

ABSTRACT

Nurmina, 2026, *“The Use of the Mystery Box Presentation Game to Improve Students’ Speaking Skills at MAN 1 Makassar: A Classroom Action Research.”*

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This study aims to determine the effectiveness of the Mystery Box Presentation Game in improving students’ speaking skills. This study employed the Classroom Action Research (CAR) method and was conducted at MAN 1 Makassar, involving 32 students from class X.4. The research was carried out in two cycles, each comprising planning, implementation, observation, and reflection. Data were collected through speaking tests and observation sheets, then analyzed using descriptive statistics with the aid of SPSS. The results showed a gradual improvement in students’ speaking skills. The average score increased from 61.87 on the Diagnostic Test to 71.50 in Cycle I and 82.00 in Cycle II. The score classification also showed positive changes, with the number of students in the “Low” category steadily decreasing until, by Cycle II, all students reached the “Good” and “Very Good” categories. Improvements were observed in the areas of pronunciation, fluency, accuracy, grammar, and vocabulary. Observation results also indicated that students became more active, confident, and motivated to participate in speaking activities. Thus, the Mystery Box Presentation Game is effective in improving students’ speaking skills.

Keywords: Mystery Box Presentation Game, speaking skills, classroom action research