**ABSTRACT**

**Arnida. 2017. The Effectiveness of Problems Plane Game as a Joyful Learning Strategy in Developing Students’ Speaking Skills of SMAN 16 Makassar. Thesis. Faculty English and Literature. English Department. Supervised by Prof Baso Jabu and Amra Ariyani.**

This thesis presents the description of the students’ speaking skills and interest toward the use of discussion by using Problems Plane Game in the classroom. It aims at finding the answers to the following problems: 1) Is the use of problems plane game effective to enhance the speaking skills of the second year students of SMAN 16 Makassar? And 2) Does the use of Problems Plane game attract the student’s interest to enhance their speaking skills? In this research the writer applied the pre-experimental method by using Pretest, Posttest and treatment. The writer collected data by using two instruments; the first is interview to obtain data about the students’ speaking skills consists of accuracy, fluency and comprehensibility. The second is questionnaire to obtain data about the students’ interest. The research findings show that the students’ accuracy there are 10 (45.5%) students categorized as good and 12 (54.5%) as very good. the student’s fluency show that 12 (54.5%) students categorized as very good and 10 (45.5%) students categorized as good. and the student’s comprehensibility show that there are 11 (50 %) students categorized as very good, 9 (40.9%) students categorized as good and 2 (9.1%) students categorized fair. The questionnaire shows their interest in speaking English in the classroom through Problem Plane Game with percentages there are 9 (40.9%) students categorized as very high interest and 13 (51.9%) students as high interest. None of them belongs to moderate, low and very low interest*.*

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