

## ABSTRACT

Renaldy Sepbriyo Pramudya. 2024. *Using Roleplay and Discord Media to Teach Speaking for ESL Students*. Thesis. Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN. Advisor: Dr. Sumani, M.M., M.Hum., Co-Advisor: Dr. Fitra Pinandhita, S.Pd., M.Pd.

Key Term: Roleplay, Discord Media, Teaching Speaking Skill

This research aimed to describe the use of roleplay and Discord media in teaching speaking skills to ESL students, to identification the problems that teachers and students encountered when using these media and the way to solve the problem. A qualitative method was used, with descriptive qualitative research methods. The population in this study was 25 students. The sample of this study is 12 students taken from 6 groups in reading learning with "the power of two" method. The focus of the research provided an understanding of how roleplay and Discord media were implemented for teaching speaking, also identified some problems that teachers and students encountered, and the Problem were found easily solvable. The result of this study shows that the teacher has done the teaching by following the lesson plan such as explaining the purpose of the learning, making server, invite the students into the server, and start the lesson. The Problem that teacher and students faced mostly are external factors problem, so the problem does not come from the media, but it come from the students, device, and other external factors, those problem are lost connection, run out of internet data, easily get bored, low-quality audio, external distraction, and forced closed. The students already know how to solve the problem such as restarting the mobile data or changing to Wi-Fi to get better signal, wearing earphones to get better audio, only open discord to prevent forced closed.