

## ABSTRACT

Sulistiyowati, Ana. 2012. *The Correlation Between Frequency of Playing Yoville Gameonline on Facebook and Vocabulary Mastery (The Case of the Ninth Grade Students of SMP Muhammadiyah 03 Semarang in the Academic Year 2012/2013)*. English Language Education Study Program. Bachelor Degree, Sultan Agung Islamic University Semarang. Hartono, S.S.,M.Pd as the first advisor and Prof. Dr. Warsono, M.A. as the second advisor.

This study was aimed to find out (1) the students' frequency of playing yoville game online level of the ninth grade students SMP Muhammadiyah 03 Semarang in the academic year 2012/2013, (2) the vocabulary mastery of the ninth grade students of SMP Muhammadiyah 03 Semarang in the academic year 2012/2013, (3) whether there is a significant correlation between the frequency of playing yoville game online and vocabulary mastery of the ninth grade student of SMP Muhammadiyah 03 Semarang in the academic year 2012/2013.

This study was conducted at SMP Muhammadiyah 03 Semarang from August 7<sup>th</sup> to August 11<sup>th</sup>, 2012. The population of this study was the whole students which were chosen by using sample size technique. In collecting the data, the writer used the questionnaire method to determine the student's frequency of playing yoville game online and test method to measure the vocabulary mastery. Then, the data was analyzed by using descriptive statistics and product moment formula in SPSS 16 ( $\alpha = 5\%$ ,  $n = 31\%$ ,  $r_{hitung} = 0,355$ ).

From the descriptive analysis, it was known that (1) 5 samples have lower level, 4 samples have lower middle level (13%), 4 samples have middle level (13%), 16 samples have upper middle level (52%) and 2 samples have upper level of frequency in playing yoville game online. (2) 6 samples have fail vocabulary mastery (19%), 5 samples have very weak vocabulary mastery (16%), 5 samples have satisfactory vocabulary mastery (16%), 9 samples have very good vocabulary mastery (29,03%) and 6 samples have outstanding vocabulary mastery (19%). While, (3) the correlation analysis between the frequency of playing yoville game online and their vocabulary mastery was 0.933.

From the result above, it can be inferred that generally the ninth grade students of SMP Muhammadiyah 03 Semarang in the academic year have "upper middle" level of playing yoville game online and "very good" vocabulary mastery.

**Keywords: correlation, yoville game online, vocabulary mastery**

## INTISARI

Sulistiyowati, Ana. 2012. *The Correlation Between Frequency of Playing Yoville Gameonline on Facebook and Vocabulary Mastery. (The Case of the Ninth Grade Students of SMP Muhammadiyah 03 Semarang in the Academic year 2012/2013)*. Program Study Pendidikan Bahasa Inggris. Bachelor Degree, Sultan Agung Islamic University Semarang. Hartono, S.S., M.Pd. sebagai pembimbing pertama dan Prof. Dr. Warsono. M.A. sebagai pembimbing kedua.

Penelitian ini bertujuan untuk mengetahui (1) tingkat keseringan murid SMP Muhammadiyah 03 Semarang pada tahun akademik 2012/2013 dalam memainkan permainan yoville di facebook, (2) kemampuan menguasai kosakata murid SMP Muhammadiyah 03 Semarang tahun akademik 2012/2013, (3) apakah ada hubungan antara keseringan memainkan permainan yoville di facebook dan penguasaan kosakata murid SMP Muhammadiyah 03 Semarang.

Penelitian ini dilakukan di SMP Muhammadiyah 03 Semarang pada 7 agustus s/d 11 agustus 2012. Populasi penelitian ini adalah seluruh murid kelas 9 yang berjumlah 165 murid, sedangkan sampelnya 31 murid dari 9A yang dipilih menggunakan metode *sample size*. Dalam mengumpulkan data, peneliti menggunakan kuesioner untuk mengukur tingkat keseringan mereka dan metode tes untuk mengukur penguasaan kosakata mereka. Kemudian data tersebut dihitung menggunakan statistik deskriptif dengan rumus korelasi product moment dengan menggunakan aplikasi SPSS 16 ( $r = 5\%$ ,  $n = 31$ ,  $r_{tabel} = 0,355$ ).

Dari perhitungan statistik deskriptif diketahui bahwa 5 sampel mempunyai tingkat keseringan yang rendah (16%), 4 sampel mempunyai tingkat keseringan yang agak rendah (13%), 4 sampel mempunyai tingkat keseringan rata – rata (13%), 16 sampel mempunyai tingkat keseringan di atas rata – rata (52%) dan 2 sampel mempunyai tingkat keseringan yang tinggi. (2) 6 sampel mempunyai penguasaan kosakata yang gagal (19%), 5 sampel mempunyai penguasaan kosakata sangat lemah (16%), 5 sampel mempunyai penguasaan kosakata memuaskan (16%), 9 sampel mempunyai penguasaan kosakata sangat bagus (30%), dan 6 sampel mempunyai penguasaan kosakata yang menonjol (19%), (3) ada hubungan antara tingkat keseringan bermain yoville game online di face book dan penguasaan kosakata sebesar 0.933.

Dari hasil diatas dapat disimpulkan bahwa pada umumnya murid kelas IX SMP Muhammadiyah 03 Semarang pada tahun akademik 2012/2013 memiliki tingkat keseringan bermain yoville yang di atas rata-rata dan penguasaan