

ABSTRACT

Arisetyaningsih, Ema. 182100262. *“The Effectiveness of Using Scrabble Game to Improve Vocabulary (A Quasi Experimental Research of the Eighth Grade Students of SMP Negeri 5 Pati in the Academic Year of 2014/2015) A Final Project, English Education Program, College of Languages, Sultan Agung Islamic University. The Advisor: Arif Suryo Priatmodjo, S.Pd., M.Pd.*

This study is about the effectiveness of using scrabble game to improve vocabulary of the eighth grade students of SMP Negeri 5 Pati in the academic year of 2014/2015. This study is aimed at responding the following question; Is using Scrabble game effective to improve vocabulary of the eighth grade of SMP Negeri 5 Pati in academic year 2014/2015?. To achieve the objective of the study, the writer conducted quasi-experimental research. The population was eighth grade students of SMP Negeri 5 Pati in the academic year of 2014/2015. The subject of this study was grade VIII-B students and grade VIII-C students. They were 34 students of VIII-B as experimental group and 33 students of VIII-C as control group.

This study used the non-equivalent control group design of quasi experimental research. This research was conducted in two groups; experimental group which was taught by using Scrabble game and control group which was taught without it. The method of data collection is test. There were two tests; pre-test and post-test which both were in the form of multiple choice test. 30 multiple choice questions were used to get the valid and reliable test. Thus, the 25 valid and reliable questions were used for pre-test and 25 valid and reliable questions for post-test. Then, All of the data were analyzed by using t-test.

This study shows that the pre-test mean of the experimental group is 57.76 and the control group was 59,39. While, the post-test mean of the experimental group is 74,18, while the control group was 69,21. The obtained t-test is 3.569, whereas the t-table was 1.669 for $\alpha = 5\%$. The t-test score is higher than the t-table ($3.569 > 1.669$). It means that H_1 is accepted while H_0 is rejected. The result of the effectiveness of using scrabble game to improve the eighth grade students of SMP Negeri 5 could bring positive improvement to the students' achievement in vocabulary.

Keywords: *Scrabble Game, improve, vocabulary*