

**THE IMPLEMENTATION OF WHISPERING GAME IN  
TEACHING LISTENING COMPREHENSION OF THE  
ELEVENTH GRADE AT MAN KAPUAS**

**By  
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**ANTASARI STATE ISLAMIC UNIVERSITY  
BANJARMASIN  
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**THE IMPLEMENTATION OF WHISPERING GAME IN TEACHING  
LISTENING COMPREHENSION OF THE ELEVENTH GRADE AT MAN  
KAPUAS**

**Undergraduate Thesis**

Presented to Faculty of Tarbiyah and Teacher Training  
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by  
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I, the undersigned, Andya Rahmawati, declare that this undergraduate thesis is my original work, gathered and utilized especially to fulfill the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purpose. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjarmasin, 15 December 2022

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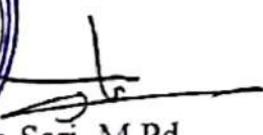
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## ABSTRACT

**Andy Rahmawati.** 2022. *The Implementation of Whispering Game In Teaching Listening Comprehension of The Eleventh Grade at MAN Kapuas.* Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Hj. Nani Hizriani, S.Pd, MA, (II) Dra. Andi Irlina, M.Hum.

**Keywords:** Whispering Game, Teaching Listening Comprehension

Mastering listening comprehension is tough. Many studentss in school are not interested in learning listening. Teachers struggle to interest students in listening comprehension. Games can help studentss learn listening comprehension. Based on this phenomenon, the researcher is interested in conducting research on how teacher implements whispering games in teaching listening comprehension and about what types of listening assessment are used by teachers in whispering games at MAN Kapuas.

The researcher used a descriptive qualitative research to described the results of the research based on the theory from Miles and Huberman. There were data condensation, data display, and drawing conclusion. The participant in this study was an English teacher at Madrasah Aliyah Negeri (MAN) Kapuas. The data collection techniques were observation of class activities, interview the teacher deeply, and documentation as supporting data and evidence of research implementation.

The results of this study indicated that the teacher had creativity in adopting and modifying whisper game procedure. However, the main procedures of whispering games in teaching listening comprehension can be implemented properly. In addition, the teacher also used a suitable type of listening assessment to assess students' listening comprehension through whispering games. Type of listening assessment was selective listening assessment.

## **ABSTRAK**

**Andya Rahmawati.** 2022. *Implementasi Permainan Berbisik Dalam Pengajaran Pemahaman Mendengarkan Kelas XI Di MAN Kapuas*. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, Universitas Islam Negeri Banjarmasin. Pembimbing: (I) Hj. Nani Hizriani, S.Pd, MA, (II) Dra. Andi Irlina, M.Hum.

**Kata kunci:** Permainan Berbisik, Pengajaran Pemahaman Mendengarkan

Menguasai pemahaman mendengarkan itu sulit. Banyak siswa di sekolah tidak tertarik untuk belajar mendengarkan. Guru berusaha untuk menarik minat siswa dalam pemahaman mendengarkan. Permainan dapat membantu siswa belajar pemahaman mendengarkan. Berdasarkan fenomena ini, peneliti tertarik untuk melakukan penelitian mengenai bagaimana guru menerapkan permainan berbisik dalam pembelajaran pemahaman mendengarkan dan tentang jenis penilaian mendengarkan apa yang digunakan guru dalam permainan berbisik di MAN Kapuas.

Peneliti menggunakan jenis penelitian *descriptive qualitative* untuk mendeskripsikan hasil penelitian berdasarkan teori dari Miles dan Huberman. Yakni *data condensation, data display, drawing conclusion*. Partisipan dalam penelitian ini adalah satu orang guru bahasa Inggris di Madrasah Aliyah Negeri (MAN) Kapuas. Teknik pengumpulan data yaitu observasi aktivitas kelas, wawancara guru secara mendalam, dan dokumentasi sebagai data penguat dan bukti pelaksanaan penelitian.

Hasil penelitian ini menunjukkan bahwa guru memiliki kreativitas dalam mengadopsi dan memodifikasi prosedur permainan berbisik. Namun, prosedur utama dari permainan berbisik in pengajaran pemahaman mendengarkan dapat diimplementasikan dengan baik. Selain itu, guru juga menggunakan tipe penilaian mendengarkan yang cocok untuk menilai pemahaman mendengarkan siswa melalui permainan berbisik. Tipe penilaian mendengarkan tersebut ialah penilaian *selective listening*.

**MOTTO**

*“There will always be a rainbow after the rain. And,  
there will always be happiness after sadness”*

## DEDICATION

I dedicate this thesis for:

1. My beloved parents, Sarhasi, SH and Saimah whos always support me in spiritually and materially during the time of my study and the process of making this thesis.
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سَيِّدِنَا وَمَوْلَانِ مُحَمَّدٍ وَعَلَى آلِهِ وَأَصْحَابِهِ أَجْمَعِينَ. أَمَّا بَعْدُ

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

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Andya Rahmawati

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