2024. The study conducted in experimental class which consisted of 24 students. Data analysis was conducted using SPSS version 20. The results revealed that the significance level (2-tailed)  $<0.05$ , indicating that the null hypothesis ( $H_0$ ) is rejected and the alternative hypothesis ( $H_a$ ) is accepted. This confirms that the use of Taboo games in teaching speaking is effective. Additionally, the independent t-test showed a significance level (2-tailed) of  $0.000 < 0.05$ , demonstrating that teaching speaking using the Taboo game has a positive effect on improving students' speaking ability. Therefore, the research concludes that the Taboo game has a significant and positive effect on the speaking abilities of students in the beginner class of Yos Sudarso High School.