

PREFACE

This thesis entitled “Investigating the Impact of Game-Based Learning and Guided Practice on Students Speaking Confidence: A Case Study is submitted as a requirement for getting a *Sarjana Pendidikan* Degree at the English Education Department of Faculty of Educational Sciences and Teachers’ Training, Siliwangi University. This thesis encompasses several key points such as (1) Background; (2) Literature Review; (3) Methodology; (4) Findings and discussions; and (5) Conclusion. The background section outlines the research context, identifies the gaps in existing literature, and states the significance of the study and the objectives of the study. The literature review provides insights into speaking skills, the principle of teaching speaking, speaking confidence, game-based learning, and guided practice. The research design utilized for this research is a descriptive case study with a qualitative approach. The data collection involved qualitative data analysis, this research utilized a questionnaire to determine the participants and also utilized observation, and semi-structured interviews followed by thematic analysis of qualitative data.

The researcher acknowledges that this study's success relies on the support of various individuals who are involved in this research. The researcher expresses his gratitude for their support in the acknowledge section. Even though this proposal is far from perfect, the researcher welcomes constructive feedback and suggestions from the readers. Hopefully, this research will provide insights toward the audiences.

Tasikmalaya 5 December 2024

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