

ABSTRACT

Putra Dwanto, Bagus. 2017. *The Use of Gametolearnenglish to improve Students Vocabulary Mastery (An Quasi Experimental Research on the Fourth Graders of SD IT Muhammadiyah, Truko in the Academic Year of 2016/2017)*. A final project, English Language Education Study Program, College of Languages, Sultan Agung Islamic University. Advisor: Choiril Anwar, S.Pd., M.Pd.

This study is aimed to find out the effectiveness of using Gametolearnenglish to improve students' vocabulary mastery of the fourth graders of SD IT Muhammadiyah 04, Truko in the academic year of 2016/2017. This study was conducted at SD IT Muhammadiyah, Truko which is located on Jl. Raya Soekarno – Hata Km 10, Kangkung, Truko, Central Java, Indonesia. The type of this study was quasi experimental design.

The population of this study was the fourth graders of SD IT Muhammadiyah, Truko and the sample were IVC class as the experimental group and IV A class as the control group. In collecting the data, the researcher used test named pre-test and post-test. The result of this study showed that the pretest mean score of experimental class was 65.00 and that of the control class was 61.50. After giving treatment for fourth meetings, the post-test mean of experimental class was 79.50 and that of the control class was 69.50. The result of the analysis showed that there was a significant difference. It was supported by the result of t-test that showed sig (2-tailed) was 0.004. It could be concluded that H_0 was rejected and H_1 was accepted and that it is effective to improve students' vocabulary mastery. Therefore, the use of Gametolearnenglish was effective to improve students' vocabulary mastery.

Keywords: *Gametolearnenglish, Vocabulary Mastery*

INTISARI

Putra Dwanto, Bagus. 2017. *The Use of Gametolearnenglish To Improve Students' Vocabulary Mastery (Quasi Experimental Research on the Fourth Graders of SD IT Muhammadiyah, Truko in the Academic Year of 2016/2017)*. Skripsi Jurusan Pendidikan Bahasa Inggris. Universitas Islam Sultan Agung Semarang. Dosen Pembimbing : Choiril Anwar, S.Pd., M.Pd.

Tujuan penelitian ini adalah untuk mengetahui apakah penggunaan *Gamestolearnenglish* efektif atau tidak untuk meningkatkan kemampuan Kosakata (*Vocabulary*) siswa kelas IV SD IT Muhammadiyah, Truko tahun ajaran 2016/2017. Penelitian ini dilaksanakan di SD IT Muhammadiyah, Truko yang bertempat di Jalan Raya Soekarno – Hatta KM 10, Kangkung, Truko Jawa Tengah, Indonesia. Tipe dari penelitian ini adalah quasi experimental design.

Populasi dalam penelitian ini adalah kelas IV SD IT Muhammadiyah, Truko dengan sampel kelas IVC sebagai kelas percobaan dan kelas IVA sebagai kelas kontrol. Data dikumpulkan melalui beberapa kegiatan. Yaitu *pre-test*, dan *post-test*. Hasil dari penelitian menunjukkan bahwa nilai rata-rata *pre-test* di kelas percobaan adalah 65.00 dan di kelas kontrol adalah 61.50. Setelah diberikan perlakuan selama tiga pertemuan nilai rata-rata *post-test* di kelas percobaan adalah 79.50 dan di kelas kontrol adalah 69.50. Hasil tersebut menunjukkan bahwa adaperbedaan yang signifikan antar keduanya. Didukung oleh hasil analisis *t-test* hasil perbandingan *post-test* antar kelas percobaan dan kelas control bahwa $\text{sig}(2\text{-tailed}) < 0.004$. Dapat disimpulkan bahwa H_0 ditolak dan H_1 dapat diterima. Sehingga, penggunaan *Gametolearnenglish* efektif untuk meningkatkan penguasaan kosakata siswa.

Kata Kunci: *Permainan Gametolearnenglish, Penguasaan kosakata*