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Appendix 1
STUDENT'S INTEREST QUESTIONNAIRE BEFORE USING
ROLE-PLAY TECHNIQUE

Name : _____
 Class : _____
 School name : _____

Petunjuk:

Beri tanda checklist (√) pada kolom jawaban yang menurut anda paling sesuai dengan keadaan sebenarnya.

Keterangan:

SS = Sangat Setuju
S = Setuju
N = Netral
ST = Tidak Setuju
STS = Sangat Tidak Setuju

No.	STATEMENTS	SS	S	N	TS	STS
1.	Siswa tertarik dengan pelajaran bahasa Inggris	14	10	7	2	0
2.	Siswa memahami pelajaran yang disampaikan guru	0	22	7	3	0
3.	Apa pendapat siswa tentang metode role play dalam proses pembelajaran?	20	9	4	0	0
4.	Apakah siswa lebih mudah memahami materi pelajaran dengan metode role-playing?	9	18	4	2	0
5.	Seberapa sering siswa merasa antusias ketika pembelajaran dengan metode role-playing?	8	16	9	0	0
6.	Apakah metode bermain peran membantu siswa meningkatkan keterampilan komunikasinya?	12	16	5	0	0
7.	Apakah anda merasa lebih percaya diri ketika bermain peran di depan kelas.	6	15	10	2	0
8.	Seberapa relevankah metode bermain peran dengan materi pelajaran yang dipelajari?	12	17	4	0	0

**STUDENT'S INTEREST QUESTIONNAIRE AFTER USING
ROLE-PLAY TECHNIQUE**

Name : _____

Class : _____

School name : _____

Petunjuk:

Beri tanda checklist (√) pada kolom jawaban yang menurut anda paling sesuai dengan keadaan sebenarnya.

Keterangan:

SS = Sangat Setuju

S = Setuju

N = Netral

ST = Tidak Setuju

STS = Sangat Tidak Setuju

No.	STATEMENTS	SS	S	N	TS	STS
1.	Siswa tertarik dengan pelajaran bahasa Inggris	17	10	14	2	0
2.	Siswa memahami pelajaran yang disampaikan guru	2	8	23	0	0
3.	Apa pendapat siswa tentang metode role play dalam proses pembelajaran?	4	9	20	0	0
4.	Apakah siswa lebih mudah memahami materi pelajaran dengan metode role-playing?	4	19	18	2	0
5.	Seberapa sering siswa merasa antusias ketika pembelajaran dengan metode role-playing?	0	14	16	0	0
6.	Apakah metode bermain peran membantu siswa meningkatkan keterampilan komunikasinya?	2	16	15	0	0
7.	Apakah anda merasa lebih percaya diri ketika bermain peran di depan kelas.	1	10	20	2	0
8.	Seberapa relevankah metode bermain peran dengan materi pelajaran yang dipelajari?	4	14	17	0	0



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Tempat, tanggal lahir : Probolinggo, 03 Agustus 2001
NIM : 2042300013
Program Studi : Pendidikan Bahasa Inggris

Telah melaksanakan penelitian di sekolah kami untuk menyelesaikan penulisan Tugas Akhir dengan judul **"Improving Students' Interest in Speaking by Using Role-Playing Techniques."**

Demikian surat keterangan ini, Kami buat untuk digunakan sebagaimana mestinya.

Paiton, 10 Agustus 2024



M. MUHAMMAD JUFRI, M.Pd
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4. Judul Skripsi : Improving students' Speaking Skills by Using Role Play Techniques of Nurul Jadid Islamic Junior High School (SMP NJ)

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Nama : Aisyah Nur Cahyani

NIM : 2042300013

Prodi : Pendidikan Bahasa Inggris (PBI)

Judul skripsi : Improving Students' Interest in Speaking by Using Role-Playing Techniques

Telah memenuhi syarat untuk diajukan dalam Seminar Proposal Skripsi Fakultas Sosial dan Humaniora Universitas Nurul Jadid Paiton Probolinggo.

Atas perhatian dan kerjasamanya, kami sampaikan terima kasih.

Wassalamu'alaikum Warahmatullahi Wabarakatuh

Paiton, 11 Agustus 2024
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BIOGRAPHY

Aisya Nur Cahyani, the fourth daughter of five children of Mr. Achmad Kusairi and Mrs. Yehasanah, was born on December 03, 2001 in Probolinggo. She lives in Bantaran Probolinggo. She graduated from SD Negeri I bantaran in

2014 she continued her education at Al-Mashduqiah Islamic Boarding School more precisely at Al-Mashduqiah Plus Junior High School. In 2017, she continued at Nurul Jadid Islamic Boarding School and continued at the Nurul Jadid MA level and completed it in 2020, she was accepted as one of the students in the English Education Department, Faculty of Social Sciences and Humanities, Nurul Jadid University. Finally at the end of the semester and from writing biodata she conducted a final project research with the title “Students’ Interest toward Role Play Technique in Speaking Class”.