

ENHANCING STUDENTS' SPEAKING PERFORMANCE MASTERY BY USING SECRET DOOR WEBSITE

St. Mutiah Nurul Ilmidarajatih¹, Nur Aeni^{2*}, Hasriani G³

^{1,2,3} Universitas Negeri Makassar

E-mail: titikuu16@gmail.com, nur_aeni@unm.ac.id, hasriani@unm.ac.id

*corresponding author

Abstract

The purpose of this study was to find out the constraints faced by students and to find out whether or not Secret Door is effective in enhancing students' speaking performance. In this study, a mix-method experiment was used with a quantitative and qualitative approach, which was accompanied by calculations using the N-gain of average. The population used in this study was the students of English Language Education class 06 at Universitas Negeri Makassar in the odd semester of the 2022/2023 academic year. The selection of the population was carried out by purposive sampling. The researcher gave a Pre-test, Treatment and Post-test. From the results of data analysis and computation it was found that, Secret Door Website was effective in enhancing students' speaking abilities. This can be seen from the results 77,8 % pre-test of students in the "poor" category decreased to 13 % after treatment, while after the treatment, the post-test from 0% up to 36% scores of students were categorized as "good". This shows that the average post-test score of students after treatment is higher than the average score before being given treatment (pre-test). This shows that the use of the Secret Door Website can enhance speaking performance as ability according to its components, namely pronunciation, grammar, vocabulary, fluency and comprehension. Using Secret Door Website causes effective and successful learning of speaking.

Keywords— *The use of Secret Door, Gamification and Speaking Performance.*

INTRODUCTION

Gamification adopts the concept of a game that will be incorporated into a system where the system does not contain a game context. So that students can further develop their abilities. For English learning applications, gamification stimulates right and left brain activity, making it easier to memorize learning content and increase interest in learning. This is in accordance with the needs of learning English, because learning a language requires a lot of practice and practice directly and in real terms so that language is not only learned but also used authentically in these online games.

According to Saud et al. (2022), educators are one of the key implementing factors that influence how well the learning process goes. The teaching and learning process, which is essentially a communication process, requires on educators to have certain abilities. In order to channel the message sent to the recipient of the message, a medium or container is generally required in the communication process. One of the e-learning-based learning media is Secret Door. The Secret Door media or platform is one of the new modern gamifications in the world of e-learning-based games, which we can even access without a network. So, making it easier for users to use it. The most important justifications for using technology in language classes are to: increase students' motivation and inspiration to learn. In addition to meeting student needs, educators are urged to talk about significant learning-related issues and use a variety of

teaching strategies that enable students to become more engaged, motivated, and committed to their studies. This makes teaching a challenge for all teachers.

LITERATURE REVIEW

1. Effectiveness

Effective learning, according to Supardi (2013), is a combination made up of people, things, places, things, and procedures that are intended to change student behavior in a positive direction and better fit the potential and differences that students have to achieve the learning objectives that have been set. Effective learning, according to Hamalik (2001), is learning that gives students opportunity for independent study and engages them in a variety of learning activities. Opportunities for independent study are provided, and it is hoped that this will aid students in comprehending the subject matter being covered. According to Hamzah B. Uno indicators that can be used for determining effectiveness in the learning process are: 1) Good material organization. 2) Effective communication. 3) Mastery and enthusiasm for the subject matter. 4) Positive attitude towards students. 5) Providing fair value. 6) Flexibility in the learning approach. 7) Good student learning outcomes.

2. Speaking

According to Rokhayani & Cahyo (2015), Speaking is a useful skill. Speaking and listening go hand in hand. We produce text with meaning when we speak. In communication, we can find speakers, listeners, messages, and feedback. Additionally, speech and pronunciation of words grow hand in hand (pronunciation). According to Ladouse, speaking is a behavior that used describe someone in a certain context or a purpose used to report something (Nunan, 1991). Tarigan argues that speech is a method of communication that has an impact on how individuals live our daily lives (1993). This indicates that speaking is a method of communication that has real effects. The writer concluded that speaking is a way to express our feelings since it produces spoken language interactions between two or more individuals who lead in a conversation.

3. Gamification

Gamification is a learning strategy that uses aspects from games or video games to maximize feelings of enjoyment and engagement with the learning process. Glover came to the conclusion that gamification gives learners (learners) more incentive to complete learning exercises. Although Frederick characterizes student engagement as a metaconstruction act that incorporates the involvement of students' behavior, emotions, and cognitive in learning, engagement may also be seen as a willingness to participate. Making mistakes that can be fixed, similar to a game that allows for restarts or replays, lowers players' fear of failing and increases their attachment to the game. According to Bass and Takahashi (2010), gamification works by increasing the appeal of technology, motivating users to engage in desired behaviors, illuminating the path to mastery and autonomy, assisting in problem-solving rather than being a distraction, and exploiting psychological proclivities.

4. Secret Door Website

You can visit some of the world's most aesthetically appealing locations on The Secret Door website, from the hippest boutiques and eateries to the most beautiful natural vistas. The concept behind this service is really straightforward; you simply press the door image to represent opening the door. Then, you will be "taken" to a place of interest. The Secret

Door takes advantage of the Google Street View feature. Later, you will be taken to visit various interesting places that you may not have thought of before. If you don't like a place, just press the "Take Me Somewhere Else" button to visit other random and interesting places. This gamification is still relatively new and still quite foreign. So. References to get related to this website's Secret Door are still lacking.

METHOD

A. Research Design

The research's experimental methodology includes both a quantitative and a qualitative approach (*mix-method*). Pre-test, treatment, post-test, and interview data were gathered. According to Gay (1981), the experimental method is the research methodology that offers the most legitimate strategy for solving educational problems, both practical and theoretical, as well as for advancing the field of education as a science. The following diagram classifies the research design:

Pre-Test	Treatment	Post-Test
O1	X	O2

Research Design

- O1 : Pre-Test
- X : Treatment
- O2 : Post-Test

B. Research Place

The Place where the research has been conducted in Universitas Negeri Makassar Class 06 of English Education 2022 which consists of 36 students'.

C. Population & Sample

The class of 2022 06 English Education Study Program Students from Universitas Negeri Makassar takes up the sample in this study. Purposive sampling was the selection technique used in this research. In the English Education Study Program, the researcher used one class from the population as a research sample.

D. Instruments of the Research

Pre-tests, post-tests, and interviews are indeed sorts of study instruments used by researchers. The pre-test was given before the researcher started the session in order to determine the students' level of confidence using the Secret Door. To support and analyze the effectiveness of using Secret Door, the researchers did a short interview before starting the research. Then, after the researcher gave treatment to the experimental class, a post-test was given.

E. Procedure of Collecting Data

Researchers use the Secret Door website to collect data. This test is used to determine student achievement in speaking performance. Allocating data through interviews, pre-test and post-test. Interviews and Pre-tests were conducted at the first meeting to identify speaking skills through open classes such as discussions. Researchers are given treatment of the class. Then, after three meetings, a class post-test was carried out. Post-test is used to determine the effect

of using the Secret Door website after completing treatment. Then given treatment. At this stage the experimental group was given treatment using the Secret Door website

F. Technique of Data Analysis

a. Interview

Using qualitative research method, researchers analyzed what students responded during the teaching and learning process. In this case, the researcher conducts the research while recording and taking notes on classroom activities.

b. The data will be analyzed by SPSS application with the formula :

$$\text{Score} = \frac{\text{Students Correct Answer}}{\text{Number of items}} \times 100$$

(Sugiyono, 2013)

Score interval	Category
93-100	Very Good
84-92	Good
75-83	Average
<75	Poor

(Kemendikbud, 2017)

c. N- Gain

The data obtained from the results of the Pretest and Posttest were analyzed to find out the learning outcomes of the students and then the difference (N-Gain) was compared. N-gain of average is the original definition of Hake (1998). How to calculate, calculate the pretest and posttest mean of the class, then plug it into the equation:

$$\langle g \rangle = (\langle Post \rangle - \langle Pre \rangle) / (100 - \langle Pre \rangle)$$

The calculation results are then referred to in the following table:

High-g	$\langle g \rangle \geq 0,7$
Medium-g	$0,7 > \langle g \rangle \geq 0,3$
Low-g	$\langle g \rangle < 0,3$

FINDINGS

1. Analysis data from interview

a. What are the constrains faced by the students in utilizing Secret Door Website?

Interview in this research to gain data on what are the constrains faced by students' in utilizing Secret Door Website.

Extract 1 (31/10/2022) interview

“I gained experience from using the secret door. Secret door improves our speaking performance. Then we can look at the pictures and everyone can improve their speaking too”. (“Saya mendapatkan pengalaman dari menggunakan Secret Door. Secret Door ini menurut saya bias meningkatkan speaking. Kemudian, kita bias melihat gambar pada di layar dan pasti setiap orang yang ada di kelas bisa improve speakingnya.)”

–Wid, English Ed 22’

Extract 4 (31/10/2022) interview

“..Because unfortunately, there were still many students who were embarrassed at that time. In the end, a lot of time is wasted, even though this method is fun if lots of people are actively talking. Sometimes the internet network can also be a problem, or the website sometimes lags or has errors. Maybe that's the only problem. Overall, I think it was so much fun..”). (“..Karena sayangnya, masih banyak mahasiswa yg malu waktu itu. Pada akhirnya banyak waktu yang terbuang, padahal ini metode yg seru kalau banyak yang aktif berbicara. Terkadang jaringan internet juga bisa jadi kendala, atau websitenya yang terkadang ngelag atau error. Mungkin cuma itu kendalanya. Overall, I think it was so much fun..”).

-Aud, English Ed. 22’.

The amount the energy used in teaching is quite large, as expected from the teacher's interesting session and not boring. At each meeting, the researcher also gives online through Google Meet. When conducting research in online learning, researchers face several things challenges, including network disturbances during the learning process. Because researchers conducted on new students of 2022, researchers are subject to Campus rules to follow online lectures specifically for new students. So this research was conducted online. But this hurdle worked does not prevent researchers from continuing research on them.

b. Is Secret Door Website effective to enhance students' speaking performance?

One of the skills needed to communicate with others through language is speaking. Speaking is a style of speech performance which consists of verbal accompanied by facial expressions and body movements. Effectiveness is essentially how well goals are accomplished. Effectiveness is determined by how effectively predetermined goals or objectives get achieved. The usage of the Secret Door to improve students' speaking abilities is helpful in aiding the learning process and student development in accordance with the abilities and habits of the students themselves, according to the results of the interviews that were successfully collected.

2. Analysis from calculating data

a. *The Rate Frequency and percentage of student's Pre-test and Post-Test Scores*

b.

No	Classification	Interval Score	Pre-Test		Post-Test	
			Frequency	Percentage	Frequency	%
1	Very Good	93-100	0	0	13	36
2	Good	84-92	0	0	8	21
3	Average	75-83	8	22,2	12	30
4	Poor	<75	28	77,8	5	13

TOTAL	36	100	36	100
--------------	-----------	------------	-----------	------------

Table 4.1 The Rate Frequency and percentage of student's Pre-test and Post-Test Scores

c. The Mean Score and Standard Deviation of Students Pre-Test and Post Test

Paired Samples Statistics

	Mean	N	Std. Deviation	Std. Error Mean
Pair 1 Pre-test	45.56	36	19.991	3.332
Post-test	83.81	36	15.881	2.647

Table Paired Sample Statistics

Paired Samples Test

	Paired Differences					T	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 Pre-test - Post-test	-38.250	18.040	3.007	-44.354	-32.146	-12.722	35	.000

Table Paired Samples Test

The data table above is analyzed using SPSS analysis inside Paired samples test. If the level of significance ($\alpha = 0.05$) is greater than value (sign. 2-tailed) means there is no significant difference. While, if the significance level " α " is lower than p-value (sig. 2-tailed) means there is significant difference. From the table above we can see that the p-value (sign. 2-tailed) was 0.000. This is lower than the level of significance α (0.05). It means that the used Secret Door as teaching media can enhancing students speaking.

d. Normalized Gain

NO	NAMA	PRE-TEST	POST-TEST
1	Rahmi	50	66
2	Karmila	50	66
3	Nina	50	75
4	Muthmainnah	25	75
5	Vira	25	75
6	M Anshori	50	100
7	Andi Nila	25	58
8	Sofiana	50	100
9	Humairah	50	75
10	M Fathin	25	66
11	Farrel	25	58

12		Reskina	50	75
13		Unisa	75	100
14		Amanda	75	91
15		Sri Eka	75	91
16		Claudio	50	75
17		Prameswari	25	91
18		A fauzi	25	50
19		Nur Hikma	75	91
20		Audrey	75	100
21		Nur Azizah	25	100
22		Syifa	25	75
23		St Nurhaliza	25	91
24		Citra	25	75
25		Reski	25	50
26		Widya	75	100
27		Husnul	50	91
28		Rasyidah	75	100
29		Gustina	50	91
30		A Nurfadilla	33	100
31		Padlia	75	100
32		Adinda	41	100
33		St Nur	33	75
34		Marham	33	91
35		Zahra	25	100
36		Winni	75	100
		Average	45,7	88,41
			<g> 0,786	

Table Result of Gain Average

Earned value $\langle g \rangle = 0.786$, if interpreted, then entered into the category “**High-g**”. The results of the N-gain calculation show that the Secret Door Website is **effective** in enhance students' speaking performance.

DISCUSSION

This research was done by the researcher at the University of Negeri Makassar's Faculty of Languages and Literature. It required for the interview, a pre-test, a treatment, and a post-test. The data was then calculated using the aforementioned formula after being obtained. It can be concluded from the data analysis and hypothesis analysis that employing Secret Door as a teaching tool enhances speaking performance.

1. Based on the results of the research indicators that have been achieved are as follows:

a). Good material organization.

The treatment was carried out by giving students 5 questions to provoke them to speak at every meeting. The results of these questions become the main ingredient for making pre- rest and post-tests. From the results of the pre-test and post-test. This demonstrates that the pre-test and post-test results differ significantly. The average pre-test score of the students was 45.56, which is classified as "Bad," while the average post-test score was 83.81, which is classified as "Good." He showed a 38-point increase in the pre-post-test average score.

b). Effective communication.

A communication tool is language. We communicate with other, express our ideas, and mindful of others' ideas. Speech is communication, we cannot communicate with each other without language. A communication element is language. We converse with people, share our thoughts, and are aware of others' ideas. Speech is communication, and speech is communication. We are not able to converse with one another without language. Hamalik (2008:1), Any study is no exception learning to speak will be more effective if using media. This is possible because media can generate student learning motivation. Observation of the media can stimulate the emergence of student imagination so that they generate ideas, ideas in oral form. As stated above, one of the efforts of speaking competency to be able to improve it is to describe the appropriate place with a plan or picture with a sentence that is coherent. This competence can be achieved by image media use. Having a Secret Door can help students practice their skills and hone and recall their vocabulary.

c). Providing fair value.

Giving fair grades is of course based on the speaking assessment rubric that was made before. So, it's easy to determine the score they get according to their abilities. Even though there are children who have more abilities than still, giving grades must be fair.

Based on the results of the research based on the Research question, namely:

a. What are the constraints faced by the students in utilizing Secret Door Website?

The situation before the research was identified at the research stage, carried out in October 2022 through a small online interview because the class was online, with the researcher and several students of class 06 English Education at Universitas Negeri Makassar. Furthermore, pre-research activities were carried out to identify problems in speaking; pronunciation, vocabulary, fluency. Problems in class situations and the causes of these problems (in terms of researchers, student aspects, and research materials in the form of a website, namely Secret Door). Once a problem is identified, the researcher can decide what type of solution to use to solve the problem. The researcher found that the students found it a bit difficult to understand the pictures, they had difficulty getting the vocabulary to answer the pictures on the screen. The research was conducted through Google meet. The pre-test scores are used to make comparisons with the post-test to find out whether the students' speaking habits have improved or not. The post-test was carried out after the implementation of the action.

The ability of researchers to conduct research is influenced by differences between offline and online learning. Because students and researcher can meet face to face so that researcher can see the condition of students, direct learning can produce learning as expected. The issue they get is network instability, so researchers have to repeat instructions or listen with a voice that is always lost because of the network.

b. Is Secret Door Website effective to enhance students' speaking performance?

Speaking ability of students who were initially embarrassed then after being given treatment, they listened carefully to the descriptions of their friends' answers according to what was stated by Rokhayani & Cahyo (2015), that speaking is a productive ability. So speaking cannot be separated from listening. When we speak, we create meaningful text. Of course, this research is in line with what was stated by Ladouse (Nunan, 1991), that speaking is an activity to explain someone in a certain situation seen in the depiction and imagination of students in thinking to produce words that are good and easy to understand. However, during the research, researchers certainly found deficiencies that were not in accordance with stated by Tarigan, (1993) "*Speaking is a way of communicating that affects our daily lives*". Because at basically they

speak in Indonesian and only speak English in the class. This means that speaking here is only meant in a general sense.

Changes in students before and after being given treatment, namely an increase in the imagination can develop into sentences so that is what they say. Whereas if there is a student who is fluent in speaking, it makes other students enthusiastic and keeps confident even though there are many word mistakes in the delivery. In this research when the pictures appeared, students focused on analyzing the pictures so they understood and knew what they were going to convey. This is in accordance with stated by Radoff (2011) that games can involve psychological tendencies that make students more interactive in answering questions. The use of gamification is effectively used in the learning process to improve abilities and improve student habits, such as speaking ability. The main activity of the educational process in schools that aims to improve behavior is learning. These improvements affect one's cognitive, emotional, and motor functions.

According to Syakur (1987), there are five components of speaking namely grammar, pronunciation, vocabulary, Fluency and Comprehension. Based on the research result, the most dominant factor that affected the students' speaking performance is Grammar, followed by vocabulary and pronunciation. The data were analyzed and described below:

a. Grammar

Grammatical knowledge can affect students' speaking performance. Based on the data obtained from the treatment, the lack of knowledge of grammar causes students to have difficulties in compiling vocabulary and finally using Indonesian. Lack of grammar knowledge, in speaking, they rarely pay attention to grammar rules. Through class observation, the researcher found that in speaking, the students made some grammatical errors. During the study while in class, the researcher found that students were not bothered by the mistakes they made.

b. Pronunciation

The data obtained from the treatment were analyzed and it was found that the lack of knowledge of pronunciation can make some students experience speech impediments such as shyness, fatigue, and pauses.

c. Vocabulary

The data obtained from the pre-test and post-test were analyzed and it was found that the lack of words could cause students to have difficulty making sentences, so they decided or preferred to use Bahasa. However, after being given treatment, students in the class showed that they were more confident so that students could share their ideas without problems with vocabulary.

According to Bass & Takashi (2010) and research by Saud, Aeni & Azizah (2022), "Leveraging Bamboozles and Quizziz to Engage EFL Students in Online Classes," playing in games helps students improve their cognitive, which is characterized by activeness in responding to research questions. According to Supardi (2013), the ultimate objective of effective learning is for pupils to advance to a higher level. This is seen in the procession at each meeting's treatment. Students get engaged in class when they are inspired to watch and listen to the explanations of other students. According to the study's findings, the majority of students responded positively and participated in gamified learning. Secret Door is also a web-based strategy media for learning especially speaking ability. One of the benefits of independent learning, students will get its meaning in learning. Besides, they are free to manage their ideas related to their learning process. That correlation with technology and images make it fun to apply in ELT (English Language Teaching). There is some implication in this study

namely, Secret Door is used as web-based media to enhance speaking ability in practice. Secret Door increases students' interest in learning and can enhance students' speaking ability. So that in the next learning process they can interact well because through the Secret Door, they can elaborate their ideas based on the views on the screen. In this Secret Door, there is an advantage that is obtained, namely:

- a. The Secret Door Website displays images that are in accordance with the conditions or experience of student holiday visits.
- b. The use of gamification, such as Secret Door, as a tool for enhancing speaking abilities in the university is very useful, especially for the enhancement of students' speaking, thinking, and imaginative skills.
- c. The use of Secret Door provides picture services so that students can update their vocabulary because the pictures displayed are different in each meeting. And the weakness of the Secret Door is only one operator who can operate so that repeated images do not occur.

CONCLUSIONS

Based on the research findings and previous discussion chapter, it can be concluded: **First**, Enhance students' speaking through Secret Door as a gamification medium so students don't get bored in receiving material. **Second**, the drawing researcher concludes that the majority of English Language Education students, specifically class 06 at 2022 Universitas Negeri Makassar, are in the good category based on the findings and discussions that have been conducted as described in the previous chapter. According to its components, including pronunciation, grammar, vocabulary, fluency, and comprehension, using Secret Door can enhance speaking abilities. Utilizing the Secret Door is successful and effective. The percentage difference between before and after treatment shows this.

REFERENCES

- Bass, J., & Takahashi, J. S. (2010). Circadian integration of metabolism and energetics. *Science*, 330(6009), 1349–1354.
- Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From game design elements to gamefulness: defining "gamification". *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, 9–15.
- Farber, H. S. (2015). Why you can't find a taxi in the rain and other labor supply lessons from cab drivers. *The Quarterly Journal of Economics*, 130(4), 1975–2026.
- Hake, R.R. (1998). *Interactive-engagement versus traditional methods: A six-thousandstudent survey of mechanics test data for introductory physics courses*. *American Journal of Physics*, (66) 64. doi: 10.1119/1.18809.
- Hamalik, Oemar (2008). *Kurikulum dan Pembelajaran*. Jakarta: Bumi Aksara.
- Nunan, D. (1991). Communicative tasks and the language curriculum. *TESOL Quarterly*, 25(2), 279–295..
- Rokhayani, A., & Cahyo, A. D. N. (2015). Peningkatan Keterampilan Berbicara (Speaking) Mahasiswa Melalui Teknik English Debate. *Refleksi Edukatika: Jurnal Ilmiah Kependidikan*, 5(1).

Saud, S., Aeni, N., & Azizah, L. (2022). Leveraging Quizzes and Bamboozles to Engage EFL Students in Online Classes. *International Journal of Language Education*, 6(2), 169–182.

Sugiyono. (2016). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Afabeta.

Sugiyono, (2016). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: PT Alfabet.

Supardi. (2013). *Sekolah Efektif Konsep Dasar dan Praktiknya*. Jakarta: PT. RajaGrafindo Persada, Hal.164-165

Syakur. (1999). *Language Testing and Evaluation*. Surakarta: UNS Press.

Tarigan, H. G. (1993). *Prinsip-prinsip dasar metode riset pengajaran dan pembelajaran bahasa*. Angkasa.