

## Abstract

**Sandra Daud (2014):** *“The Implementation of “Who am I” Game in English Teaching at SMKN 1 Limboto: Teachers’ Perspective”*. English Department, Faculty of Letters and Culture, State University of Gorontalo. Adviser I: Karmila Machmud, M.A, Ph.D and Adviser II: Magvirah El Walidayni Kau, S.Pd. M.Pd

This skripsi is qualitative research that investigated the teachers’ perspective towards the implementation of “Who am I” game in English teaching at SMKN 1 Limboto. The qualitative method is used to know how is the teachers’ perspective about “Who am I” game. The subjects of this research are the English teachers of SMKN 1 Limboto, which consists of five teachers. The data was collected by observation and interview and then was analyzed by reading them. Then summarized and concluded as the key findings of this research. Game is important in teaching and learning process to reduce the students’ boredom in the class during the learning process; it also can create a good atmosphere in the class. The research shows that “Who am I” game is a good game based on the teachers’ perspective at SMKN 1 Limboto, because this game can help students to speak. The advantage of this game can facilitate the students to get new vocabularies and recall their memory about vocabularies they rarely used, as well train their speaking skill. On the other hand, the disadvantages of this game are it can requires much time and makes the students do not focus on the material. So the teacher should manage the class to get a good result. Overall, “Who am I” game is good, this can be used to facilitate the students’ speaking skill; they can speak freely to answer the questions. It also enriches the students’ vocabulary and trains the students to make sentences throughout the game. It helps them to increase their English ability based on the teachers’ perspective.

**Key Words:** *“Who am I” game and teachers’ perspective.*