**ABSTRACT**

*Hasanah, Siti Rohmah. 2017. The Effectiveness of the Last Man Standing Game to Enrich Students’ Vocabulary Mastery (A Case of the Eighth Graders of SMP Al-Fattah Semarang in the Academic Year of 2016/2017). A final project. English Department, College of Languages, Sultan Agung Islamic University. Nani Hidayati, S.Pd, M.Pd as the Advisor.*

This study was about the use of the Last Man Standing game as teaching learning technique to improve students’ vocabulary mastery. This study used quasi-experimental research design. The population of this study was the eighth graders of SMP Al-Fattah Semarang in academic year 2016/2017 with 180 total numbers of the students. The samples of the study were class VIII-A which consists of 27 students as the experimental group and class VIII-B which consists of 26 students as the control group. In collecting the data, the writer carried out three steps. The first step was conducting a pre-test, the second step was conducting treatment, and the third step was conducting post-test.

In analyzing the data, the writer used quantitative measurement and the data were analyzed by using SPSS for windows release version 16.0. Based on statistics analysis, after giving treatment for four meetings the post-test mean score on control class was 69.15 and the mean score of experimental class was 78.44. The result of the analysis showed that there was a significant difference. It was supported by t-test result, which showed that t-test was higher than t-table (3.809>2.000) and sig (2-tailed) was 0.002<0.05. It means that there was a development in students’ vocabulary mastery after getting the treatment. From the result, it can be concluded that using the Last Man Standing game was effective to enrich students’ vocabulary mastery.

**Keywords: *The Last Man Standing Game, Vocabulary Enrichment, Vocabulary Mastery***

**INTI SARI**

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Penelitian ini tentang penggunaan permainan t*he Last Man Standing* sebagai tehnik pembelajaran dalam mengajar kosakata dalam bahasa Inggris. Penelitian ini menggunakan desain penelitian *quasi-experimental*. Populasi dari penelitian ini adalah siswa kelas delapan dari SMP Al-Fattah Semarang di tahun ajaran 2016/2017 dengan total siswa sebanyak 180 siswa. Sampel meliputi kelas VIII-A yang terdiri dari 27 siswa sebagai grup eksperimental dan kelas VIII-B yang terdiri dari 26 siswa sebagai grup kontrol. Dalam pengumpulan data, penulis melaksanakan tiga tahapan dalam penelitian. Tahap pertama adalah melaksanakan *pre-test*, tahap kedua adalah *treatment*, dan tahap ketiga adalah melaksanakan *post-test*.

Dalam menganalisis data, penulis menggunakan perhitungan kuantitatif dan data dianalisis menggunakan SPSS untuk windows versi 16.0. Berdasarkan statistik analisis, setelah diberikan *treatment* selama empat pertemuan nilai rata-rata *post-test* di kelas kontrol adalah 69.15 dan nilai rata-rata dikelas eksperimental adalah 78.44. Hasil tersebut menunjukkan bahwa ada perbedaan yang signifikan antara keduanya. Di dukung oleh hasil analisis *t-test*, hasil perbandingan dapat dilihat bahwa *t-test* lebih tinggi daripada *t-table* (3.809>2.000) dan sig (2-tailed) 0,002<0,05. Itu berarti ada pengembangan di penguasaan kosakata siswa setelah mendapatkan *treatment.* Dari hasil diatas, dapat disimpulkan bahwa permainan *the Last Man Standing* sebagai tehnik pengajaran efektif untuk meningkatkan penguasaan kosakata siswa.

**Kata kunci: Permainan *The Last Man Standing, peningkatan kosakata,* penguasaan kosakata**