

ABSTRACT

Siti, Khoiriyah. 182100293. The Effectiveness Of Using Riddle Game To Improve Students' Vocabulary (The Case of the Seventh Graders of MTS An-Nidham Kalisari in the Academic Year of 2014/2015)". A final project, English Language Education Study Program, College of Languages Sultan Agung University. Kurniawan Yudhi Nugroho, S.Pd.,M.Pd as the advisor.

The final project is about the use of riddle game in teaching English vocabulary. The objective of this study is to find out whether riddle game is effective or not to improve students' vocabulary.

The population of this study was the seventh graders of MTs An-Nidham Kalisari in the academic year of 2014/2015 with the total number of the students was 120 students. Non-equivalent groups pretest-posttest design was used in this study. Two classes were taken as the samples. The data were collected by using several activities. They were pre-test, treatment, and post-test.

The result of this study shows that the pretest mean score of experimental class was 54.53 and that of the control class was 56.93. After giving treatment for four meetings, the posttest mean score of experimental class was 72.40 and that of the control class was 65.73. The result of the analysis showed that there was a significant difference. It was supported by t-test result, the significant difference in the result of posttest between control and experimental class was 0.004, it was lower than 0.05. It means that the use of riddle game in teaching vocabulary was better than that of the conventional method. It could be concluded that H_1 was accepted. So, the use of Riddle Game was effective to improve students' vocabulary.

Keywords: *Riddle Game, vocabulary, teaching vocabulary.*

INTI SARI

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Penelitian ini adalah tentang penggunaan *riddle game* dalam mengajar kosa kata bahasa inggris. Tujuan penelitian ini adalah untuk mengetahui apakah penggunaan *Riddle Game* efektif atau tidak untuk meningkatkan *kosa kata* siswa.

Populasi dalam penelitian ini adalah kelas VII MTs An-Nidham Kalisari tahun ajaran 2014/2015 dengan jumlah sebanyak 120 siswa. *Non-equivalent groups pretest-posttest design* digunakan dalam penelitian ini. Dua kelas digunakan sebagai sampel. Data dikumpulkan melalui beberapa kegiatan. Yaitu *pre-test, treatment dan post-test*.

Hasil dari penelitian menunjukkan bahwa nilai rata-rata *pre-test* di kelas percobaan adalah 54.53 dan di kelas kontrol adalah 56.93. setelah diberikan perlakuan selama empat pertemuan nilai rata-rata *post-test* dikelas percobaan adalah 72.40 dan dikelas kontrol adalah 65.73. Hasil tersebut menunjukkan bahwa ada perbedaan yang signifikan antara keduanya. Di dukung oleh hasil analisis *t-test* hasil perbandingan *post-test* antar kelas percobaan dan kelas control bahwa *sig(2-tailed)* 0.004 lebih kecil dari pada 0.05. Dapat disimpulkan bahwa H dapat diterima. Sehingga, penggunaan *Riddle Game* efektif untuk meningkatkan Kosa kata siswa.

Kata kunci: *Riddle Game, vocabulary, teaching vocabulary*.