

ABSTRACT

Windiasari. **THE USE OF MIME GAME TO IMPROVE STUDENTS' WRITING SKILL IN EXPOSITION TEXT FOR ELEVENTH GRADERS OF MIPA 3 SMA NEGERI PUNUNG IN THE ACADEMIC YEAR OF 2022/2023.** Thesis. English Education Study Program STKIP PGRI Pacitan.

This study aims to determine whether the use of the mime game can improve students' writing skill, students' responses, and students' difficulties exposition texts in eleventh graders of MIPA 3 SMA Negeri Punung in the academic year of 2022/2023.

This research is Classroom Action Research (CAR) which was conducted in 2 cycles. The subjects of this study were eleventh graders of MIPA 3 SMA Negeri Punung. Data were obtained by student tests, observations, interviews, and questionnaires. Test results are analyzed using qualitative methods. Classically, the indicator of success is the minimum 85% of students reached the standards of completeness (75). Then, student responses and students difficulties are also used as indicators of the success of this research.

Student tests show an improvement from the average score of students. Students scored an average of 55.19 on the pre-test, 73.90 on the post-test I, and 80.23 on the post-test II. Observations show that students follow learning well. Students respond and show a very enthusiastic attitude toward learning. From the questionnaire, it can be seen that 50% of students strongly agree, 40% of students agree, 10% disagree meaning that many students are active and feel happy when using Mime Game. Then, 15% of students agree, 35% of students disagree, and 50% of students strongly disagree, which means that many students do not feel bored in learning when using the Mime Game method. Then, the result of difficulties students 10% of students strongly agree, 70% strongly disagree, and 20% disagree that they have difficulty using vocabulary. 5% of students strongly agree, 80% agree, and 15% disagree that they have difficulty using grammar.

Keywords: Mime Game, Writing, Exposition Text.