



## THE EFFECT OF HANGMAN GAME TOWARD STUDENTS' VOCABULARY MASTERY AT THE EIGHTH GRADE OF SMP BERDIKARI CIJAKU LEBAK – BANTEN

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### ABSTRACT

*This research paper aims to investigate a significant effect of Hangman game towards Students' Vocabulary Mastery at the Eighth Grade of SMP Berdikari Cijaku Lebak-Banten in Academic Year 2022/2023. The research paper used the quantitative research. This research was conducted from August-September, and the researcher has chosen two classes are a control class and an experimental class. The technique in choosing the sample is purposive sampling; the researcher used VIII A (27 students) as class experimental and VIII B (27 students) as class control. The experimental group was taught used hangman game, where as the control group was taught used Bingo game. In the Collecting data technique, the researcher gives pre-test and post-test. The score pre-test of control group are 1.498, the score pre-test of experimental class are 1.688. Then, the score post-test of control group are 1.520, the score post-test of experimental group are 1.702. In analyzing the data, the researcher used SPSS statistical computation and used the result of the post-test both class control and experimental to analyze the hypotheses test. The researcher has found the result of Significant two-tailed = 0.000 <  $\alpha$  0.05. Therefore, the researcher concluded that the usage of hangman game has a significant impact on students' vocabulary mastery in SMP Berdikari Cijaku, Lebak Banten.*



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### KATA KUNCI

Algojo

Permainan

Penguasaan Kosakata

### ABSTRAK

Makalah penelitian ini bertujuan untuk mengetahui pengaruh signifikan permainan Hangman terhadap Penguasaan Kosakata Siswa di Kelas VIII SMP Berdikari Cijaku Lebak-Banten pada Tahun Pelajaran 2022/2023. Makalah penelitian ini menggunakan penelitian kuantitatif. Penelitian ini dilaksanakan pada bulan Agustus-September, dan peneliti memilih dua kelas yaitu kelas kontrol dan kelas eksperimen. Teknik pemilihan sampel adalah purposive sampling. Peneliti menggunakan kelas VIII A (27 siswa) sebagai kelas eksperimen dan VIII B (27 siswa) sebagai kelas kontrol. Kelompok eksperimen diajarkan menggunakan permainan algojo, sedangkan kelompok kontrol diajarkan menggunakan permainan Bingo. Dalam teknik pengumpulan data, peneliti memberikan pre-test dan post-test. Nilai pre-test kelompok kontrol sebesar 1,498, nilai pre-test kelas eksperimen sebesar 1,688. Kemudian, skor post-test kelompok kontrol sebesar 1,520, skor post-test kelompok eksperimen sebesar 1,702. Dalam menganalisis data, peneliti menggunakan perhitungan statistik SPSS dan menggunakan hasil post-test kelas kontrol dan eksperimen untuk

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menganalisis uji hipotesis. Peneliti menemukan hasil Signifikan dua sisi =  $0,000 < \alpha 0,05$ . Oleh karena itu, peneliti menyimpulkan bahwa penggunaan permainan algojo mempunyai dampak yang signifikan terhadap penguasaan kosakata siswa di SMP Berdikari Cijaku, Lebak Banten.

## INTRODUCTION

Language is a means of human communication when interacting with others. On average, people use Indonesian to communicate, in indonesia there are also foreign languages that are often used and studied. This language is often discussed by everyone because it can enhance our careers to be brilliant and improve the quality of ourselves so that people look authoritative, besides that we can make more friends from outside. The language in question is English, the language that has been used various countries in the world.

As the researcher know learning a language there are four aspects of skills, Namely listening, speaking, reading, and writing skill. From the four skills, students were not interested. The students were not interested reading it can be seen when they were given long story, they definitely prefer short questions for them to work on because many students did not know the vocabulary in the story.

Vocabulary is understanding how to use words in relation to their meaning. Developing new vocabulary involves more than just looking up words in a dictionary and using those words in sentences. The use of vocabulary is no less important than other material. Moreover, students have to each vocabulary to students, the use of vocabulary must also be appropriate, it should not arbitrary. Because to form a good and correct communication, the more vocabulary that is thought, the easier it will be for them to communicate with other people. They must really be able to master vocabulary because to make the quality of their language better and easily have the language provisions to work in companies that are already international.

Based on the results of previous observations, the researcher found a problem at independent SMP Berdikari Cijaku. which the researcher considers to be important. The problem is that almost all students do not know vocabulary, they are were not active in class when the teacher gives them vocabulary material. Most of them also want more modern learning so that they are even more enthusiastic about learning. This means that a teacher need to improve an interesting learning atmosphere so that, students are interested in learning the vocabulary. The teacher must also apply theories in the field of teaching so that students are involved in participating active learning.

One that is obtained accordance with the required vocabulary is the hangman game with the reason to make it easier for students to know vocabulary that is not yet know. Munikasari et al (2021) stated, "Hangman is a guessing game which is represented with a set number of dashes. The dashes consisted of unknown words and the clues. It involves the progressive drawing, a line for each incorrect answer". For this research, the researcher chose the hangman game technique. which depicts a person being hanged if you guess the word wrong several times. The way is to mention one by one the letters that have been provided and guess what words have been prepared. This game not only requires students to know a word but they can also learn to speak and in groups with their friends to discuss guessing the word. This game is also usually used by laptops and students are also easy to reproduce on their own.

Based on the above background, the researcher formulated the problem in the following question: Is there any significant effect of Hangman game toward students' vocabulary mastery at the eighth grade of SMP Berdikari Cijaku, Lebak- Banten in the academic year of 2023/2024 ?

## RESEARCH METODE

In this study, researcher used quantitative research as defined below which has been put forward by an expert. According to Gortzen (2017:12) “quantitative research methods are concerned with collecting and analyzing data that is structured and can be represented numerically”. The reasons researcher use quantitative research is because the research will process a form of data and here it also uses design research, namely quasi experiment.

Population is the entire set of individuals who are the goal of a study must be generalized (Taherdoost, 2016:89). In this research, the population of this study was students of class VIII SMP Berdikari Cijaku in the academic year 2022/2003. which consists of two classes totaling 64 students namely class 8A and 8B.

The research took two classes that would be used as research samples, namely class 8A as the experimental class by using the hangman game totaling 27 and class 8B as the control class by using the bingo game totaling 27. The reason the researcher chose class 8A and class 8B was because the problems to be studied were almost the same making it easier for researcher to conduct research in grades 8A and 8B because the English lesson schedule is the same duration, namely 60 minutes or one face-to-face meeting.

In this data analysis technique used:

1. Normality Test

This test, in accordance with (Bera shukia 2015:67), yields the value of  $X^2$  for distributional normalcy. The researcher concluded that the data came from a normally distributed population if the  $x^2$  produced by this test was less than the value of  $x(2)$  for 0.05 level significance; otherwise, a non parametric test must be employed to evaluate the data and test research hypotheses. By comparing the 0.05 p-value, SPSS 22.

2. Homogeneity Test

To determine the t-test formula, hypothesis testing must first be used to evaluate whether the variance of the two samples is homogeneous or not. The variance similarity test is also known as the homogeneity test.

3. Hypothesis Test

This hypothesis formula is calculated in the SPSS version 2.5 windows program which ends up taking a decision by comparing p-count and p-table ( $p=\rho$ ).

## RESULT AND DISCUSSION

### Description of The Data

Then process of collecting data is generated by researching students to master vocabulary using hangman games so that students can easily understand them. Then the students are divided into two groups to guess a word. The first group, namely class 8A totaling 27 people using the hangman game as the experimental class and for the second group, class 8B, totaling 27 people using the bingo game as the control class. The results of the pre -test and post- test can be seen from the table below.

**Table 1 DESCRIPTION OF THE DATA**

	N	Minimum	Maximum	Sum	Mean	Std. Deviation
Pretest control	27	40	80	1.498	50,96	12,238
Posttest control	27	40	81	1.520	60,77	13,812
Pretest	27	40	80	1.688	63,96	13,920

experimental						
Posttest experimental	27	40	96	1702	64,74	14,456
Valid N (listwise)	27					

From table 4.3 above, it can be concluded that the minimum score obtained by the experimental class in the pre test is 40 and the maximum score in the experiment class pretest is 80 the total score is 1.688. While in the post test the experimental class requires a minimum score of 40 and for a maximum score of 96 to get a total score 1.702. And for the control class pretest requires a minimum score of 40 and a maximum score of 80 to get a score of 1.498. While the control class post test requires a minimum score of 40 and the maximum is 81 and the overall score is 1.520.

**Table 2 THE RESULTS OF NORMALITY**

	Kolmogorov-Smirnov <sup>a</sup>			Shapiro-Wilk		
	Statistic	Df	Sig.	Statistic	Df	Sig.
Pretest control	0,151	27	0,014	0,654	27	0,09
Posttest control	0,101	27	.200*	0,720	27	0,181
Pretest experimental	0,165	27	0,024	0,850	27	0,054
Posttest experimental	0,085	27	.200*	0,880	27	0,143

Based on the results of the normality test research it is known from the data obtained that in the experimental class the significance value ( 0,014, 200, 0,024, 200) is higher than 0.05 therefor it can be concluded that the residual value has a normal distribution value.

**Table 3 THE RESULT OF HOMOGENEITY OF PRE-TEST EXPERIENTAL AND CONTROL**

Levene Statistic	df1	df2	Sig.
1,546	1	46	0,104

**Table 4 THE RESULT OF HOMOGENEITY OF POST-TEST EXPERIENTAL AND CONTROL**

Levene Statistic	df1	df2	Sig.
0,567	1	46	0,256

From the data above it can be concluded that whether the pretest and control experimental group or the posttest and control experimental group, this occurs because the respective values of 0.104 and 0.256 are greater than alpha 0.05.

**Table 5 PAIRED SAMPLES T-TEST**

		Paired Differences					T	Df	Sig. (2-tailed)
		Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
					Lower	Upper			
Pair 1	Pretest control – posttest control	1,440	13,541	2,121	-3,654	7,005	0,345	22	0,540
Pair 2	Pretest experimental – posttest experimental	1,335	13,761	2,190	-4,771	7,789	0,434	22	0,536

Based on the data above, it can be concluded that: Is there any significant Effect of Hangman game towards students' vocabulary mastery at the eighth grade of SMP Berdikari Cijaku?

Ha: There is significant Effect of Hangman Game Toward students' vocabulary mastery at The Eighth Grade SMP Berdikari Cijaku.

Ho: There is no significant Effect of Hangman Game toward students' vocabulary mastery at The Eighth Grade SMP Berdikari Cijaku.

If p-value  $\geq 0.05$  (Ho is accepted and Ha is rejected)

If p-value  $< 0.05$  (Ha is accepted and Ho is rejected)

Based on the output SPSS 2.5 on table 4.5. Conclusion the significance value (p-value) = 0.00 at pair. Ha is accepted and Ho is a rejected so that there is an influence Hangman Game on vocabulary mastery.

## CONCLUSION

Based on the test results, the total pretest score for the experimental class was 1688 and the control class score was 1.498. From the vocabulary abilities of students at SMP Berdikari Cijaku, the experimental class obtained a post test score of 1.702 and the post test control class score was 1.520. This shows that the experimental class has mastery. Very good vocabulary compared to the control class. The researcher gave the experimental class a play using the hangman game and for the control class using the bingo game.

The results of the research using the SPSS t test produced a significance level of 0.00 0.05, which means that Ho was rejected and Ha was accepted. This shows that the hangman game has a very good effect on students' vocabulary, because the way the hangman game is delivered is not monotonous and is a very good game. Many students are interested.

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