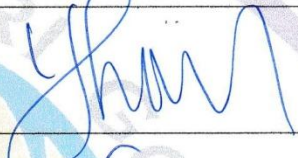

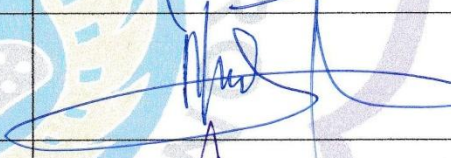

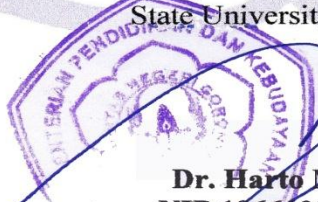


LEGALIZATION SHEET

Date :
Time :
Examine : I Komang Agus Wirate
Student's ID : 321410025
Title : Using Flash Voice Game to Improve Students' Listening skill

NO	EXAMINERS	SIGNATURES
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ABSTRACT

Wirate. I Komang Agus. 2015. Using Flash Voice Game to Improve Students' Listening Skill (a research conducted at class VIII of SMP N 4 paguyaman academic year 2014/2015).

The aim of research is to find out the students' improving listening skill of by using Flash Voice Game improve or not. Flash Voice Game is a game which are combined into three games, such as whisper circle, catch and the riddle, and the boss. This research used quantitative method particularly by using Quasy experimental design with the type of one group pre-test post-test design. In the learning process, students looked happy and active to speak the sentence they heard and tries to done the best finished the game. The sample of this research was taken by Purposive sampling tehniqe, they were the students class VIII. The result of the research shows that the students' Listening skill was improved significantly. It is proven by the differences between average score of students' pre-test and post-test ($\bar{X}_1 = 25,8$; $\bar{X}_2 = 48,5$) the result of t-test at $\alpha = 0.05$ was found that $t_{count} > t_{table}$ with the calculation $10.89 > 2.02$. Therefore, it was clear that using Flash Voice Game can Improve students' listening skill and the hypothesis of this research was accepted.

Keywords: Listening Skill, Flash Voice Game.

