

ABSTRACT

Amalia Kiki, 2022. *“Improving Students’ Grammar Mastery Through Guess What I Am Doing (GWID) Game at SMP Negeri 5 Palopo”*. A thesis of English Education Study Program. Tarbiyah and Teacher Training Faculty. State Islamic Institute of Palopo. Under the supervision by Dr. Muhaemin M.A. (1st Consultant), and Muhammad Iksan S.Pd.,M.Pd (2nd Consultant)

The goal of this study was to determine whether or not the Guess What I Am Doing (GWID) game is effective in improving students' grammar mastery at SMP Negeri 5 Palopo, specifically their Present Continuous mastery. The pre-experimental methodology was used in this study. This research took the respondent from eighth-grade students at SMPN 5 Palopo. There were a total of 116 students in four classes. Using a strategy of purposive sampling, the researcher selected one class (VIII-A) among four classes, including 25 students, as the sample for this study. This investigation needed six meetings (four meetings for treatment and two meetings for the pre-test and post-test). Present continuous tense multiple-choice questions comprised the grammar exam. There were twenty items on the exam. The examination was performed both before and after the pre-test. The researcher analyzed the test using SPSS 22. After administering treatment and analyzing the data, researchers discovered a considerable improvement between pre-test and post-test scores. Using the guess what I did game to enhance learners' language abilities was effective, according to this study. The average score of the learners on the post-test was higher (74.20) than on the pre-test (34.40).

Keywords: Improve, Grammar Mastery, Present Continuous Tense, Guess What I am Doing Game