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 EDUATION STUDY PROGRAM

FACULTY OF TARBIYAH AND TEACHER SCIENCE

ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA

2022

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

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ENGLISH LANGUAGE EDUATION STUDY PROGRAM

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2022

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- Program Studi Pendidikan Guru Sekolah Dasar (PGSD) Akreditasi BAN-PT : Baik Nomor : 13656/SK/BAN-PT/Akred/S/I/2022

PAGE OF APPROVAL

Title of Thesis :
THE EFFECTIVENESS OF USING HANGMAN GAME IN TEACHING VOCABULARY
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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.
4. All of my lecturers in English Education Department of UNISNU Jepara.
5. My beloved friends who helps me in any occasion I need a hand.
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

ACKNOWLEDGEMENT

At this happiest moment, I wish a prayer to God the Almighty who has blessed me during the writing of this thesis. I would like, furthermore, to express my sincere gratitude to:

1. Dr. Sa'dullah Assa'idi, M.Ag., The Rector of Islamic University of Nahdlatul Ulama Jepara, who gave permission to me to conduct this study.
2. Drs. H. Abdul Rozaq, M.Pd., The Dean of Faculty of Tarbiyah and Educational Science of Islamic University of Nahdlatul Ulama Jepara, who gave permission to me to conduct this study.
3. Hayu Dian Yulistianti MP.d., the head of English language study program and my advisor, for his continuous and valuable guidance, and encouragement in completing this thesis.
4. All lecturers at the English Study Program of Faculty of Tarbiyah and Educational Science of Islamic University of Nahdlatul Ulama Jepara, who have taught, motivated, and given guidance during the writing of this thesis.
5. The last but not the least, my family who have supported me for my research.

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

Tittle	:**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, Ha is accepted and the Ho 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