

SKRIPSI



**THE EFFECTIVENESS OF USING HANGMAN GAME APPLICATION
IN TEACHING VOCABULARY OF THE FIFTH GRADE OF MI DARUL
ULUM 01 IN THE ACADEMIC YEAR 2021/2022**

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MOTTO AND DEDICATION

MOTTO:

- Better late than never.
- There is a good time after the pain.



DEDICATIONS:

This skripsi is dedicated to :

- ❖ His beloved parents,
Mr. Haris and Mrs.
Noor Rofi'ah.
- ❖ His best friends.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Amaluddin Luthfi (NIM 201432047) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, 29th of August 2021

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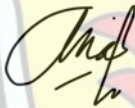


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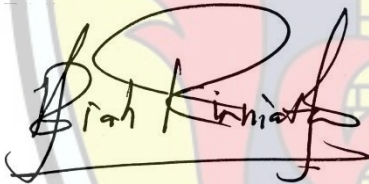
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The writer

Amaluddin Luthfi



ABSTRAK

Luthfi, Amaluddin. 2021. *Keefektifan dari Penggunaan Aplikasi Hangman Game didalam Penguasaan Kosa Kata Siswa Kelas Lima MI Darul Ulum 01 Tahun Pelajaran 2021/2022*. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Atik Rokhayani, S.Pd, M.Pd. (2) Rusiana, S.Pd, M.Pd.

Kata kunci: penguasaan kosakata, Hangman Game

Bahasa Inggris adalah bahasa yang penting, sehingga Bahasa Inggris masuk dalam salah satu pelajaran di sekolah. Salah satu cara menguasai Bahasa Inggris adalah dengan meningkatkan perbendaharaan kosakata (Vocabulary Items). Semakin banyak kosakata yang dikuasai maka semakin mudah seseorang dalam memahami Bahasa Inggris. Salah satu dari penguasaan kosakata adalah penguasaan kosakata tentang memberi dan menerima arahan. Materi tersebut juga diajarkan di pelajaran bahasa inggris untuk SD/MI semester 2 ditahun pelajaran 2021/2022, khususnya kelas 5. Namun kebanyakan siswa masih kesulitan dalam menguasai dan menghafal kosakata tentang memberi dan meminta arahan. Dalam hal ini, penulis memberikan sosusi untuk membuat siswa jadi lebih mudah dan tertarik dalam belajar Bahasa Inggris. Penulis mengajar siswa dengan menggunakan aplikasi Hangman Game. Aplikasi Hangman Game adalah sebuah aplikasi yang dibuat dari permainan Hangman manual dan diubah menjadi sebuah aplikasi agar lebih menarik untuk digunakan. Khususnya digunakan dalam belajar kosakata bahasa Inggris.

Tujuan penelitian ini adalah untuk mengetahui perbedaan yang signifikan antara penguasaan kosakata siswa kelas lima MI Darul Ulum 01 pada tahun pelajaran 2021/2022 sebelum dan sesudah diajar dengan menggunakan aplikasi Hangman Game. Rancangan yang digunakan dalam penelitian ini adalah kuantitatif eksperimental. Populasi dari penelitian ini adalah kelas lima MI Darul Ulum 01 pada tahun pelajaran 2021/2022.

Instrumen penelitian yang digunakan oleh penulis adalah pre-test dan post-test dari penguasaan kosakata siswa kelas lima MI Darul Ulum 01 pada tahun pelajaran 2021/2022 sebelum dan sesudah diajar dengan menggunakan aplikasi Hangman Game. Dengan format mengisi soal pilihan ganda dengan jumlah 10 soal.

Hasil pre-test menunjukkan bahwa nilai rata-rata (mean) adalah 55. Sedangkan rata-rata hasil post-test adalah 77,2. Perhitungan T-Test menunjukkan bahwa $t(\text{obtained}) = 6,43 > t(\text{critical}) = \pm 2,131$ artinya ada perbedaan yang signifikan antara penguasaan kosakata siswa kelas lima MI Darul Ulum pada tahun pelajaran 2021/2022 sebelum dan sesudah diajar menggunakan aplikasi Hangman Game. Aplikasi tersebut dapat meningkatkan ketertarikan siswa terhadap materi dan membuat siswa jadi lebih aktif dalam kegiatan belajar mengajar.

Berdasarkan hasil tersebut, penulis berkesimpulan bahwa aplikasi Hangman Game efektif dalam membantu siswa belajar bahasa Inggris khususnya tentang penguasaan kosakata. Berdasarkan kesimpulan dari penelitian, penulis memberikan beberapa masukan dengan harapan dapat bermanfaat dalam mengajar bahasa Inggris. Pengajar bisa menggunakan aplikasi permainan untuk kegiatan pembelajaran bahasa Inggris. Siswa harus lebih aktif dalam belajar bahasa Inggris. Peneliti selanjutnya bisa menggunakan penelitian ini sebagai referensi.



ABSTRACT

Luthfi, Amaluddin. 2021. *The Effectiveness of using Hangman Game Application in Teaching Vocabulary of The Fifth Grade of MI Darul Ulum 01 In Academic Year 2021/2022*. Skripsi. English Education Department, Teacher Training and Education Faculty, Univeristas Muria Kudus. Advisor: (1) Atik Rokhayani, S.Pd, M.Pd. (2) Rusiana, S.Pd, M.Pd.

Key words: Vocabulary Mastery, Hangman Game Application

English is an important language, so English is included in one of the lessons in school. One way to master English is by increasing vocabulary items. The more vocabulary is mastered, the easier it is for someone to understand English. One of the vocabulary mastery is vocabulary mastery about asking and giving for direction. The material was also taught in English language learning for elementary school in semester 2 in 2021/2022 academic year, especially in five grade. However, most students still had difficulty in mastering and memorizing vocabulary about asking and giving for direction. In this case, the writer gave a discussion to make students easier and interested in learning English. The writer taught the students by using Hangman Game Application. Hangman Game Application is a game from manual Hangman Game and changed to application game in order to be more interested to use. Hangman Game Application that is intended to facilitate users in learning English vocabulary.

The purpose of this study was to determine the significant differences between the vocabulary mastery of the fifth grade students of MI Darul Ulum 01 in 2021/2022 academic year before and after being taught by using Hangman Game Application. The design of the research used in this study is quantitative experimental design. The population of this study is the fifth grade students of MI Darul Ulum 01 in 2021/2022 academic year.

The research instrument used by the writer was the pre-test and post-test of vocabulary mastery of the fifth grade students of MI Darul Ulum 01 in 2021/2022 academic year before and after being taught by using Hangman Game Application. The type of the test is multiple choice test consist of 10 questions.

The pre-test result shows that the mean value is 55. While, the mean of post-test is 77.2. T-Test calculation shows that $t(\text{obtained}) = 6.43 > t(\text{critical}) = \pm 2.131$ means that there is a significant difference between the vocabulary mastery of the fifth grade students of MI Darul Ulum 01 in 2021/2022 academic year before and after being taught by using Hangman Game Application. It can increase the students interest and makes the students more active in the teaching and learning process.

Based on these results, the writer concludes that Hangman Game Application is an effective media to help students learn English especially about mastering vocabulary. Based on the result of the research, the writer gives several

suggestions that are hopefully useful for those who involve in teaching and learning English. The teachers can use the game application to support teaching and learning process especially in learning English. The students should be more active in learning English. The next researcher can use this research as the reference for the next research.



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