

**DEVELOPING SCRABBLE GAME TO IMPROVE TENTH GRADE
STUDENTS' VOCABULARY MASTERY OF FASHION DESIGN MAJOR AT
SMK KHOLILYAH BANGSRI JEPARA**

A THESIS

**Submitted in Partial Fulfillment of the Requirements for the degree of Sarjana
Pendidikan Bahasa Inggris (S.Pd)**



By

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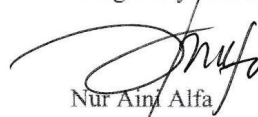
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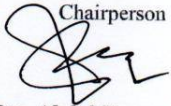
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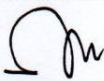
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MOTTO
HUMANIZE
WE ARE HUMAN TOO

DEDICATION

I dedicate this thesis to:

My parents (Mr. Muh Arifin and Mrs. Mariyah)

Thank you for treat me best

For the great me ♥

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

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ABSTRAK

Judul : Developing Scrabble Game to Improve Tenth Grade Students' Vocabulary Mastery of Fashion Design Major at Smk Kholiliah Bangsri Jepara
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Saat ini bahasa Inggris merupakan kebutuhan bagi Sebagian besar orang. Apabila seseorang memiliki kemampuan dalam Bahasa Inggris, maka akan memiliki peluang yang baik dalam beberapa aspek. Seperti, pendidikan, bisnis, pekerjaan, dll. Untuk itu Bahasa Inggris penting untuk dipelajari, terlebih bagi siswa. Dibutuhkan media pembelajaran yang menarik untuk mengajarkan kosakata Bahasa asing pada siswa agar siswa tertarik. Untuk itu, penelitian ini dibuat dengan tujuan untuk mengetahui kebutuhan belajar siswa, mengembangkan media scrabble game, dan mengetahui efektifitas penggunaan produk.

Metode yang digunakan dalam penelitian ini adalah penelitian dan pengembangan (RnD). Langkah-langkah yang digunakan mengacu pada model Borg and Gall yang dibatasi hingga tujuh langkah yang meliputi (1) Potential and problems, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product trial, (7) Product revision. Instrumen penilaian yang digunakan berupa skala likert dengan skor pencapaian 1-5 dalam bentuk checklist. Analisis data yang digunakan yaitu analisis data kualitatif dan kuantitatif.

Hasil dari penelitian pengembangan ini berupa Scrabble game dan buku Descriptive Book dengan hasil penilaian yang menunjukkan layak untuk digunakan sebagai media pembelajaran. Hasil pengujian kelayakan ahli media sebesar 82%, ahli materi 96%, hasil uji coba produk pada pre-test dengan rata-rata skor 5,8, lalu meningkat pada post-test dengan skor rata-rata 8. Dari hasil tersebut dapat disimpulkan bahwa media Scrabble Game dan buku Descriptive Book layak untuk digunakan sebagai media pembelajaran.

Kata kunci: siswa, belajar, hasil, Inggris, produk.

ABSTRACT

Title : Developing Scrabble Game to Improve Tenth Grade Students' Vocabulary Mastery of Fashion Design Major at Smk Kholiliyah Bangsri Jepara
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Nowadays English is a necessity for most of the people. If one has proficiency in English, then one will have a good chance in several aspects. Like, education, business, work, etc. For this reason, English is important to learn, especially for students. It takes interesting learning media to teach foreign language vocabulary to students so that students are interested. For this reason, this study was made with the aim of knowing the learning needs of students, developing scrabble game media, and knowing the effectiveness of using the product.

The method used in this research is research and development (RnD). The steps used refer to the Borg and Gall model which is limited to seven steps which include (1) Potential and problems, (2) Data collection, (3) Product design, (4) Design validation, (5) Design revision, (6) Product trial, (7) Product revision. The assessment instrument used is a Likert scale with a score of 1-5 in the form of a checklist. The data analysis used is qualitative and quantitative data analysis.

The results of this development research in the form of a Scrabble game and a descriptive book with results that show they are feasible to be used as learning media. The results of the media test are 82%, the product test results are 82%, the product test results in the pre-test an average score of 5.8, then the post-test with an average score of 8. From the results it can be said that the Scrabble media Games and Descriptive Books are worthy of being used as learning media.

Keyword: student, learning, result, English, product.