

**PICTURING THE STUDENTS EMOTIONAL EXPERIENCES
IN LEARNING SPEAKING USING THE SNAKE AND LADDER GAME**

**BY
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**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2025 AD/ 1446 AH**

**PICTURING THE STUDENTS EMOTIONAL EXPERIENCES
IN LEARNING SPEAKING USING THE SNAKE AND LADDER GAME**

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Presented to Faculty of Tarbiyah and Teacher Training
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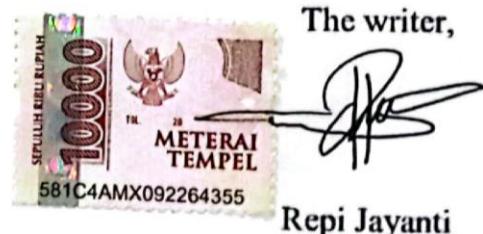
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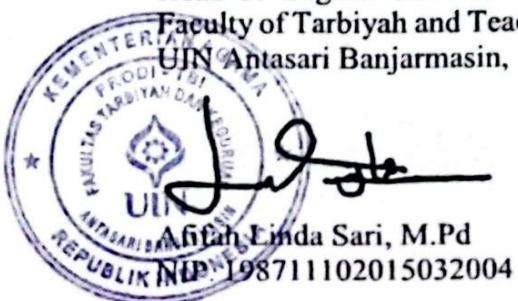
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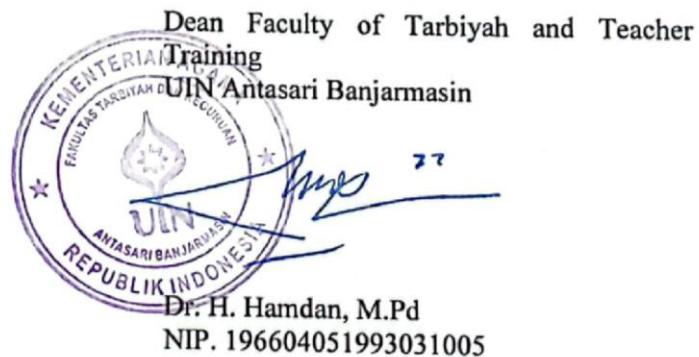


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ABSTRACT

Repi Jayanti. 2024. *Picturing the Students Emotional Experiences In Learning Speaking Using The Snake and Ladder Game.* Thesis. English Language Education Study Program, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisor: Drs. Saadillah, M.Pd

Keywords: Emotional Experiences, Learning Speaking, Snake and Ladders Game.

Students often face difficulties in developing their English speaking skills due to lack of motivation, uninteresting learning methods and limited emotional management. These factors hinder the development of their speaking skills in both academic and social contexts. To address these issues, an innovative approach is needed that can create an enjoyable learning atmosphere and support the development of students speaking skills and emotional management. This study aims to investigate student's emotional experiences and the impact of snakes and ladders game on improving English speaking skills. This study used a qualitative approach with the Photovoice method to explore students' experiences at MAN 3 Banjarmasin. Data was collected through photographs taken by students and in-depth interviews to gain a deeper understanding of their perceptions of learning to speak English using the snakes and ladders game. The results showed that the snakes and ladders game had a positive influence on students' speaking skills. It increased their confidence, improved social interaction, and increased engagement in the learning process. In addition, the snakes and ladders game also helps students manage their emotions better and maintain a positive attitude during learning. With its fun and interactive approach, the snakes and ladders game can be an effective alternative in overcoming the barriers students face in developing English speaking skills. This research provides important insights into innovative ways to improve the quality of English language learning in schools.

ABSTRAK

Repi Jayanti. 2024. *Picturing the Students Emotional Experiences in Learning Speaking Using the Snake and Ladder Game.* Skripsi. Program Studi Tadris Bahasa Inggris., Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: Drs. Saadillah, M.Pd.

Kata kunci: Pengalaman Emosional, Belajar Berbicara, Permainan ular dan tangga.

Siswa sering menghadapi kesulitan dalam mengembangkan keterampilan berbicara bahasa Inggris akibat kurangnya motivasi, metode pembelajaran yang tidak menarik, dan pengelolaan emosi yang terbatas. Faktor-faktor ini menghambat perkembangan keterampilan berbicara mereka baik dalam konteks akademik maupun sosial. Untuk mengatasi masalah ini, dibutuhkan pendekatan inovatif yang mampu menciptakan suasana belajar yang menyenangkan dan mendukung pengembangan keterampilan berbicara serta pengelolaan emosi siswa. Penelitian ini bertujuan untuk menginvestigasi pengalaman emosional siswa dan dampak permainan ular tangga terhadap peningkatan keterampilan berbicara bahasa Inggris. Penelitian ini menggunakan pendekatan kualitatif dengan metode Photovoice untuk menggali pengalaman siswa di MAN 3 Banjarmasin. Data dikumpulkan melalui foto yang diambil siswa dan wawancara mendalam untuk memperoleh pemahaman yang lebih dalam mengenai persepsi mereka terhadap pembelajaran berbicara bahasa Inggris menggunakan permainan ular tangga. Hasil penelitian menunjukkan bahwa permainan ular tangga memiliki pengaruh positif terhadap keterampilan berbicara siswa. Permainan ini meningkatkan rasa percaya diri mereka, memperbaiki interaksi sosial, serta meningkatkan keterlibatan dalam proses belajar. Selain itu, permainan ular tangga juga membantu siswa mengelola emosi mereka dengan lebih baik dan menjaga sikap positif selama pembelajaran. Dengan pendekatan yang menyenangkan dan interaktif, permainan ular tangga dapat menjadi alternatif dalam mengatasi hambatan yang dihadapi siswa dalam mengembangkan keterampilan berbicara bahasa Inggris. Penelitian ini memberikan wawasan penting mengenai cara-cara inovatif untuk meningkatkan kualitas pembelajaran bahasa Inggris di sekolah.

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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

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Repi Jayanti

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