

THE EFFECTIVENESS OF HANGMAN GAME IN IMPROVING STUDENTS' VOCABULARY MASTERY AT THE SEVENTH GRADE STUDENTS

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ABSTRACT

This research paper entitled “The Effectiveness of Hangman Game to Improve Students’ Vocabulary Mastery in Descriptive Text”. It was an experimental study at the seventh grade students of SMP N 2 Solokanjeruk. The aims of this study were to found out the effectiveness of hangman game in improving students’ vocabulary mastery at the seventh grade students of SMPN 2 Solokanjeruk and to know whether or not the students like being taught vocabulary mastery when studying descriptive text by using hangman game. In this research, the researcher was used pre-experimental method. The researcher was used the pre-test, post-test and questionnaire as the instruments which were used in the data collection method. The finding of the study showed that the mean of pre-test was 47.67 and after several treatments were given, the mean of post-test become 75.50. It means the students’ vocabulary mastery was increased. Based on the result computation, t-test was greater than t-table ($13.253 > 2.045$). Therefore, the H_0 was rejected. It means that there was significant difference in the students’ score before and after the treatment using hangman game to the seventh grade students of SMP Negeri 2 Solokanjeruk. Therefore, using Hangman Game for improving students’ vocabulary mastery in studying descriptive text was effective. Based on the result of the questionnaire, the students have positive responses toward hangman game as technique in learning vocabulary in descriptive text they also liked studying vocabulary using this game.

Key words: Vocabulary, Game and Hangman Game.