

**THE EFFECTIVENESS OF USING HANGMAN GAME IN  
TEACHING VOCABULARY  
(A QUASI EXPERIMENTAL RESEARCH AT THE SEVENTH  
GRADE OF MTS MIFTAHUL HUDA BULUNGAN IN THE  
ACADEMIC YEAR OF 2021/2022)**

**THESIS**



**By**

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM  
FACULTY OF TARBIYAH AND TEACHER SCIENCE  
ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA**

**2022**

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**THESIS**

**Submitted in partial fulfillment of the requirements for the degree of Sarjana  
Pendidikan Bahasa Inggris (S.Pd.)**



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**2022**

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**(A QUASI EXPERIMENTAL RESEARCH AT THE SEVENTH GRADE OF MTS MIFTAHUL HUDA BULUNGAN IN THE ACADEMIC YEAR OF 2021/2022)**

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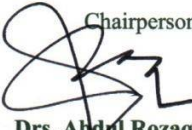
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**MOTTO**

**“you don’t have to hurt others to win in life”**

## **DEDICATION**

This graduating thesis is dedicated to:

1. My wonderful parents who always guide and pray for my best life.
2. All my siblings who give me support and spirit.
3. My advisor, Aprilia Riyana Putri, S.Pd, M.Pd. who always gives me advices and supports me to finish this thesis.
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6. Last but not least, I wanna thank me for believing in me, I wanna thank me for doing all this hard work, I wanna thank me for having no days off, I wanna thank me for never quitting, I wanna thank me for always being a giver and trying to give more than I receive, I wanna thank me for trying to do more right than wrong, I wanna thank me for just being me at all times



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Finally, I do realize that due to my limited ability this thesis must have shortcoming. For this I welcome my suggestions and criticism.

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## ABSTRACT

Title : **The Effectiveness of Using Hangman Game in Teaching Vocabulary at the Seventh Grade of MTs Miftahul Huda Bulungan in the academic year of 2021/2022.**

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This research was about the effectiveness of using hangman game in teaching vocabulary at the seventh grade of Mts Miftahul Huda Bulungan in the academic year 2021/2022. The aim of this research was to examine the effectiveness of using hangman game in teaching vocabulary at the seventh grade of Mts Miftahul Huda Bulungan. A quasi experimental study was used in this research. The population of this research were the seventh grade students of Mts Miftahul Huda Bulungan which consisted of 72 students which the divided into two claes. The data were obtained by test which were divided into pre-test and post-test in multiple choices. The data were analysed by using SPSS 24. The mean score of experimental class was 45, 94 and the mean score of control class was 43, 28. The standard deviation of experimental class was 18,641 and the standard deviation of control class was 20,305. From the calculation of independent sample t-test in post-test, the result showed that the value 0,075 ( $0,075 > 0, 05$ ) in class C and 0,150 ( $0,150 > 0, 05$ ) in class B. The result of improving students' vocabulary mastery could be seen from pre-test and post test that had given by researcher from experimental class and control class. Based teaching vocabulary's by using hangman game was effective. Based on the result of post test. The means score of post test was improve from 45,93 become 72,34 in experimental class and 43,28 become 64,53 in control class. It is assumed that teaching by using hangman game was effective. In the post test result was found that there was significant difference between experimental class and control class t-test was  $0,001 < 0,05$ . It was showed that Sig. (2-tailed) was lower than 0.05 ( $0,001 < 0,05$ ). Therefore, based on the hypothesis testing,  $H_a$  is accepted and the  $H_o$  is rejected. It endicates that the theory is verified. It means that there was significant difference score in the students' vocabulary mastery at seventh grade of Mts Miftahul Huda Bulungan Jepara in the academic year 2021/2022 .

***Keywords: Teaching Vocabulary, Vocabulary Mastery, Hangman Game, Junior High School***