

**IMPROVING STUDENTS' PRONUNCIATION THROUGH THE "SAY  
IT" APPLICATION AT SMA NEGERI 8 MAKASSAR  
(Pre Experimental Research)**



**A THESIS**

*Submitted to the Faculty of Teacher Training and Education Universitas Muhammadiyah Makassar in Partial Fulfilment of the Requirement for the Degree of Education in English Education Department*

**ADRIANA REVANANDA  
105351104619**

**ENGLISH EDUCATION DEPARTMENT  
FACULTY OF TEACHER TRAINING AND EDUCATION  
UNIVERSITAS MUHAMMADIYAH MAKASSAR  
2023**



### LEMBAR PENGESAHAN

Skripsi atas nama Adriana Revananda NIM 105351104619, diterima dan disahkan oleh panitia ujian skripsi berdasarkan surat Keputusan Rektor Universitas Muhammadiyah Makassar Nomor: 1910 Tahun 1445 H/2023 M, tanggal 10 Jumadil Awal 1445 H/24 November 2023 M, sebagai salah satu syarat guna memperoleh gelar Sarjana Pendidikan pada Program Studi Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Makassar pada hari **Rabu 27 Desember 2023**.

Makassar, 14 Jumadil Akhir 1445 H  
27 Desember 2023 M

#### Panitia Ujian:

1. Pengawas Umum : Prof. Dr. H. Ambo Asse, M.Ag
2. Ketua : Erwin Akib, S.Pd., M.Pd., Ph.D.
3. Sekretaris : Dr. H. Baharullah, M.Pd.
4. Dosen Penguji :
  1. Dr. Farisha Andi Baso, S.pd, M.Pd.
  2. Ariana, S.Pd., M.Pd.
  3. Dr. Sitti Maryam Hamid, S.Pd., M.Pd.
  4. Uyunasirah Hambali, S.Pd., M.Pd.

Disahkan Oleh:  
Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Makassar



Erwin Akib, S.Pd., M.Pd., Ph.D.  
NBM. 860 934



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UNIVERSITAS MUHAMMADIYAH MAKASSAR  
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN  
PRODI PENDIDIKAN BAHASA INGGRIS

Jalan Sultan Alauddin No. 239 Makassar  
Telp : 0811 1782101 (Secretary)  
Email : pondibg@unismuh.ac.id  
Web : bg.fkip.unismuh.ac.id

بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ

**APPROVAL SHEET**

**Title** : IMPROVING STUDENTS' PRONUNCIATION THROUGH  
THE "SAY IT" APPLICATION AT SMA NEGERI 8  
MAKASSAR

**Name** : ADRIANA REVANANDA

**Reg. Number** : 105351104619

**Programmer** : English Education Department Strata 1 (S1)

**Faculty** : Teacher Training and Education

Makassar, 10 January 2024

**Consultant I**

Dr. Nunung Anugrawati, S.Pd., M.Pd.  
NIDN. 0925088502

Approved By  
Consultant-II

Ariana, S.Pd., M.Pd.  
NIDN. 0918078801

Dean of FKIP  
Universitas Muhammadiyah Makassar



Eky W. A. Gita S.Wd., M.Pd., Ph.D.  
NBM. 886 954

Head of  
English Education Department



Dr. Ummi Khaerati Svam, S.Pd., M.Pd.  
NBM. 977 807





MAJELIS DIKTILITBANG PP MUHAMMADIYAH  
UNIVERSITAS MUHAMMADIYAH MAKASSAR  
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN  
PRODI PENDIDIKAN BAHASA INGGRIS

Jalan Sultan Alauddin No. 259 Makassar  
Telp : 0411-860837/081213155247  
Email : [prodiibg@unismuh.ac.id](mailto:prodiibg@unismuh.ac.id)  
Research Service:  
[research@bg.unismuhmakassar.ac.id](mailto:research@bg.unismuhmakassar.ac.id)  
Website: [bg.fkip.unismuh.ac.id](http://bg.fkip.unismuh.ac.id)

بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ

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Name : ADRIANA REVANANDA  
Reg. Number : 105351104619  
Program : English Education Department Strata 1 (S1)  
Faculty : Teacher Training and Education

After being checked and observed this Thesis had been fill qualification to be  
examined

Makassar, <sup>Nov</sup>.....2023

Approved By,

Consultant I

Consultant II

Dr. Nunung Anugrawati, S.Pd., M.Pd  
NIDN 0925088502

Ariana, S.Pd., M.Pd  
NIDN 0918078801

Dean of Faculty of Teacher Training &  
Education  
Universitas Muhammadiyah Makassar

Head of English Education Department

Erwin Akib, S.Pd., M.Pd., Ph.D.  
NBM 860934

Dr. Umni Khaerati Syam, S.Pd., M.Pd.  
NBM 977 807





MAJELIS DIKILITBANG PP MUHAMMADIYAH  
UNIVERSITAS MUHAMMADIYAH MAKASSAR  
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بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ

Jalan Sultan Alauddin No. 259 Makassar  
Telp : 0411-860837/081213153247  
Email : [prodibg@unismuh.ac.id](mailto:prodibg@unismuh.ac.id)  
Research Service:  
[research@bg.unismuhmakassar.ac.id](mailto:research@bg.unismuhmakassar.ac.id)  
Website: [bg.fkip.unismuh.ac.id](http://bg.fkip.unismuh.ac.id)

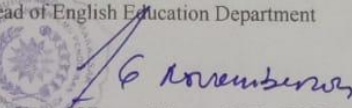
COUNSELING SHEET FOR THESIS CONSULTATION

Name : ADRIANA REVANANDA  
NIM : 105351104619  
Department : English Education Department  
Title : IMPROVING STUDENTS' PRONUNCIATION THROUGH THE "SAY IT" SMA NEGERI 8 MAKASSAR  
Consultant I : Dr. Nunung Anugrawati, S.Pd., M.Pd

Day / Date	Chapter	Note	Sign
09/08/2023		- Abstract - Acknowledgment - Bab 3 Disiplin menggunakan past tense (kecuali definisi & teori)	f
05/09/2023		- 800 Siphthongs theory - Discussion - Curriculum Vitae	f
07/09/2023		- Conclusions - Appendices	f
19/09/2023		- Abstract - findings and discussion - Conclusion and suggestions.	f
19/9/2023	1-11	ACE	f

Makassar, 10 November 2023

Approved by:  
Head of English Education Department

  
Dr. Ummi Khaerati Syam, S.Pd., M.Pd.  
NBM. 977 807





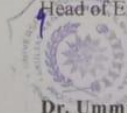
COUNSELING SHEET FOR THESIS CONSULTATION

Name : ADRIANA REVANANDA  
NIM : 105351104619  
Department : English Education Department  
Title : IMPROVING STUDENTS' PRONUNCIATION THROUGH  
THE "SAY IT" SMA NEGERI 8 MAKASSAR  
Consultant H : Ariana, S.Pd., M.Pd

Day / Date	Chapter	Note	Sign
7/09/2023 Kamis	I-V	Finding and Discussion Data Analysis	
16/09/2023	I-V	Abstract Finding and Discussion	
23/09/2023	I-V	Conclusion Appendices Table of Content	
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Makassar, Nov ..... 20.23

Approved by:  
Head of English Education Department



Dr. Ummi Khaerati Syam, S.Pd., M.Pd.  
NBM. 977/807



MAJELIS DIKELITBANG PP MUHAMMADIYAH  
UNIVERSITAS MUHAMMADIYAH MAKASSAR  
FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN  
PRODI PENDIDIKAN BAHASA INGGRIS

Jalan Sultan Alauddin No. 259 Makassar  
Telp : 0411-860837/081213155247  
Email : [prodibg@unismuh.ac.id](mailto:prodibg@unismuh.ac.id)  
Research Service:  
[research@bg.unismuhmakassar.ac.id](mailto:research@bg.unismuhmakassar.ac.id)  
Website: [bg.fkip.unismuh.ac.id](http://bg.fkip.unismuh.ac.id)

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Name : ADRIANA REVANANDA  
NIM : 105351104619  
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Title : IMPROVING STUDENTS' PRONUNCIATION THROUGH  
THE "SAY IT" SMA NEGERI 8 MAKASSAR  
Consultant II : Ariana S.Pd., M.Pd

Day / Date	Chapter	Note	Sign
2/10/2023	I-V	Table of Content Conclusion and Suggestion References	
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Approved by:  
Head of English Education Department



Dr. Umami Khaerati Syam, S.Pd., M.Pd.  
NBM. 977 807

## **MOTTO**

*“Hidup Bukan saling Mendahului, Bermimpilah Sendiri-Sendiri”*

-Hindia

## **DEDICATION**

**I dedicate this thesis to my father, to my mother and everyone who helps me  
in any circumstances**





## ABSTRACT

**ADRIANA REVANANDA, 2023.** *Improving Students' Pronunciation through the "Say It" Application at SMA Negeri 8 Makassar.* A thesis of English Education Department the faculty of Teacher Training and Education. Universitas Muhammadiyah Makassar. Supervised by Nunung Anugrawati and Ariana.

This research aimed to find out how to improve students' pronunciation through the "Say It" application at SMA Negeri 8 Makassar. This research method was quantitative research with a pre-experimental design. Research data was collected through pre-test, treatment and post-test. The test was to pronounce words consisting of 20 words for the pre-test and post-test.

Research findings showed that the use of the "Say It" application was significant in improving students' pronunciation. This was evidenced by the average score before treatment was 70.3 and the average score after treatment was 90.3 , the percentage increase was 28.44%. This means that there was an increase in students' pronunciation.

**Keyword :** *"Say It" application, Pronunciation, Diphtong*

## ABSTRAK

**ADRIANA REVANANDA, 2023.** *Peningkatan pengucapan siswa melalui aplikasi “Say It” di SMA Negeri 8 Makassar.* Skripsi Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan. Universitas Muhammadiyah Makassar. Dibimbing oleh Nunung Anugrawati dan Ariana.

Penelitian ini bertujuan untuk mengetahui bagaimana peningkatan pengucapan siswa melalui aplikasi “Say It” di SMA Negeri 8 Makassar. Metode penelitian ini adalah penelitian kuantitatif dengan design pre-experimental. Data penelitian dikumpulkan melalui pre-test, treatment dan post-test. Tesnya adalah mengucapkan kata-kata yang terdiri dari 20 kata untuk pre-test dan post-test.

Temuan penelitian menunjukkan bahwa penggunaan aplikasi “Say It” signifikan dalam meningkatkan pengucapan siswa. Hal ini dibuktikan dengan rata-rata skor sebelum treatment adalah 70.3 dan rata-rata skor setelah treatment adalah 90.3, persentase peningkatannya adalah 28.44%. Artinya ada peningkatan pengucapan pada siswa.

**Keyword :** *Aplikasi “Say It”, Pronunciation, Diphtong*



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The researcher realizes that this thesis would have never been completed without the assistance of a number of people. Therefore, she would like to express her deepest appreciation and thanks to those people who have helped and involved in completing this thesis, for their useful motivation, guidance and sacrifices.

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- Finally, by reciting Alhadulillah Robbil Alamin, the researcher has been succes to finish his work or research according to the target of time and also target of the research, nothing left or forgotten to do.

Makassar, 04 September 2023

The Researcher

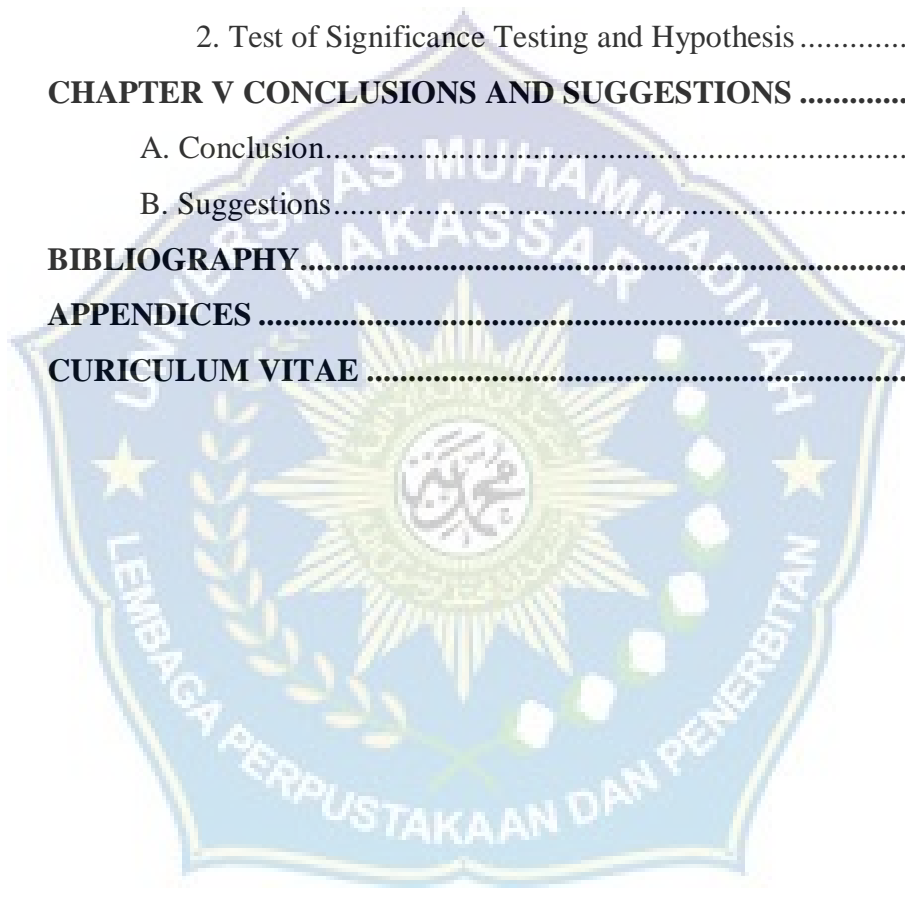


**Adriana Revananda**

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# CHAPTER I

## INTRODUCTION

### A. Background

English is the most major tongue in terms of languages. Because of this, English is a language for everyone. Around the world, many people speak it as a first or second language. The ability to access scientific and technical knowledge is also a necessity for the political and economic growth of many different countries on a global scale. English language fluency is one of the most important requirements for job applicants. English is a foreign language that is taught in all Indonesian schools. It has been taught at every level of educational institution.

The four language skills that pupils should develop when learning English are speaking, listening, reading, and writing. As all of these English skills are related to one another, they are all necessary. The four talents will not be the emphasis of this study because they require constant work and take a lot of time. The single skill that is the subject of my study is speaking, and I have focused on one aspect of speaking, namely pronunciation. One crucial element of English is pronunciation. According to Leohart (2008), The way a word or a language is generally spoken is referred to as its pronunciation. Due to the mismatch between its sign and sound, English is perceived as being difficult to pronounce when spoken as a second language. Even if students grasp the meaning of words, they usually have difficulty pronouncing them in spoken language due to the huge differences between spelling and pronunciation.

According to the writer's observations, the researchers wrote that schools that would become the object of research were students whose English was already good but still needed to be improved, especially students' pronunciation in learning English. As one of the teachers said "In English lessons at this school, students still need to improve their English learning such as speaking and also if possible they should improve their pronunciation even more". As well as in student learning at the school students have also used smartphones, which will make it easier for students to access the internet and the lessons given by the teacher. Therefore, the majority of students wish to speak English clearly during the teaching and learning process. They want access to additional media, such as their mobile phone, music player, laptop, and television movies, so they may practice their English pronunciation outside of books and dictionaries.

As we know, there are many regional accents in Indonesia, such as Buginese, Torajanese, Makassar languages etc. Therefore, for some students, they may have difficulty in pronouncing English words. As expressed by Pranoto and Suprayogi (2019), students may have difficulty pronouncing English words. It's because of the features of English phonology is different from Indonesian phonology. As a result, it affects students in learning English skills. In addition, most students are lazy to check the correct pronunciation of words in the dictionary and students cannot develop their speaking skills (Pratiwi and Ayu, 2020; Mandasari and Aminatun, 2019). It probably happened because they weren't interested in using it.



Nowadays, technology has taken on a significant role in daily life. Every element of our lives has been impacted by technology, including schooling. For instance, persons or students who were learning a foreign language would practice pronouncing words by reading the sounds in the dictionary, listening to a native speaker directly, or by listening to a specific tape, which was of course a bit difficult to grasp. But anybody may now hear how a word is spoken by putting it into text-to-speech software, due to contemporary technology. When someone is imparting knowledge to others, pronunciation is a key component. Certain words need to be said by someone in a way that can be comprehended. Even if someone has excellent grammar and vocabulary, if they pronounce words incorrectly, others will not be able to understand them. If pupils don't actively engage in their studying, it won't be successful.

*Say It* is English Pronunciation in an app created and released by Phona Ltd for the Android and iOS operating systems utilizing information from Oxford University Press. A small number of words (140, British and American English) encompassing all 44 phonemic sounds in standard English are available for free download, but larger wordbanks are only accessible through subscriptions from individual buyers or license agreements with businesses. It enables users to capture audio of their attempts to pronounce specific words. With interactive visualizations of the tape, they may assess how well they did compared to a "typical" pronunciation. Users can precisely spot differences thanks to syllable splits, stress indicators, and individual phoneme audio.

In order for pupils to communicate clearly in a foreign language, teachers must be innovative and able to make their lessons fun and engaging. As a result, the pupils are eager and driven to learn. The researcher hopes that by using **“Say It”** software as a teaching tool, pupils will be more engaged and capable of understanding English pronunciation than they would be if they only listened to their teachers speak.

### **B. Problem Statement**

Based on the background above, the problem formulate as follow:

How is the improvement of the students’ pronunciation through **“Say It”** application at SMA Negeri 8 Makassar ?

### **C. Objective of the Research**

Based on the aforementioned research challenge, the following is the goal of this study: To assess the degree to which the "Say It" application at SMA Negeri 8 Makassar has improved student pronunciation.

### **D. Significance of the Research**

#### 1. Theoretically

Become research-friendly information for readers. All information necessary to gather meaningful information for the institution is gathered and organized in accordance with the requirements for further research and studies that are research-related.

## 2. Practical

### a. Students

This research is expected to help a new method of learning pronounce English emerge. Additionally, it is anticipated to contribute to the development of Indonesia's English teaching materials, particularly in the form of computer applications or software.

### b. For Teacher

The author hopes this research will help teachers learn more about new technique of learning pronounce English so that teachers can interact better with students. Teachers can apply "*Say It*" application in teaching to achieve the best learning quality.

### c. For Researcher

The results of this study should be an additional guideline or reference for the future researcher who will study related problems.

## E. Scope of the Research

The scope of this research is that focuses how effective the "*Say It*" application is in increasing pronunciation. The vowel sounds, especially in diphthongs, are the main emphasis of the pronunciation evaluation.

## **CHAPTER II**

### **REVIEW OF RELATED LITERATURE**

#### **A. Previous Related Findings**

The researcher reviews some the previous research as literatures review and it will be used as reference. There are five of literatures review that researcher used in this research as follows:

Abdis (2019) discovered that there were more pupils, and that there was a substantial change between the pre- and post-test results. The Busuu application can enhance pupils' pronunciation, according to data research. This is due to the fact that there is a difference between the before and post tests, with the post test being higher. That indicates an update. The typical pre-test score of 50 to 75 post-test demonstrates this.

According to Anugrah (2019), Text-To-Speech has a considerable impact on pupils' ability to pronounce words correctly. The average score prior to therapy was 49.33, while the average score following treatment was 78.67, representing an increase of 59.47%. This indicates that pupils' pronunciation is becoming better.

According to the research, Tamar (2021) students' pronunciation skills improved from a pre-test score of 5.5 to a post-test score of 7.3, which is a 24.65% improvement. Five words are being evaluated to gauge how well pupils can pronounce words in terms of syllable and word stress. The enhancement The first word was 4%, the second was 20%, the third was 29%, the fourth was 14%, and the last word was 114% in terms of syllables. The first word's word stress

improved by 4%, the second one by 6%, the third one by 25%, the fourth one by 200%, and the last one by 1100%. It was said that the effectiveness of using YouTube videos as learning resources has improved.

Muamar, (2022) The study's results showed that using the English Language Speech Assistant (ELSA) program helped students' pronunciation. this was due to the students learning and honing their pronunciation skills using the English Language Speech Assistant (ELSA) program in the classroom, which was demonstrated by the average pre-test score.

From the related findings above, there are similarities between the previous researchers and this research is the use of application to improve one of the English language skills that is pronunciation. The difference between this research and previous research is the variables and scope is focusing on vowels especially in diphthongs.

## **B. Some Partinents Ideas**

### **1. Pronunciation**

#### **a. Definition of Pronunciation**

English pronunciation is crucial because it has a significant impact on the meaning of sentences. One of the things that can prevent communication from flowing is when someone stumbles over a few words in a sentence. This is also one of the things that can cause the conversation to break down.

According to Kenworthy Joanne (1987), the English spelling system is "rich in both regularities and irregularities," which presents difficulties for non-native learners (as well as for English-speaking youngsters learning to write their language).

Endahati (2014) asserts that pronunciation is the key to teaching individuals how to pronounce words. Furthermore, Kelly (2000) asserts that pronunciation is a key component of communication. One must be a master of pronunciation if they wish to succeed in communicating. In line with Tergujeff's (2012) pronunciation of speech as being the result of organs communicating. We can infer that pronunciation is a crucial component of communication from the experts' explanation given above. It will be simple for the listener to grasp what the speaker is saying if they have clear pronunciation.

#### **b. Elements of pronunciation**

There are Two components of pronunciation are segmental feature and supra segmental feature. Voice may be significantly impacted by speech qualities. We can distinguish two different speech styles in this situation by carefully studying the English language (Ramelan, 1985).

## 1) Segmental Feature

Segmental characteristics refer to sounds having a vowel, a consonant, a cluster, and a diphthong. The classification is based on the variations in how a statement is produced and how it serves its purpose. Segmental sound segments are grouped in a particular order. Phonetic symbols are used to represent sound units of expression (Wahyukti,2008: 35). Consonants, diphthongs, and vowels are examples of segmental features.

### a) Vowel

Vowels are produced by voiced air passing through various mouth forms; differences in the position of the tongue and lips cause these variations in mouth shape (O'Connor, 1980). Vowels come in two varieties: pure vowels and diphthongs (Wahyukti, 2008:56). Pure vowels, which include both long and short vowels, are each represented by a single sign (Wahyukti, 2008:56). A length indicator comprised of two dots or a colon is used to indicate long vowels (Wahyukti, 2008:45).

A vowel is a sound that is made with a clear flow. Here, the term "free passage" refers to the unhindered production of vowel sounds. English vowels may be divided into two categories: long vowels and short vowels. The long vowels are /i:/, /ɜ:/, /a:/, /u:/, and /ɔ:/, whereas the short vowels are /ɪ/, /e/, /æ/, /ə/, /ʌ/, /ʊ/, and /ɒ/.





## b) Diphtong

According to Oxford Advanced Learner's Dictionary (2005:410), a diphtong is a combination of two vowel sounds or vowel letters, such as the sound /a/ in pipe /pa/ or the letter ou in uncertainty. The Greek term diphthongos is the source of the English word diphtong. Di and phthongos are the roots of the word diphtongos. Phthongos means "voice, sounds," and Di means "twice."

According to Kelly (2000), a diphtong is made up of two vowel sounds and switches between them (like the /e/ in the word rain). Each phoneme's initial sound in English is louder and longer than its second sound. There is a purposeful glide (or movement of the tongue, lips, and jaw) from one vowel position to another. A single breath impulse generates it. For example, "lay," "how," "hair," "boy," "poor," etc.

According to the aforementioned assertion, it may be inferred that only one of the two vowel sounds generated with one impulse of breath is louder or more sonorous than the other. In English, there are two different types of diphtongs: centering diphtongs, which finish with a glide toward /ə/ such as , /eə/, /ɪə/ and /ʊə/ they are named "centring" because /ə/ is a central vowel and closing diphtongs, which end with a glide towards /ɪ/ and towards /ʊ/ such us: /eɪ/, /aɪ/, /ɔɪ/, /αɔ/, and /əʊ/. The glide moves the mouth's position upward. In other terms, the diphtong is referred to as a closing diphtong when the tongue moves



from the open vowel position to the close vowel position. When movement of the tongue is carried out towards the central vowel /ə/, the diphthong is said to be a centering diphthong.

a. Diphthong [eɪ]

The glide begins from slightly below the half-close front position and moves in the direction of /I/, there being a slight closing movement of the lower jaw; the lips are spread. Examples: eight, veil, weigh, rein, they, prey, and grey.

b. Diphthong [aɪ]

The glide of /aɪ/ begins at a point slightly behind the front open position, and moves in the direction of position associated with /I/, although the tongue is not usually raised to a level closer than C [ē]; the glide is much more extensive than that of [eɪ], the closing movement of the lower jaw being obvious. Example: time, write, bite, climb, cry, dry, by, and try.

c. Diphthong [ɔɪ]

For /ɔɪ/ the tongue glide begins at a point between the back half-open and open positions and moves in the direction of /I/. The tongue movement extends from back to centralized front, but the range of closing in the glide is not as great as for /aɪ/; the jaw movement,

though considerable, may not therefore, be as marked as in the case of /aɪ/. Examples: boy, toy, noise, voice, boil, ointment, and point.

The glide of /əʊ/ begins at a central position, between half-close and half-open, and moves in the direction of /ʊ/, there being a slight closing movement of the lower jaw; the lips are neutral for the 1st element, but have a tendency to round on the 2nd element. Example: ocean, over, open, cold, both, omen, only and those.

d. Diphthong [aʊ]

The glide of /aʊ/ begins at a point between the back and front open positions, slightly more fronted than the position for /a:/, and moves in the direction of /ʊ/, though the tongue may not be raised higher than the half-close level. Example: owl, ounce, down, brown, sound, our and towel.

e. Diphthong [ɪə]

The glide of /ɪə/ begins with a tongue position approximately that used for /ɪ/, centralized front half-close, and moves in the direction of the more open variety of /ə/ when /ɪə/ is final in the word; in non-final positions. Example: ear, era, here, fear, beer, dear and career.

## f. Diphthong [ʊə]

/ʊə/ glides from a tongue position similar to that used for /ʊ/ towards the more open type of /ə/ which forms the end-point of all three centering diphthong with, again, a somewhat closer variety of /ə/ when the diphthong occurs in a closed syllable. Example: tour, moor, poor, sure, pure, and cure.

## g. Diphthong [ɛə]

The glide of /ɛə/ begins in the half-open front position, approximately [ɛ], and move in the direction of the more open variety of /ə/, especially when the diphthong is final; where /ɛə/ occurs in a syllable closed by a consonant the /ə/ element tends to be a mid /ə/ type, the lips are neutrally open though-out. Example: heir, care, bare, where and chair.

## h. Diphthong [əʊ]

The glide of /əʊ/ begins at a central position, between half-close and half-open, and moves in the direction of /ʊ/, there being a slight closing movement of the lower jaw; the lips are neutral for the 1st element, but have a tendency to round on the 2nd element. Example: ocean, over, open, cold, both, omen, only and those.

### c) Consonant

The word "consonant" is defined negatively, meaning that it refers to sounds that are not vowels. In English, there are 24 consonants. They are as follows: p, b, t, d, k, g, f, v, s, z, ʃ, ʒ, ʒ, ʒ, θ, ð, m, n, ŋ, h, i, r, w, and j. According to the position of consonants, it can be divided into:

a. Voiced consonants: / b, d, dʒ, g, j, l, m, n, r, v, ð, y, z, ʒ, ŋ /

b. Unvoiced consonants: / f, p, t, tʃ, k, θ, s, ʃ /

If you put your finger on your throat, you can determine if a consonant is voiced or unvoiced. The consonant is voiced if there is a vibration when you are speaking. On the other hand, if your throat doesn't move when you speak and all you get is a brief burst of air, the consonant is unvoiced.

These are the segmental feature types. The condition in Indonesian language is really different. Only 5 vowels, 21 consonants, and 3 diphthongs are present. It's probable that many pupils struggle with word production when learning English.

## 2) Supra Segmental Feature

The styles utilized in words or sentences are comparable to supra segmental characteristics. Stress, tone, intonation, and other suprasegmental qualities are kinds that constantly accompany speech production (Wahyukti,

2008: 35). Stress and intonation are two examples of suprasegmental features.

a) Stress

Stress is an important feature of English word recognition (Kenworthy in Gilakjani, 2012). According to Ramelan (1985), emphasis refers to the power or brightness of the syllables used to convey message. According to Wahyukti (2008), there are three categories of stress: high stress, also known as main stress, moderate stress, sometimes known as secondary stress, and low stress, also known as no stress. Because varied stresses will differentiate meaning and purpose, stress is significant in English.

b) Intonation

Intonation, in phonetics, is the melodic pattern of speech. It conveys different expressive meanings for example, surprise, anger, or joy, and it can also serve a grammatical function. Intonation is primarily a matter of variations in pitch of voice. In a language like English, it is often accompanied by stress and rhythm to produce meaning. Tone is also a form of pitch modulation, but the term describes the use of pitch to differentiate words and grammatical categories.

### **c. Students' Problem in English Pronunciation**

There are some difficulties in teaching and learning pronunciation Harmer (2007). These are:

#### **1). What students' can hear**

Some Some pupils find it quite challenging to hear the precise pronunciation they desire to imitate. People who speak several native languages frequently struggle with various sounds. There are two approaches to take here. First, by using examples, illustrations, and explanations, the teacher may demonstrate how to produce sounds. When there is sound in the recording or chat, teachers may also grab their attention. As a result, the instructor progressively develops the pupils' hearing. Students are one step closer to being able to talk effectively when they can hear clearly.

#### **2). What students' can say**

All newborns have the capacity to produce a wide variety of sounds that are audible to people. However, as they mature and narrow their linguistic concentration, pupils tend to lose the habit of making some of these sounds. Students who are learning a foreign language sometimes struggle with physical cognitive issues, such as difficulty physically producing sounds through particular areas of the mouth, uvula, or nasal canals. The instructor must be able to demonstrate and explain where sounds are produced in order to prevent this issue (for instance, where is the tongue in relation to the teeth? what lip shape should one have producing vowel.



## 2. Say It Application

### a) Definition



*Source : Google*

*Picture 2.1*

“*Say It*” app has a unique learning technique which is great for visual learners. If you're not confident enough to judge your own pronunciation by listening to a recording of your own voice, maybe seeing a visual representation of your voice might help.

This application produces an image of sound waves that are created when we say a word. All you have to do is compare the visual sound waves of your voice with the sound waves produced by native speakers. Also, this app has option to slow down any recording. So if it's a really long word, you can touch and drag on a difficult part to slow it down.

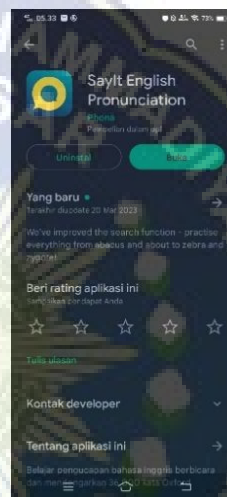
Award winner Say It: English Pronunciation makes pronunciation visual and interactive, so you don't have to guess how to pronounce an English word. The free version includes 100 sample words, covering 44 sounds in standard English. Pronounce It like a personal pronunciation teacher on our device



## b) Procedural of Say It Application

“Say It” is an application that can help improve one's pronunciation skills in English. This application offers various features that can help users in improving their pronunciation. Here are some of the features that the “Say It” application has:

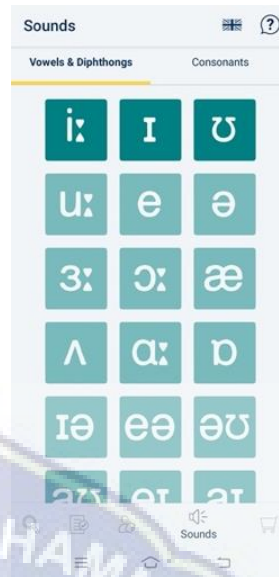
- a. the software must first be downloaded from the software Store or Play Store for IOS and Android users, respectively.



*Source : Google*

*Picture 2.2 :How to download the App*

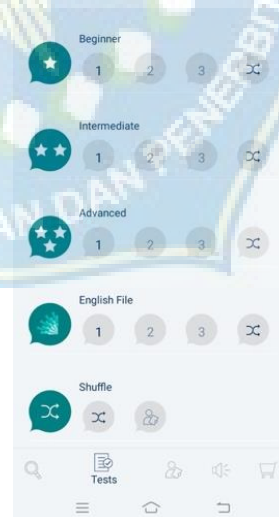
- b. Word Pronunciation : This application provides a periodic word pronunciation feature, so that users can improve their pronunciation by repeating the words until they are correct.



Source : Google

Picture 2.3 : Word Pronunciation

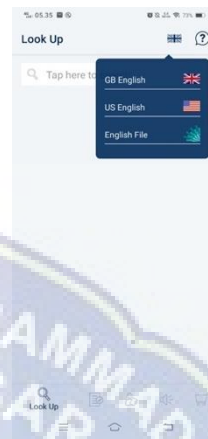
- c. Pronunciation Practice : Say It also provides pronunciation exercises consisting of certain words or sentences that can help users improve their pronunciation.



Source : Google

Picture 2.4 : Pronunciation Practice

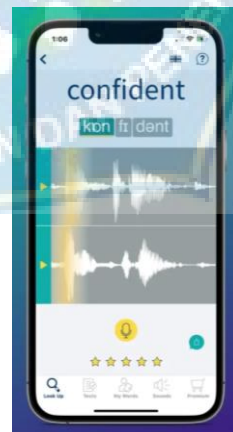
- d. Accent Selection : This app provides different accent options, so the user can choose the accent they want to learn and pronounce correctly.



*Source : Google*

*Picture 2.5 : Features Accent Selection of "Say It" App*

- e. Voice Recording : Users can record their own voice saying English words or sentences, and then compare the recording with the correct pronunciation.

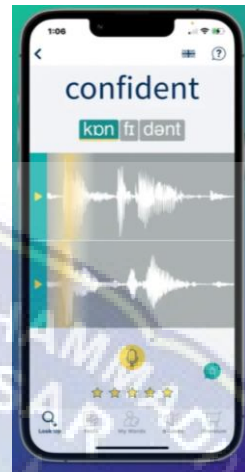


*Source : Google*

*Picture 2.6 : Voice Recording*



- f. Voice Analysis Feature : Say it application also provides a voice analysis feature that can help users see weaknesses and deficiencies in their pronunciation.



*Source : Google*

*Picture 2.7 : Voice Analysis*

With these features, the Say It application can assist users in improving their English pronunciation skills. However, as is the case with other English learning apps, Say It should be used as a tool to improve English skills, not as the only way. Users still have to combine this application with other methods such as reading books, watching movies, and practicing directly with native English speakers.

### C. Conceptual Framework

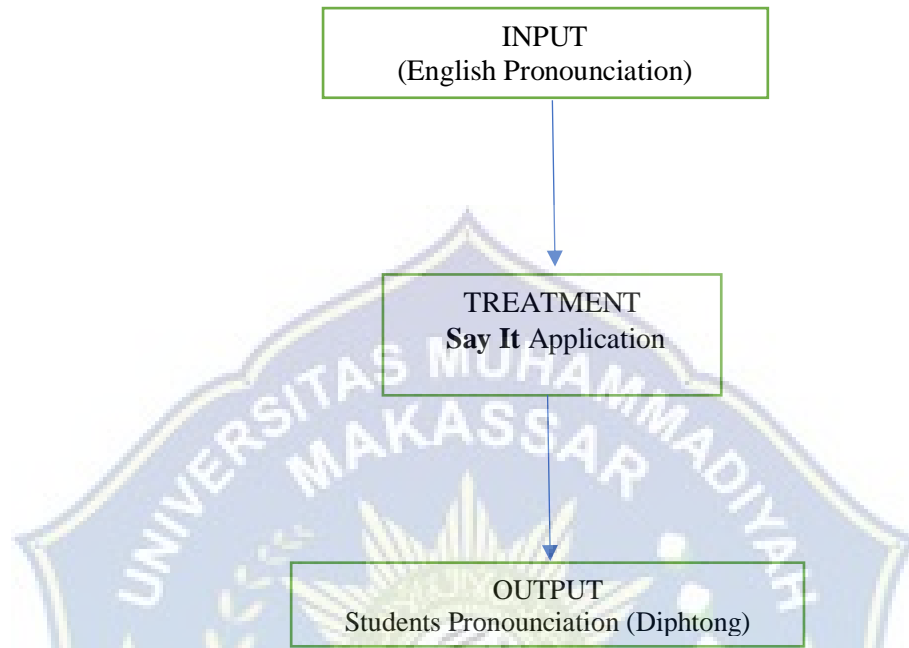


Figure 2.1 Conceptual Framework

1. Input: Referring to pronunciation is information to check the information used by this "*Say It*" Application such as we choose material, listen to practice texts, listen from native speakers and make repetitions.
2. Treatment: Refers to the teaching and learning of pronunciation by using the "*Say It*" Application in Improving students' pronunciation, listening to pronunciation by native speakers, repetition, and writing of words that are heard. Then another teaching and learning process is intended to help students what they want to prove.



3. Output: Referring to teaching with the "*Say It*" Application in pronunciation, after the teaching and learning process in improving student pronunciation.

#### D. Hypothesis

**Table 2.1 Hypothesis Testing**

No.	Testing	Null Hypothesis (H <sub>0</sub> )	Alternative Hypothesis (H <sub>1</sub> )
1.	$t\text{-test} > t\text{-table}$	Rejected	Accepted
2.	$t\text{-test} < t\text{-table}$	Accepted	Rejected

The hypothesis of the research are formulated as follows:

1. Null hypothesis (H<sub>0</sub>) : There is no a significant difference between the result of pre –test and post of the students' pronunciation through "Say It" Application.
2. Alternative hypothesis (H<sub>1</sub>) : There is a significant difference between the result of pre-test and post-test students' pronunciation through "Say It" Application.

### CHAPTER III

### METHODOLOGY

#### A. Research Design

In educational research, an approach is a methodology that has been used to collect data on which to base inference and interpretation, explanation, and prediction, according to Cohen, Manion, and Morrison (2007:446). This implies that an approach is a way in which a problem is discussed and examined.

The data in this study was analyzed by the researcher using a quantitative method. To gauge students' pronunciation skills, the researcher used a pre-experimental study method that includes pre-test and post-tests. Additionally, the researcher used tests at the most recent meeting to determine the improvement of the pupils using “*Say It*” Application. The research design was presented in the following table:

**Table 3.1 Research Design**

O1	X	O2
Pre-test	treatment	Post-Test

(Gay, 1981)

Where: O1: Pre-test

O2: Post-test

X: Treatment



## **B. Research Variable and Indicators**

### **a. Independent Variable**

Independent variable is variable which can influence or respond to dependent variable. In this research, the independent variable using Say It Application.

### **b. Dependent Variable**

Dependent Variable is a variable that causes or is influenced by other variables. The dependent variable in this study was the increase in students' pronunciation.

### **c. Research Indicators**

The research indicator in this study was the effectiveness of the Say It application in increasing student pronunciation. According to the International Phonetic Alphabet (IPA), which allowed accurate description of sounds in all languages. Technically a diphthong can be two vowel sounds pronounced together.

## **C. Population and Sample**

In this part, the researcher described about sample and population of the research:

### **1. Population**

The population of this research was the eleventh grade students of SMA Negeri 8 Makassar academic year 2023/2024, with a total eleventh grade population of 224 consisting of 7 classes.

## 2. Sample

According to Arikunto (2010), Sample is number or part of investigated population. Therefore, to take the sample, present researcher used purposive sampling. Arikunto (2010) states that “purposive sampling is a sampling technique which is used by a researcher if the researcher has certain judgments in taking the sample”.

This research has taken one class, the researcher chose class XI MIPA III as the sample for this research because this class had a higher quality of learning motivation than other classes.

**Table 3.2 Sample of the Research**

Class	Number of Students	
	Male	Female
XI	13	17
Total	30	

### D. Research Instrument

The research instrument was a pronunciation test. It was implemented in pre-test and post-test segments. The initial test aimed to determine initial knowledge students' pronunciation and carried out in the first meeting. The post-test was designed to find out the increase in students' abilities pronunciation through the "say it" application and was done last meeting.

In the first test the researcher was given a test in the form of a written text which they would read well. After that the researcher assessed their ability to pronounce the words correctly. And make their score a consideration score in the first test. Then the researcher gave treatment to students in the form of teaching English through the say it application for four meetings.

For the final assessment or post-test the researcher gave a test in the form of a text which was read properly according to what has been obtained at the previous meeting. The results of the post test was used to evaluate the success of the program or intervention.

#### **E. Data Collection**

Musdalifah (2008), the act of obtaining and analyzing data on specified variables in a predetermined, methodical way allows for the evaluation of results and the answering of pertinent questions..

The following timeline provides a chronological explanation of the data collection process:

##### **1. Pre-test**

The researcher gave a written test as a pretest. The format of the test was pronunciation text which contained twenty selected words to be tested and two questions on the number of syllables for each selected word and the emphasis on syllables containing vowels, especially diphthongs on each selected word.

## 2. Treatment

The treatment was given after the students have done the pretest. The treatment of this research as follows:

- a) At the first meeting the teacher provides material related to pronunciation material according to the learning plan.
- b) At the second meeting, while remembering the lessons on the first day the teacher also provided material related to the use of "Say It".
- c) At the third meeting the teacher gave a test related to the use of "Say It" by listening to the sound of the application using objects around them and try to pronounce it.
- d) At the last meeting the teacher gave a test regarding pronunciation material using the "Say It" application in front of the class in front of their friends.

## 3. Post-test

The "Say it" application's audio was used to teach students pronunciation techniques before they took the post exam in this study. A written test was given by the researcher. The format of the exam was a dialogue text with two questions concerning the number of syllables in each selected word and the word stress in each selected word. The selected words to be tested were different from the pre-test dialog.

## F. Data Analysis

In analyzing, the data collected through the pre-test and post-test the researcher used the indicator as follows:

**Table 3.3 Indicator Score of Pronunciation**

Aspek Penilaian	Description
<b>Pronunciation Score</b>	
20	There was a pronunciation error in the diphthongs which caused the message not to be conveyed.
40	There was an error in the pronunciation of the diphthong ending which caused the message to sometimes not be conveyed.
60	There was an error in pronunciation of diphthongs which was still unclear which caused the message not to be conveyed perfectly.
80	the pronunciation of diphthongs is clear but still requires repetition to convey the message perfectly.
100	clear pronunciation of diphthongs and no need for repetition. and the placement of the tongue and the shape of the lips in pronouncing diphthongs are correct.

1. To find out the individual score research by used follow

$$\text{Formula: } \frac{\sum X}{N} \times 100$$

Where :

$\sum X$  = Score of the students

N = Score maximum

(Gay, 1981)



2. To calculate the percentage of the students' improvement based pre-test and post-test:

Formula:

$$\bar{X} = \frac{\sum X}{N} \times 100$$

Where:

$\bar{X}$  = Mean score

$\sum x$  = The row score

N = The number of students

( Sudjiono,2003:78 )

3. To calculate the percentage of the students' improvement phased pre-test and post-test:

Formula:

$$P = \frac{K2 - K1}{K2} \times 100 \%$$

Where:

P = percentage

K2 = Average score of Post test

K1 = Average of Pre-test

(Sudjana, 2003:76)

4. There were seven categories utilized to categorize the pupils' scores, and they were as follows:

**Table 3.4 Table of Score**

Score	Classification
96-100	Excellent
86-95	Very Good
76-85	Good
66-75	Fairly Poor
56-65	Fair
36-55	Poor
0-35	Very Poor

De Jong and Hulstijn, (2009)

4. To find out the improvement of students' vocabulary, the researcher used a t-test:

$$t = \frac{\bar{D}}{\sqrt{\frac{\sum D^2 - \frac{(\sum D)^2}{N}}{N(N-1)}}$$

Where:

t = Test of significant difference

D = The mean of the difference score

$\sum D$  = The sum of all score

$\sum D^2$  = The square of the sum for difference

N = The total number of sample

( Sudjiono, 2003: 326 )



## CHAPTER IV

### FINDINGS AND DISCUSSION

#### A. FINDINGS

According to Joanne (1987), the English spelling system is "rich in both regularities and irregularities," which presents difficulties for non-native learners (as well as for English-speaking youngsters learning to write their language).

After analysing the data derived from the pre-test and post-test, the data were served 4 tables which consist of some forms of analysis namely classification, score, frequency and percentage. Below was the result of data analysis.

##### 1. Mean Score of Pre-Test and Post-Test Pronunciation

After calculating the result of the students' score, the mean score of the pre-test and post-test could be present in the following:

**Table 4.1 Mean score of pre-test and post-test Pronunciation**

Kind of Test	Mean Score	Improvement
Pre-Test	70.3	26 %
Post-Test	88.6	

The table above showed that the students mean score of pre-test was 70.3 while the students mean score in post-test was 88.6. It was analysed that there was Improvement of students pronunciation after applying of "Say It" application in the classroom (26 %).

## 2. Pre-Test of the Students' Pronunciation

In this research, the researcher used a pre-experimental research to find out the improvement of the students pronunciation through the use of "Say It" Application at the eleventh grade student of SMA Negeri 8 Makassar in academic year 2023/2024. The result of pre-test could be present in the following:

**Table 4.2 The Result Frequency of pre-test**

No.	Classification	Score	Pre-Test	
			F	%
1.	Excelent	96-100	0	0%
2.	Very Good	86-95	0	0%
3.	Good	76-85	5	17%
4.	Fairly Poor	66-75	20	67 %
5.	Fair	56-65	4	13%
6.	Poor	36-55	1	3%
7.	Very Poor	0-35	0	0%
<b>Total</b>			<b>30</b>	<b>100%</b>

Based on Table 1.4. the percentage of the pre-test showed that there were no students (0%) who got Excellent Category (96-100) score and also for Very Good Category (86-95) score for the Students Pronunciation. For Good Category (76-85) score, there were 5 student (17%). There were 20 student (67%) who got fairly Poor Category (66-75) score. And for Fair category (56-65) there were 4

(13%) students. For Poor category there were 1(3%) student. And there were no students (0%) who got Very Poor Category. So the result can be concluded that the Students' Pronunciation pre-test was poor categorized.

According to Kelly (2000) asserts that pronunciation is a key component of communication. One must be a master of pronunciation if they wish to succeed in communicating.

### **1.Diphthongs [eɪ]**

There were 23 students who could pronounce the diphthong [eɪ] badly. This means that from the 3 diphthongs [eɪ], students can only pronounce the word "Eight" correctly while for the pronunciation of "Raised and Gateway" students still pronounce it incorrectly.

### **2.Diphthongs [aɪ]**

There are 25 students pronouncing the words "by, wife, right, light" correctly, and the remaining five students still pronounce the diphthongs incorrectly. And for the words "behind, design, and height" there are 27 students who still pronounce the diphthongs. wrong and the rest of the pronunciation is correct.

### **3.Diphthongs [əʊ]**

There are 29 students said the words "domed and own" with the wrong pronunciation and one student with the correct pronunciation.

### **4.Diphthongs [aʊ]**

There is students pronounce the word "glow" correctly. This is because students are still distracted by words that are often spoken by their surroundings, so they still pronounce these words incorrectly.



### **5.Diphthongs [ɪə]**

There is no student pronounces the word "dear and experience" correctly because this diphthong is one of the most difficult diphthongs to pronounce, and students are still distracted from the pronunciation of the word from their environment, which causes the pronunciation of the word still wrong.

### **6.Diphthongs [ʊə]**

There is no student pronounces the word "tour and pure" correctly because this diphthong is a diphthong that is difficult to pronounce and students are still distracted from the surrounding environment to say the word, so the pronunciation of the word is still not quite right.

### **7.Diphthongs [eə]**

There is no student pronounces the word "square" correctly, because in this diphthong each letter has very significant similarities so that at the end of the pronunciation of the diphthong it is sometimes not heard or not pronounced at all. This is what causes the pronunciation of this diphthong to be inaccurate.

### **8.Diphthongs [ɔɪ]**

In this diphthong [ɔɪ], all of students can pronounce the word "voice" correctly, because this diphthong is a diphthong that is very easy to pronounce, and mistakes are very rare in pronouncing this diphthong.





### 3. Post-Test of the Students' Pronunciation

The result of pre-test could be present in the following:

**Table 4.3 The Result Frequency of post-test**

No.	Classification	Score	Post-Test	
			F	%
1.	Excelent	96-100	0	0%
2.	Very Good	86-95	26	86%
3.	Good	76-85	2	7%
4.	Fairly Poor	66-75	2	7%
5.	Fair	56-65	0	0%
6.	Poor	36-55	0	0%
7.	Very Poor	0-35	0	0%
<b>Total</b>			<b>30</b>	<b>100%</b>

Based on Table 1.5 the percentage of the post-test showed that there were 26 (86%) of 30 students got Very Good Category (86-95) score of the students pronunciation. There were 2 students (7%) got Good Category (76-85), and 2 (7%) students got fairly good category. So the result can be concluded that the students' pronunciation in post-test was very good categorized

#### 1. Diphthongs [ei]

There were 27 students could pronounce the words "located, way, stairways, and name" correctly, and the remaining students pronounced the diphthong words almost correctly.

## **2.Diphthongs [aɪ]**

There were 28 students who correctly pronounced the words “like, five, entire, design, divided, either and size”, and the remaining two students still mispronounced the diphthongs.

## **3.Diphthongs [əʊ]**

There were 24 students pronounce the word "known" with the correct pronunciation and 6 students with the incorrect pronunciation.

## **4.Diphthongs [aʊ]**

There were 19 students who pronounced the words "surrounded, crowned, bound" correctly. in this diphthong there has been a significant increase from the previous pre-tes

## **5.Diphthongs [ɪə]**

There were 17 students who said the word "entire" correctly and the remaining 13 were still wrong, but in this diphthong there was an increase in some students compared to the previous pre-test.

## **6.Diphthongs [ʊə]**

There were 21 students who pronounced the word "endure and our" correctly and 9 students pronounced the diphthongs wrong. but in the pronunciation of this diphthong there has been an increase in students.

## **7.Diphthongs [eə]**

There were 23 students who pronounce the word "hair" correctly, and the rest of the students pronounce this diphthong still wrong.

## 8. Diphthongs [ɔɪ]

In this diphthong [ɔɪ], all of students can pronounce the word "employ" correctly, because this diphthong is a diphthong that is very easy to pronounce, and mistakes are very rare in pronouncing this diphthong.

## 4. Hypothesis Testing

The test variable (pre-test and post-test) are statistically different on alpha ( $\alpha$ ) = 0.05, at the degree of freedom (df)  $N-1 = 29$  to see the difference.

**Table 4.4 Hypothesis testing**

Variable	t-test Value	t-test Table
X2-X1	13.8	2.045

Based on the hypothesis testing table above, the t-test value (13.8) is greater than the t-table value (2.045). This shows that there is an increase in pronunciation in students, which means the null hypothesis ( $H_0$ ) is rejected and the alternative hypothesis ( $H_1$ ) is accepted.

## B. DISCUSSION

### 1. The Use of "SAY IT" Application

According to Lateharu (in Suryani, 2012: 137), states that Learning media are materials, tools, or techniques used in learning teaching and learning activities with the aim of an interaction process Communication between teachers and students can take place effectively and useful. Learning media used in the process This learning is very capable of influencing the effectiveness of learning. Ketut Juliantara (2009) describes learning media as everything related to software and hardware that can be done used to

convey teaching material from learning resources. to students 20 that stimulate students' thoughts, feelings, attention and interest so that learning becomes more effective They are usually utilised for the sole purpose of learning and teaching (Webcrawler, 2013). In this research the learning media that used by researcher is “Say It” Application.

The description of data collection using the "Say It" application as described in the previous section shows that students are stimulated. This is supported by the frequency and percentage of students' pre-test and post-test scores. Student scores after the students were implemented to say a few words in English through the "say better" application than before the treatment was given to students.

Based on research results from Anugrah (2019) who in his research used a text-to-speech application and the results had a significant impact regarding increasing student pronunciation. In this way, the researchers used the results of this research as a reference that the use of applications in learning media Say it application can have an impact related to increasing pronunciation. This is shown based on the results of the research previously described.

Based on the findings, the percentage of students' pronunciation scores before using the "Say It" application shows that the pronunciation of students in eleventh grade at SMAN 8 Makassar, especially Class X MIPA III is poor. This is because most students do not know how to pronounce some words correctly.

In the treatment, at the first meeting the researcher found that most students experienced problems in pronunciation, because most students still had difficulty pronouncing some sounds. In the second to last meeting, they tried to pronounce some sounds well and also paid attention to the explanations given by the researcher at the end of each meeting. When the researcher has implemented the use of the "say it" application in teaching and learning English until the last meeting for treatment, the researcher gives a Post-Test to measure student scores.

The researcher attempted to gauge the improvement in the students' pronunciation after administering the Post-Test. The researcher received an average score of 46 on the Pre-Test and an average score of 82 on the Post-Test. The rise in students' pronunciation from Pre-Test to Post-Test, according to the researcher, was 26%. This indicates that the students' pronunciation improved as a result of repeated use of the "say it" application.

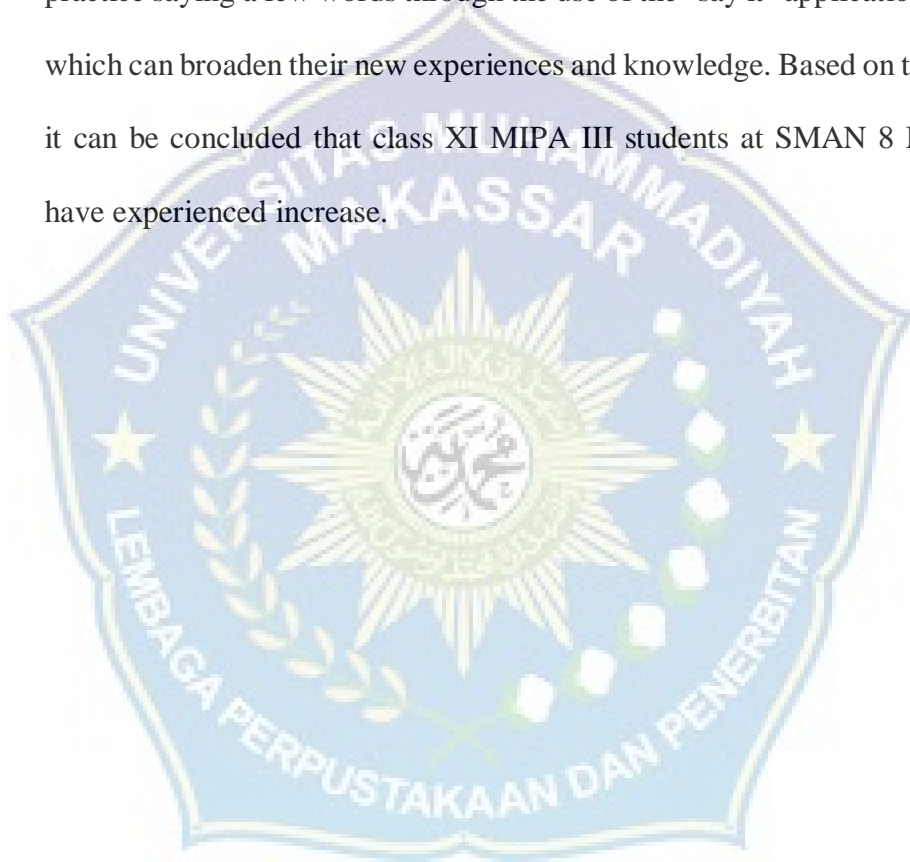
## **2. Analysis**

In analyzing the data, the researcher used the score from 3 raters and from the researchers' analysis. There are eight English diphthongs that were analyzed in this research. They are English centering diphthong consist of [ɪə], [eə], [ʊə]. The English closing diphthong consists of [aɪ], [eɪ], [ɔɪ], [aʊ], and [əʊ]. The raters identified students pronounce and the researcher analyzed was categorized into following table.



### 3. Test of Significance Testing and Hypothesis

Based on the results of the t-test, the researcher found that there was increase in students' pronunciation. This means that there are significant differences in the results of the pre-test before and after the learning process using the "say it" application in class. This is because students learn and practice saying a few words through the use of the "say it" application in class which can broaden their new experiences and knowledge. Based on these data it can be concluded that class XI MIPA III students at SMAN 8 Makassar have experienced increase.







## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the findings and discussion, it can be concluded that the use of the "say it" application is effectived in improving students' pronunciation. This is shown from the comparison of the pre-test and post-test of SMA Negeri 8 Makassar Class XI MIPA which shows an increase. This is evident from the average pre-test score of 70.3 to 88.6 on the post test. As a result, the "Say It" application is effectived in improving students' pronunciation.

#### B. Suggestion

Based on the conclusion above, the researcher proposes some suggestions, that teacher should sometimes make a cooperative learning in class. The researcher would like to suggest as follows:

##### 1. For the Teacher

The "say it" application can significantly improve students' pronunciation skills at SMAN 8 Makassar. So, it is highly recommended for English teachers to apply it in teaching English pronunciation in class to improve students' progress.

##### 2. For the Student

Students should play an active role in the learning process, don't be shy and afraid to speak English, especially in their pronunciation. They must be confident to speak English to their teacher or friends to improve their pronunciation skills during the learning process

### 3. For the next Researcher

For future researchers, it is suggested that this research can be used as a reference for conducting other research in the same field. The next researcher can use the pre-experimental research design to find out whether the use of the application "Say It" has the effect of increasing students' abilities in other skills, such as writing, reading and listening. Then, future researchers can also conduct research on the use of the application "Say It" in writing of other genres to see the effect of its use.



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## APPENDICES A

(Pre-Test)

### A PRE-TEST

Pre-Test Pronounce the words correctly

1. Eight
2. By
3. Dear
4. Wife
5. Right
6. Behind
7. Raised
8. Square
9. Domed
10. Tone
11. Design
12. Own
13. Height
14. Gateway
15. Tour
16. Pure
17. Voice
18. Glow
19. Light
20. Experience



## APPENDICES B

(Post-Test)

### A POST-TEST

Post-Test Pronounce the words correctly

1. Ancient
2. Located
3. Known
4. Influenced
5. Like
6. Stone
7. Five
8. Surrounded
9. Entire
10. Crowned
11. Way
12. Stairways
13. Design
14. Devided
15. Bound
16. Our
17. Name
18. Either
19. Employ
20. Size







## APPENDICES C

(Result Of Pre-Test)

### 1. List sample and score of the students pronunciation pre-test

No	Code	Score	Classification
1.	AAS	73	Fairly Good
2.	DNI	68	Fairly Good
3.	K	75	Fairly Good
4.	MADP	65	Fair
5.	MR	74	Fairly Good
6.	NRR	66	Fairly Good
7.	PYA	70	Fairly Good
8.	ASP	72	Fairly Good
9.	NMB	73	Fairly Good
10.	NA	66	Fairly Good
11.	PSA	68	Fairly Good
12.	RW	65	Fair
13.	AI	54	Poor
14.	ANS	62	Fair
15.	MAM	67	Fairly Good
16.	ARF	57	Fair
17.	DPE	73	Fairly Good
18.	NJFA	80	Good
19.	IZ	68	Fairly Good
20.	MNAAP	72	Fairly Good
21.	TRM	70	Fairly Good
22.	MHS	77	Good
23.	MFF	80	Good
24.	MWRP	71	Fairly Good
25.	ZPI	75	Fairly Good
26.	LIA	76	Good
27.	MFFK	72	Fairly Good
28.	AMU	72	Fairly Good
29.	MRWM	77	Good
30.	SCK	71	Fairly Good
Total Score	$\sum x$	<b>2109</b>	
Mean Score	$\bar{x}$	<b>70.3</b>	



## APPENDICES D

(Result Of Post-Test)

### 2. The score of the students' pronunciation Post-Test

No	Code	Score	Classification
1	AAS	85	Good
2	DNI	90	Very Good
3	K	89	Very Good
4	MADP	87	Very Good
5	MR	92	Very Good
6	NRR	87	Very Good
7	PYA	87	Very Good
8	ASP	90	Very Good
9	NMB	93	Very Good
10	NA	92	Very Good
11	PSA	90	Very Good
12	RW	90	Very Good
13	AI	72	Good
14	ANS	82	Good
15	MAM	87	Very Good
16	ARF	72	Good
17	DPE	89	Very Good
18	NJFA	96	Very Good
19	IZ	89	Very Good
20	MNAAP	87	Very Good
21	TRM	91	Very Good
22	MHS	94	Very Good
23	MFF	92	Very Good
24	MWRP	88	Very Good
25	ZPI	90	Very Good
26	LIA	92	Very Good
27	MFFK	91	Very Good
28	AMU	94	Very Good
29	MRWM	92	Very Good
30	SCK	90	Very Good
<b>Total score</b>	$\sum x$	<b>2660</b>	
<b>Mean score</b>	$\bar{x}$	<b>88.6</b>	

## APPENDICES E

(Table of Data)

### 3. Table of Data

No	Code	Score Pre-Test (X <sub>1</sub> )	Score Post-Test (X <sub>2</sub> )	D (X <sub>2</sub> -X <sub>1</sub> )	X <sub>1</sub> <sup>2</sup>	X <sub>2</sub> <sup>2</sup>	D <sup>2</sup>
1	AAS	73	85	12	5329	7225	144
2	DNI	68	90	22	4624	8100	484
3	K	75	89	14	5625	7921	196
4	MADP	65	87	22	4225	7569	484
5	MR	74	92	18	5476	8464	324
6	NRR	66	87	21	4356	7569	441
7	PYA	70	87	17	4900	7569	289
8	ASP	72	90	18	5184	8100	324
9	NMB	73	93	20	5329	8649	400
10	NA	66	92	26	4356	8464	676
11	PSA	68	90	22	4624	8100	484
12	RW	65	90	25	4225	8100	625
13	AI	54	72	18	2916	5184	324
14	ANS	62	82	20	6844	6724	400
15	MAM	67	87	20	4489	7569	400
16	ARF	57	73	16	3249	5329	256
17	DPE	73	89	16	5329	7921	256
18	NJFA	80	96	10	6400	8100	100
19	IZ	68	89	21	4624	7921	441
20	MNAAP	72	87	15	5184	7569	225
21	TRM	70	91	21	4900	8281	441
22	MHS	77	94	17	5929	8836	289
23	MFF	80	92	12	6400	6464	144
24	MWRP	71	88	17	5041	7744	289
25	ZPI	75	90	15	5625	8100	225
26	LIA	76	92	16	5776	8464	256
27	MFFK	72	91	19	5184	8281	361
28	AMU	72	94	22	5184	8836	484
29	MRWM	77	92	15	5929	8464	225
30	SCK	71	90	19	5041	8100	361
<b>Total score</b>	<b><math>\sum x</math></b>	<b>2109</b>	<b>2660</b>	<b>546</b>	<b>147597</b>	<b>233717</b>	<b>10348</b>
<b>Mean score</b>	<b><math>\bar{x}</math></b>	<b>70.3</b>	<b>88.6</b>	<b>19.4</b>	<b>4920</b>	<b>7790</b>	<b>3447</b>

## APPENDICES F

(Resut mean score of pre-test)

### 4. Mean score of Pre-Test:

$$\begin{aligned}\bar{X} &= \frac{\sum x}{N} \\ &= \frac{2109}{30} \\ &= 70.3\end{aligned}$$





## APPENDICES G

(Result mean score of post-test)

### 5. Mean score of Post-Test:

$$\begin{aligned}\bar{X} &= \frac{\sum x}{N} \\ &= \frac{2660}{30} \\ &= 88.6\end{aligned}$$





## APPENDIX G

(Result percentage of students' score in pronunciation)

### 6. The precentage of students' score in prounciation:

$$\begin{aligned} P &= \frac{88.6 - 70.3}{x1} \times 100 \\ &= \frac{18.3}{70.3} \times 100 \\ &= 26\% \end{aligned}$$



## APPENDIX H

(Resut calculating the t-test)

### 7. Calculating the t-test

$$t = \frac{D}{\frac{\sqrt{\sum D^2 - \frac{(\sum D)^2}{N}}}{N(N-1)}}$$

$$D = \frac{\sum D}{N}$$

$$= \frac{546}{30}$$

$$= 19.4$$

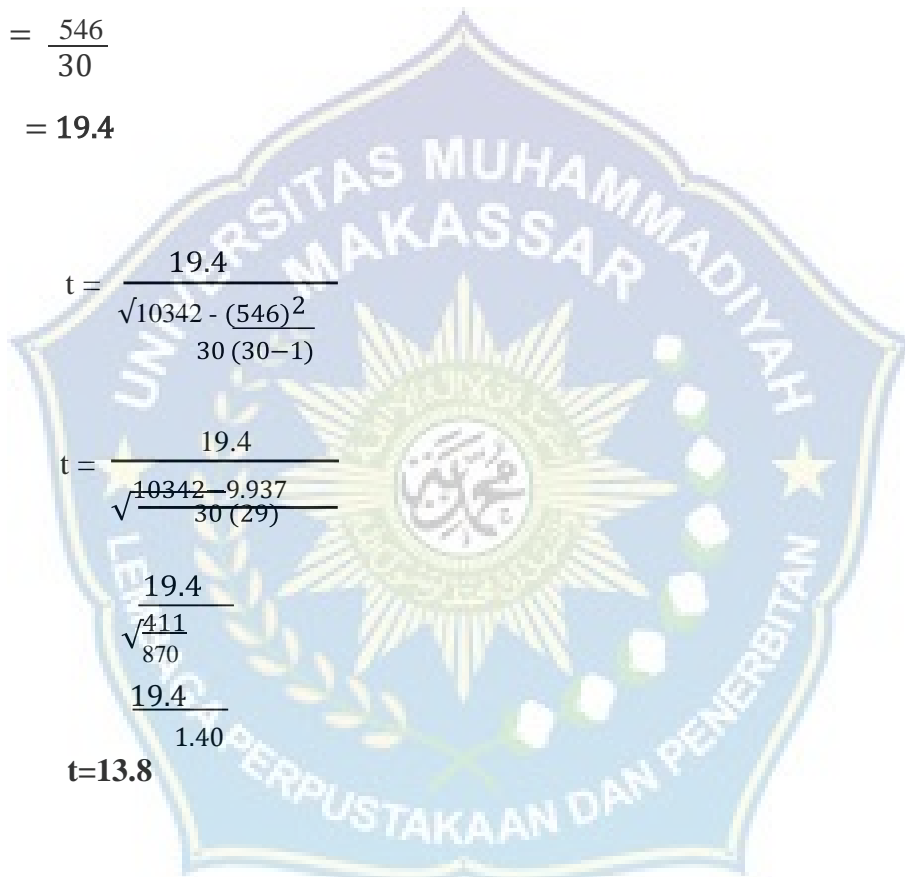
$$t = \frac{19.4}{\frac{\sqrt{10342 - \frac{(546)^2}{30}}}{30(30-1)}}$$

$$t = \frac{19.4}{\frac{\sqrt{10342 - 9.937}}{30(29)}}$$

$$\frac{19.4}{\sqrt{\frac{411}{870}}}$$

$$\frac{19.4}{1.40}$$

$$t = 13.8$$





**RENCANA PELAKSANAAN PEMBELAJARAN  
(RPP)**

**Nama satuan pendidikan** : SMA Negeri 8 Makassar  
**Mata Pelajaran** : Bahasa Inggris  
**Kelas/semester** : XI/2  
**Materi pokok** : Speaking (Pronunciation)  
**Alokasi waktu** : 2 x 45 menit

**A. Kompetensi Inti dan Kompetensi Dasar**


Kompetensi Inti	Kompetensi Dasar
<p>1. Memahami, menerapkan, menganalisis pengetahuan faktual, konseptual, prosedural berdasarkan rasa ingin tahunya tentang ilmu pengetahuan, teknologi, seni, budaya, dan humaniora dengan wawasan kemanusiaan.</p>	<p>Membedakan kebahasaan beberapa teks lisan dan tulisan dengan memberi dan meminta informasi terkait benda-benda yang ada di sekitar secara sederhana, sesuai dengan konteks penggunaannya.</p>

**B. Tujuan pembelajaran :**

1. Siswa dapat mengucapkan diptongs sound dengan pengucapan yang benar
2. Siswa dapat menggunakan pengucapan yang benar dan tepat dalam percakapan Bahasa Inggris.

C. Materi pembelajaran,

# Phonemic chart



		Vowels							
Vowels		iː sheep eagle field	ɪ ship busy started	ʊ good put should	uː moon grew through	ɪə ear here career	eɪ train say plane		
		e bed dead said	ə about police the	ɜː bird hurt work	ɔː door walk saw	ʊə your sure tourist	ɔɪ boy point oil	əʊ coat low note	short
		æ apple cat mat	ʌ up money cut	ɑː car bath safari	ɒ not what because	eə hair careful there	aɪ by high fine	aʊ now our house	long
Consonants		p pen hopping jump	b ball hobby herb	t table little watched	d dog added played	tʃ chips itch picture	dʒ jam danger fudge	k key car luck	g green hug league
		f fire laugh phone	v video move	θ thick of healthy teeth	ð mother this with	s see city notice	z zebra cosy hap	ʃ shop nation special	ʒ television visual leisure
		m man tummy lamb	n no funny knife	ŋ sing uncle angry onion	j yes view jelly	l light feel	r right berry wrong	w win where one	h house hungry who

The 44 phonemes of Standard British English with examples of common spellings.

*Phonetic* atau dalam bahasa Indonesia kita sering menyebutnya sebagai **fonetik**. *Phonetic* atau fonetik adalah salah satu ilmu yang menjelaskan dan menerangkan bagaimana suatu bunyi dapat dihasilkan oleh manusia dengan baik dan benar.

Sementara itu, menurut fonologi atau ilmu yang mempelajari mengenai perbendaharaan bunyi-bunyi bahasa beserta distribusinya, *phonetic* atau *fonetik* ini adalah ilmu yang berdasarkan fonetik. Selain itu, juga sebuah ilmu yang mempelajari apa itu sebenarnya sistem fonetik.

**APPENDIX**  
**STUDENTS WORKSHEET**

**\*S-1 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriəns/	60

$$\frac{1460}{2000} \times 100$$

= 73 Good

**\*S-1 Post-test**

1. Ancient	/əInʃənt/	60	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	60	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔI /	80
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1700}{2000} \times 100$$

= 85 Good

**\*S-2 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	60	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	60
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/tʊn/	60	20. Experience	/Ik'spləriən/	60

$$\frac{1360}{2000} \times 100$$

$$= 68 \text{ Fairly Good}$$

**\*S-2 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

$$= 90 \text{ Very Good}$$

**\*S-3 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	60	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	80	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	60
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1500}{2000} \times 100$$

$$= 75 \text{ Fairly Good}$$

**\*S-3 Post-test**

1. Ancient	/əInʃənt/	60	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dl'zaIn/	100
4. endure	/In'dʒʊə(r)/	80	14. divided	/dl'valdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	60	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1780}{2000} \times 100$$

$$= 89 \text{ Very Good}$$



**\*S-4 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	40
5. Right	/raIt/	80	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1300}{2000} \times 100$$

= 65 Fairly Good

**\*S-4 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	60
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1740}{2000} \times 100$$

= 87 Very Good

**\*S-5 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	80
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1480}{2000} \times 100$$

= 74 Fairly Good

**\*S-5 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

= 92 Very Good

**\*S-6 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	60	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	100
9. Domed	/dəʊmd/	20	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1320}{2000} \times 100$$

= 66 Fairly Good

**\*S-6 Post-test**

1. Ancient	/əInfənt/	60	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	60	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	60	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1740}{2000} \times 100$$

= 87 Very Good

**\*S-7 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	40
5. Right	/raIt/	80	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	40
7. Raised	/reIzd/	100	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	40
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	40

$$\frac{1400}{2000} \times 100$$

= 70 Fairly Good

**\*S-7 Post-test**

1. Ancient	/əInfənt/	60	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	60	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1740}{2000} \times 100$$

= 87 Very Good

**\*S-8 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	80	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	60
7. Raised	/reIzd/	800	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	100
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spləriən/	60

$$\frac{1440}{2000} \times 100$$

= 72 Fairly Good

**\*S-8 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1800}{2000} \times 100$$

= 90 Very Good

**\*S-9 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	60
4. Wife	/waIf/	60	14. Gateway	/geItweI/	60
5. Right	/raIt/	40	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1480}{2000} \times 100$$

= 73 Fairly Good

**\*S-9 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	100	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1860}{2000} \times 100$$

= 93 Very Good

**\*S-10 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	80	14. Gateway	/geItweI/	60
5. Right	/raIt/	60	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1320}{2000} \times 100$$

= 66 Fairly Good

**\*S-10 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	100	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

= 92 Very Good

**\*S-11 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	80	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	60
7. Raised	/reIzd/	40	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	60
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1360}{2000} \times 100$$

= 68 Fairly Good

**\*S-11 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	100	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1880}{2000} \times 100$$

= 90 Very Good



**\*S-12 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	60	14. Gateway	/geItweI/	60
5. Right	/raIt/	40	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	60
7. Raised	/reIzd/	40	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	80

$$\frac{1300}{2000} \times 100$$

= 65 Very Good

**\*S-12 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1800}{2000} \times 100$$

= 90 Very Good

**\*S-13 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	40	14. Gateway	/geItweI/	40
5. Right	/raIt/	40	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	40	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	60
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/tʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1080}{2000} \times 100$$

= 54 Poor

**\*S-13 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stʊn/	80	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1800}{2000} \times 100$$

= 72 Good

**\*S-14 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	40
4. Wife	/waIf/	60	14. Gateway	/geItweI/	40
5. Right	/raIt/	60	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	40	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	80

$$\frac{1240}{2000} \times 100$$

$$= 62 \text{ Poor}$$

**\*S-14 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

$$= 82 \text{ Good}$$

**\*S-15 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	60
4. Wife	/waIf/	60	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	100	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	40	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1340}{2000} \times 100$$

= 67 Fairly Good

**\*S-15 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	60
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	60
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	60
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1740}{2000} \times 100$$

= 87 Very Good

**\*S-16 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	40
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	40	13. Height	/haIt/	40
4. Wife	/waIf/	40	14. Gateway	/geItweI/	60
5. Right	/raIt/	40	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	40	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	40	19. Light	/laIt/	100
10. Tone	/tʊn/	40	20. Experience	/Ik'spIəriən/	60

$$\frac{1140}{2000} \times 100$$

= 57 Poor

**\*S-16 Post-test**

1. Ancient	/əInʃənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stʊn/	80	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	80
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1760}{2000} \times 100$$

= 72 Good

**\*S-17 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	60	14. Gateway	/geItweI/	80
5. Right	/raIt/	60	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	100

$$\frac{1460}{2000} \times 100$$

$$= 73 \text{ Fairly Good}$$

**\*S-17 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	60
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1780}{2000} \times 100$$

$$= 89 \text{ Very Good}$$

**\*S-18 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	80
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	60	14. Gateway	/geItweI/	40
5. Right	/raIt/	60	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	40	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/tʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1420}{2000} \times 100$$

$$= 80 \text{ Good}$$

**\*S-18 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1800}{2000} \times 100$$

$$= 89 \text{ Good}$$

**\*S-19 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	80	14. Gateway	/geItweI/	60
5. Right	/raIt/	80	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	60

$$\frac{1360}{2000} \times 100$$

= 68 Fairly Good

**\*S-19 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1820}{2000} \times 100$$

= 91 Very Good



**\*S-20 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	80	20. Experience	/Ik'spIəriən/	60

$$\frac{1440}{2000} \times 100$$

= 72 Fairly Good

**\*S-20 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	60
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1740}{2000} \times 100$$

= 87 Very Good

**\*S-21 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	60

$$\frac{1400}{2000} \times 100$$

$$= 70 \text{ Fairly Good}$$

**\*S-21 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	80	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	80	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1820}{2000} \times 100$$

$$= 91 \text{ Very Good}$$

**\*S-22 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right/	raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	100	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	80	19. Light	/laIt/	100
10. Tone	/təʊn/	80	20. Experience	/Ik'spIəriən/	80

$$\frac{1540}{2000} \times 100$$

$$= 77 \text{ Good}$$

**\*S-22 Post-test**

1. Ancient	/əInʃənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1880}{2000} \times 100$$

$$= 94 \text{ Very Good}$$

**\*S-23 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	80
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1600}{2000} \times 100$$

$$= 80 \text{ Good}$$

**\*S-23 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	80
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	60	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

$$= 92 \text{ Very Good}$$

**\*S-24 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	80	14. Gateway	/geItweI/	60
5. Right	/raIt/	80	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	100
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	60

$$\frac{1420}{2000} \times 100$$

= 71 Fairly Good

**\*S-24 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1760}{2000} \times 100$$

= 88 Very Good

**\*S-25 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	60
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	40	20. Experience	/Ik'spIəriən/	80

$$\frac{1500}{2000} \times 100$$

= 75 Fairly Good

**\*S-25 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	60
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	60	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1800}{2000} \times 100$$

= 90 Very Good

**\*S-26 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	60
7. Raised	/reIzd/	60	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1520}{2000} \times 100$$

$$= 76 \text{ Good}$$

**\*S-26 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

$$= 92 \text{ Very Good}$$

**\*S-27 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	60
3. Dear	/dIə(r)/	80	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	40
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	60

$$\frac{1440}{2000} \times 100$$

= 72 Fairly Good

**\*S-27 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	60
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	80	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1820}{2000} \times 100$$

= 91 Very Good



**\*S-28 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	60
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	60	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	60	18. Glow	/gləʊ/	80
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1440}{2000} \times 100$$

= 72 Fairly Good

**\*S-28 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dI'vaIdId/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔI /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1880}{2000} \times 100$$

= 94 Very Good

**\*S-29 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dl'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	80	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	60
5. Right	/raIt/	100	15. Tour	/tʊər /	60
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	60
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	100
9. Domed	/dəʊmd/	60	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	80

$$\frac{1540}{2000} \times 100$$

$$= 77 \text{ Fairly Good}$$

**\*S-29 Post-test**

1. Ancient	/əInfənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	80
3. Known.	/nəʊn/	100	13. design	/dl'zaIn/	100
4. endure	/In'djʊə(r)/	100	14. divided	/dl'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	80
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	60
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	100	20. size	/saIz/	100

$$\frac{1840}{2000} \times 100$$

$$= 92 \text{ Very Good}$$

**\*S-30 Pre-test**

1. Eight	/eItθ/	100	11. Design	/dI'zaIn/	60
2. By	/baI/	100	12. Own	/əun/	40
3. Dear	/dIə(r)/	60	13. Height	/haIt/	40
4. Wife	/waIf/	100	14. Gateway	/geItweI/	40
5. Right	/raIt/	100	15. Tour	/tʊər /	40
6. Behind	/bI'haInd/	80	16. Pure	/pʊər/	40
7. Raised	/reIzd/	80	17. Voice	/vɔIs/	100
8. Square	/skweə(r)/	80	18. Glow	/gləʊ/	60
9. Domed	/dəʊmd/	80	19. Light	/laIt/	100
10. Tone	/təʊn/	60	20. Experience	/Ik'spIəriən/	60

$$\frac{1420}{2000} \times 100$$

= 71 Fairly Good

**\*S-30 Post-test**

1. Ancient	/əInʃənt/	80	11. way	/weI/	100
2. Located.	/ləʊ'keItId/	80	12. stairways	/'steəweI/	100
3. Known.	/nəʊn/	100	13. design	/dI'zaIn/	100
4. endure	/In'dʒʊə(r)/	100	14. divided	/dI'vaIdid/	100
5. like	/laIk/	100	15. bound	/baʊnd/	100
6. stone	/stəʊn/	100	16. our	/aʊə(r)/	100
7. five	/faIv/	100	17. name	/neIm/	100
8. surrounded	/sə'raʊnd/	80	18. either	/'aIðə(r)/	80
9. entire	/In'taIə(r)/	80	19. employ	/Im'plɔɪ /	100
10. crowned	/kraʊnd/	80	20. size	/saIz/	100

$$\frac{1880}{2000} \times 100$$

= 90 Very Good



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Nama : Adriana Revananda  
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Program Studi : Pendidikan Bahasa Inggris

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Makassar, 13 November 2023

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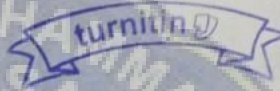
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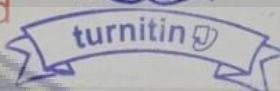
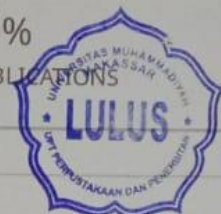
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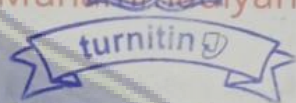
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Perihal : Permohonan Kesiapan Membimbing

Kepada Yang Terhormat

1. Dr. Nunung Anugrawati, S.Pd., M.Pd.
2. Ariana S.Pd., M.Pd.

Di -  
Tempat

*Assalamu Alaikum Warahmatullahi Wabarakatuh*

Sebelumnya kami sampaikan hasil persetujuan Ketua Program Studi Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Makassar pada tanggal 16-03-2023 perihal pembimbingan penyusunan tugas akhir mahasiswa. Berdasarkan hal tersebut di atas kami mohon kepada Bapak/Ibu Dosen kiranya berkenan memberikan bimbingan penyusunan tugas akhir mahasiswa tersebut di bawah ini :

Nama : Adriana Revahanda  
Stambuk : 105351104619  
Judul Penelitian : IMPROVING STUDENTS PRONUNCIATION THROUGH "SAY IT" APPLICATION AT THE SMA NEGERI 8 MAKASSAR

Demikian surat ini disampaikan, atas kesediaan dan kerjasamanya kami ucapkan terima kasih *Jazaakumullahu Khaeran Katsiraan*.

*Wassalamu Alaikum Warahmatullahi Wabarakatuh.*

Makassar, 6 Jumadal Ula 1441 H  
18 Maret 2023 M

Dekan



Erwin Akib, M.Pd., Ph.D.  
NBM 860934



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Bapak Gubernur Prov. Sul-Sel

Cq. Kepala Dinas Penanaman Modal & PTSP Provinsi Sulawesi Selatan

di -

Makassar

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Berdasarkan surat Dekan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Makassar nomor: 139634FKIP/A.4-II/VII/1444/2023 tanggal 5 Juli 2023, menerangkan bahwa mahasiswa tersebut di bawah ini:

Nama : ADRIANA REVANANDA  
No. Stambuk : 10535 1104619  
Fakultas : Fakultas Keguruan dan Ilmu Pendidikan  
Jurusan : Pendidikan Bahasa Inggris  
Pekerjaan : Mahasiswa

Bermaksud melaksanakan penelitian/pengumpulan data dalam rangka penulisan Skripsi dengan judul :

"IMPROVING STUDENTS' PRONUNCIATION THROUGH THE "SAY IT" APPLICATION AT SMA NEGERI 8 MAKASSAR"

Yang akan dilaksanakan dari tanggal 8 Juli 2023 s/d 8 September 2023.

Sehubungan dengan maksud di atas, kiranya Mahasiswa tersebut diberikan izin untuk melakukan penelitian sesuai ketentuan yang berlaku.

Demikian, atas perhatian dan kerjasamanya diucapkan jazakumullahu khaeran

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Ketua LP3M,



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KONTROL PELAKSANAAN PENELITIAN

Nama Mahasiswa : Adriana Revananda  
 NIM : 105351104619  
 Judul Penelitian : Improving Students Pronunciation through the "Say It" Application at SMA Negeri 8 Makassar  
 Tanggal Ujian Proposal : 08 juli 2023  
 Tempat/Lokasi Penelitian : SMA Negeri 8 Makassar

No	Hari/tanggal	Kegiatan Penelitian	Nama Guru	Paraf Guru
1	Senin, 07 Juni 23	Observasi awal		<i>[Signature]</i>
2	Kamis, 13 Juli 23	Antar Surat & observasi kelas.		<i>[Signature]</i>
3	21 Juli 23	pre-test		<i>[Signature]</i>
4	26 Juli 23	Pertemuan 1		<i>[Signature]</i>
5	29 Juli 23	Pertemuan 2		<i>[Signature]</i>



6	02 Agustus 23	Pertemuan 3		<i>[Signature]</i>
7	09 Agustus 23	Pertemuan 4		<i>[Signature]</i>
8	05 Agustus 23	Post-test		<i>[Signature]</i>
9				
10				

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Makassar, ..... 2023

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 FKIP Ciriunguh Makassar  
*[Signature]*  
 Dr. Ummi Khaerati Svam, S.Pd., M.Pd  
 NBM. 977.807

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Web: www.sman8makassar.sch.id E-mail : sman8mksr@yahoo.co.id

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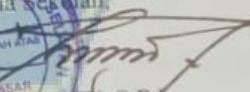
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**NOMOR POKOK** : 105351104619  
**PROGRAM STUDI** : Pendidikan Bahasa Inggris  
**PEKERJAAN/LEMBAGA** : Mahasiswa (S1)  
**A L A M A T** : Jl. Sln Alauddin 259 Makassar

Yang bersangkutan telah selesai mengadakan Penelitian di SMA Negeri 8 Makassar pada Tanggal, 13 Juni s/d 09 Agustus 2023 berdasarkan Surat Dinas Penanaman Modal dan Pelayanan Terpadu Satu Pintu Bidang Penyelenggaraan Pelayanan Perizinan Nomor : 21112/S.01/PTSP/ 2023 untuk penelitian Penyusunan SKRIPSI dengan Judul :

**"IMPROVING STUDENTS' PRONOUNCIATION THROUGH THE "SAY IT" APPLICATION AT SMA NEGERI 8 MAKASSAR "**

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## Documentation



Picture 1

Researcher give pre-test



Picture 2

Researcher explain about Pronunciation



**Picture 3**

**Researcher give a chance to the students to read the words related the material**



**Picture 4**

**Researcher give post test**

## CURICULUM VITAE



The researcher, Adriana Revananda was born in Soppeng, on 27 February 2001. She is the first child of two siblings. In 2013, she graduated from SD Negeri 175 Kawarasan and continued her study at SMP Negeri 1 Tomoni and graduated in 2016. In the same year, she continued her study at SMA Negeri 8 Luwu Timur and finished in 2019. And at the same year, she continued her study at Universitas Muhammadiyah Makassar, she accepted in English Education Department of Teacher Training and Education Faculty. At the completion of her studies, she was able to complete her thesis entitled “Improving Students’ Pronunciation through the “Say It” Application at SMA 8 Negeri Makassar”.

