## ABSTRACT

**Ifa Fauziyyah. The Effectiveness of Using Hangman Game in Increasing Students' Vocabulary Mastery.** (A Quasi Experimental Study at the Second Grade of MTs Yapin Kertasemaya, Indramayu)

Vocabulary is a basic component of language proficiency which provides the foundation for learner's performance in other skills. In English learning, students' vocabulary acquisition will determine their success in mastering four language skills (listening, speaking, reading, and writing). It means that if students are still lack of vocabulary, they will be difficult in mastering four language skills. Based on the pre-research observation in MTs Yapin Kertasemaya, it was found that many students find difficulties in mastering four language skills because they are still lack of vocabulary. To overcome these problems, Hangman Game is suggested to be used in teaching vocabulary.

The research purposes are to know the students' vocabulary mastery before using Hangman Game, to know students' vocabulary mastery after using Hangman Game, and to know the significant improvement of students' vocabulary mastery by using Hangman Game.

This research used quasi experimental method of times series design of one group. It means that the research used one group without control group. The research was carried out at the second grade of MTs Yapin Kertasemaya Indramayu which consists of 24 students. Pre-test (before using Hangman Game) and post-test (after using Hangman Game) were given to examine the students' vocabulary. The test was aimed to know the significant improvement of students' vocabulary mastery by using Hangman Game. The data was analyzed through statistical calculation.

Based on statistical calculation, it was obtained that the average score of pre-test is 59.87. It means that the students' vocabulary mastery before using Hangman Game is average. Whereas, the average score of post-test is 75.75. It can be interpreted that the students' vocabulary mastery is good. And the result of t-test calculation is $t_{count} > t_{table}$, t count score is 4.7 and t table score is 2.50. It means that the alternative hypothesis (Ha) was accepted and the null hypothesis (Ho) was rejected. In the other words, there is significant improvement of students' vocabulary mastery after using Hangman Game.

From all the data presented, it can be concluded that Hangman Game can increase students' vocabulary mastery. It is suggested to use Hangman Game in teaching vocabulary.


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## DECLARATION OF AUTHENTICITY PAPER

I clarify that the paper is truly based on my ideas and expressions:

**THE EFFECTIVENESS OF USING HANGMAN GAME IN INCREASING STUDENTS' VOCABULARY MASTERY (A Quasi Experimental Study at the Second Grade of MTs Yapin Kertasemaya, Indramayu)**

It is written to complete a partial fulfillment of the requirements of English Education Department Program, S1 Degree State Islamic University Sunan Gunung Djati Bandung. I am fully aware that I have quoted some statements and ideas from other sources and they are properly acknowledged in the texts.

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## BIOGRAPHY

The writer's name is Ifa Fauziyyah. She was born in Majalengka on August 25th 1993. She is the oldest child and she has one brother from parent Mr. Kosasih and Mrs. Eli Laeliah. She lives in BTN Caruban Permai Blok D.1 No. 13 Rt.02/Rw.04 Gintung Lor-Susukan-Cirebon. She was graduated from TK Mubtadi'at in 1998. She continued her study at SDN 1 Arjawinangun and graduated in 2005. Next, in 2008, she graduated from SMPN 1 Arjawinangun. Then, in 2011, she graduated from SMAN 1 Arjawinangun. Continually, in 2011 – 2015, the writer noted as a student of English Education Department at State Islamic University Sunan Gunung Djati Bandung until finishing this paper.

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## PREFACE

Bismillahirrahmanirrahim,

In the name of Allah SWT the Beneficient and the Merciful. Praise be to Allah SWT the Lord of the Universe, and also praise be to Prophet Muhammad SAW, who was led and given us the brighter day. And I offer my expression of gratitude to Allah SWT, due to His favor and charity. So, I have finished writing this paper.

This paper is concerned with The Effectiveness of Using Hangman Game in Increasing Students' Vocabulary Mastery (A Quasi Experimental Study at the Second Grade of MTs Yapin Kertasemaya, Indramayu). It is submitted to the English Education Department of State Islamic University of Sunan Gunung Djati Bandung as the partial fullfillment of the requirement for Bachelor Degree (S1).

I admits that this paper is still far from complete and still having full of inaccurate ideas and mistakes. Thus, welcomes any constructive critisms and suggestions for the improvement of this research paper. However, I expect this paper gives contribution to the teaching and learning process, especially at MTs Yapin Kertasemaya, Indramayu.

Bandung, August 2015

Ifa Fauziyyah

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May Allah always bless us, Amin.

Bandung, August 2015

Ifa Fauziyyah

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