

**THE INFLUENCE OF TEST TAKING TEAMS TECHNIQUE  
THROUGH MIME GAME TOWARD STUDENTS'  
VOCABULARY MASTERY**

**(A Quasi Experimental Research at Tenth Grade Students of  
SMA Negeri 1 Mayong in The Academic Year 2020/2021)**

**THESIS**



**By**

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**STUDY PROGRAM OF ENGLISH LANGUAGE EDUCATION  
FACULTY OF TARBIYAH AND TEACHING SCIENCES  
ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA**

**2020**

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**(A Quasi Experimental Research at Tenth Grade Students of  
SMA Negeri 1 Mayong in The Academic Year 2020/2021)**

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

**A THESIS**



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ISLAMIC UNIVERSITY OF NAHDLATUL ULAMA JEPARA**

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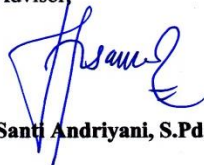
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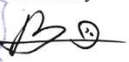
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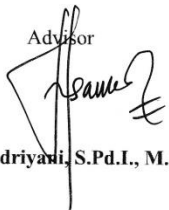
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## **MOTTO**

*Where there is intention, there is a way.*

(The researcher)

*“If you don’t go after what you want, you will never have it. And if you don’t ask, the answer is always no. Also if you don’t step forward, you’re always in the same place.”– Nora Roberts*

## **DEDICATION**

I dedicate this thesis to:

- Allah SWT and Prophet Muhammad SAW who always bless me and listen to all my wishes.
- My beloved parents
- My beloved brother and sisters
- Everyone always supports in my life. Thank you so much.

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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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## ABSTRACT

Title :THE INFLUENCE OF TEST TAKING TEAMS  
TECHNIQUE THROUGH MIME GAME TOWARD  
STUDENTS' VOCABULARY MASTERY (A Quasi  
Experimental Research at Tenth Grade Students of SMA  
Negeri 1 Mayong in The Academic Year 2020/2021)

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Date of Examination : September 10<sup>th</sup>, 2020

The objective of this research was to find out the effectiveness of using test taking teams technique through mime game toward students' vocabulary mastery. This research had been conducted on July until August 2020. The population of this research was tenth grade students of SMA Negeri 1 Mayong which consisted of 324 students. The technique sampling of this research used purposive sampling and the sample was X MIPA 2 as experimental group and X IPS 2 as control group, every group consisted of 36 students. The research design in this research used quasi experimental research. The result of analyzing the data showed that there was significant difference between experimental and control group in pre-test and post-test score. The mean score of experimental group in pre-test 67,06 was lower than the mean score of post-test 83,53. In the mean score of control group in pre-test 65,59 was lower than the mean score of post-test 70,88. The standard deviation of experimental group in pre-test was 9,055 and in post-test was 7,932. Then, the standard deviation of control group in pre-test was 9,906 and in post-test was 9,651. The result of T-test was 0,525 in pre-test which the level of significance ( $0,525 > 0,05$ ). It concluded that  $H_0$  was accepted and  $H_a$  was rejected. In the result of post-test was 0,000 which the significant level ( $0,000 < 0,05$ ). It concluded that  $H_0$  was rejected and  $H_a$  was accepted. Based on the result above, It could be concluded that the use of test taking teams technique through mime game to improve students' vocabulary mastery at tenth grade students of SMA Negeri 1 Mayong was effective and there was improvement of students' score in English vocabulary.

**Keyword:** *vocabulary mastery, test taking teams technique, mime game, and quasi experimental research.*

## ABSTRAK

Judul :PENGARUH TEKNIK TEST TAKING TEAMS MELALUI MIME GAME TERHADAP PENGUASAAN KOSA KATA SISWA (Penelitian Kuasi Eksperimen pada Siswa Kelas Sepuluh SMA Negeri 1 Mayong di Tahun Akademik 2020/2021)

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Tanggal Ujian : 10 September 2020

Tujuan dari penelitian ini adalah untuk mengetahui keefektifan penggunaan teknik test taking teams melalui mime game terhadap penguasaan kosakata siswa. Penelitian ini dilaksanakan pada bulan Juli sampai Agustus 2020. Populasi penelitian ini adalah siswa kelas X SMA Negeri 1 Mayong yang berjumlah 324 siswa. Teknik pengambilan sampel menggunakan purposive sampling dan sampelnya adalah X MIPA 2 sebagai kelompok eksperimen dan X IPS 2 sebagai kelompok kontrol yang masing-masing kelompok terdiri dari 36 siswa. Desain penelitian dalam penelitian ini menggunakan penelitian kuasi eksperimen. Hasil analisis data menunjukkan bahwa terdapat perbedaan yang signifikan antara kelompok eksperimen dan kelompok kontrol dalam nilai pre-test dan post-test. Nilai rata-rata kelompok eksperimen dalam pre-test 67,06 lebih rendah dari rata-rata nilai post-test 83,53. Pada nilai rata-rata kelompok kontrol pada pre-test 65,59 lebih rendah dari rata-rata nilai post-test 70,88. Standar deviasi kelompok eksperimen dalam pre-test adalah 9,055 dan pada post-test adalah 7,932. Kemudian, standar deviasi kelompok kontrol pada pre-test adalah 9,906 dan pada post-test adalah 9,651. Hasil T-test 0,525 pada pre-test dengan tingkat signifikansi ( $0,525 > 0,05$ ). Disimpulkan bahwa  $H_0$  diterima dan  $H_a$  ditolak. Hasil post-test adalah 0,000 yang taraf signifikannya ( $0,000 < 0,05$ ). Disimpulkan bahwa  $H_0$  ditolak dan  $H_a$  diterima. Berdasarkan hasil penelitian di atas, dapat disimpulkan bahwa penggunaan teknik test taking teams melalui mime game untuk meningkatkan penguasaan kosakata siswa kelas X SMA Negeri 1 Mayong adalah efektif dan terdapat peningkatan nilai siswa dalam kosakata bahasa Inggris.

**Kata kunci:** penguasaan kosakata, teknik test taking teams, mime game, dan penelitian kuasi eksperimen.