



**THE EFFECTIVENESS OF KIM'S MEMORY GAME FOR
TEACHING VOCABULARY TO THE STUDENTS OF XI IPS
AT SMA N 1 BAE KUDUS**

SKRIPSI

Presented for Completing the Bachelor Degree of Education

By

Elfa Fita Rahayu

NIM 201932125

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2023





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the Requirement for Completing the Bachelor Program of English
Education Department

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MOTTO AND DEDICATION

“I just feel like the winner is the person who just never gives up you know, we all go through those phases, but the person who doesn’t give doesn’t is the one who... who like lasts. So, think about it that that way yeah.

Don’t give up! Don’t give up!”

Mark Lee of NCT

“The scary news is you’re on your own now. But the cool news is you’re on your own now”

Dr. Taylor Alison Swift

This thesis is dedicated to:

My beloved mother whose body I lived in, as my body and soul were given from hers. Out of thousands or millions of mothers in this world, I’m honored to be her daughter.

ADVISOR'S APPROVAL

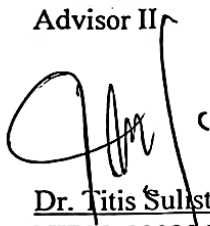
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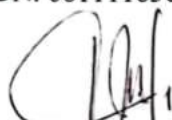
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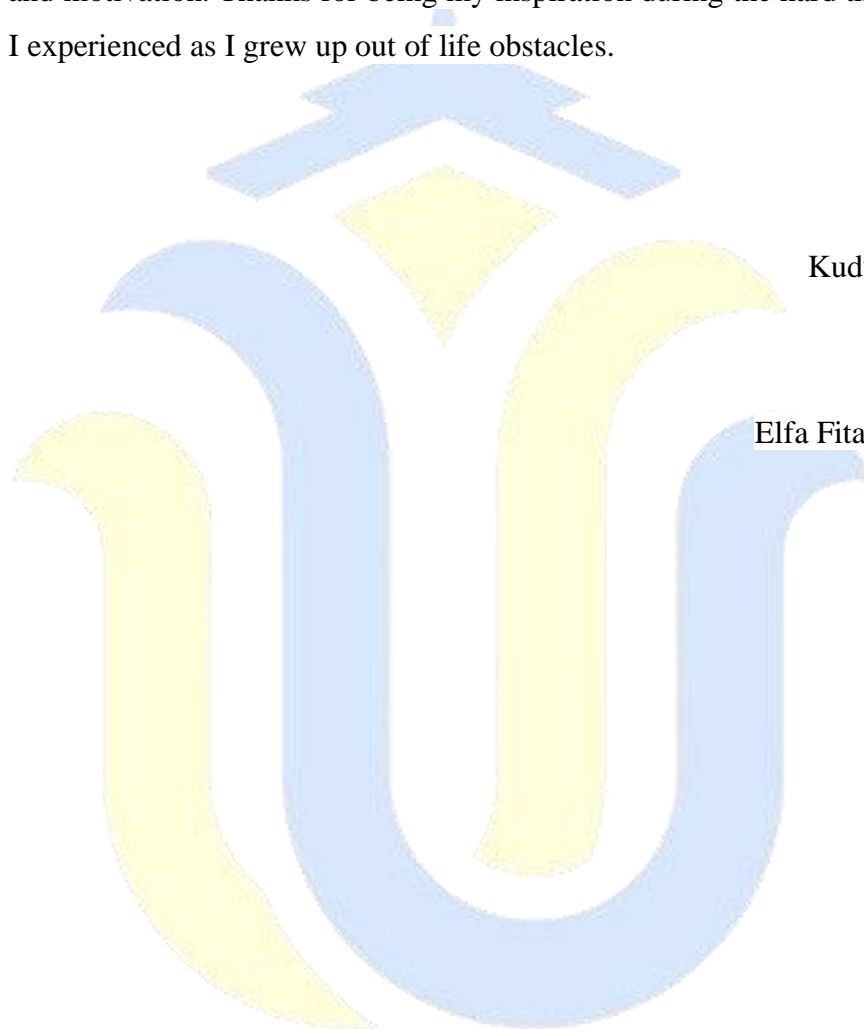
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Kudus, 2023

Elfa Fita Rahayu

ABSTRACT

Rahayu, Elfa Fita. 2023. "The Effectiveness of Kim's Memory Game for Teaching Vocabulary to the Students of XI IPS at SMA N1 Bae Kudus". English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (1) Rusiana, S.Pd., M.Pd. (2) Dr. Titis Sulistyowati, S. S., M.Pd.

Key Words: Kim's Memory Game, Vocabulary Teaching

Vocabulary teaching should be done interestingly to make the students gain more vocabulary recollection and understand the English context in their material. One of the techniques that can be used to teach vocabulary is Kim's Memory Game. What is the effectiveness of Kim's Memory Game for Teaching Vocabulary?

For that reason, this research is focused on finding out the effectiveness of Kim's Memory Game for Teaching Vocabulary to the Students of XI IPS at SMA N 1 Bae Kudus. Kim's Memory Game is a certain game to strengthen the player's memory skills. This game requires the students as the players to remember as much as they can many words or objects and then mention them after 20 seconds.

This research was done through a pre-experimental design with one group participating in the research. XI IPS 4 which consists of 35 students was chosen as the experimental class to apply Vocabulary Teaching through Kim's Memory Game.

The result of this research showed the experimental group obtained a total score of 68.39 on the pre-test and 84.59 on the post-test indicating that there is a significant difference in the experimental group before and after the application of Kim's Memory Game. The analysis of the experimental class using SPSS showed the sig(2-tailed) $0.000 < 0.005$. The result of the test showed that the students of XI IPS reached higher scores after being treated with Kim's Memory Game than before they were treated with Kim's Memory Game. It can be concluded that Kim's Memory Game is effective for teaching vocabulary.

Therefore, the researcher expected that this research could be useful in the English education field, especially for teachers and researchers as a reference for vocabulary teaching techniques that can help students understand English subjects.

ABSTRAK

Rahayu, Elfa Fita. 2023. "The Effectiveness of Kim's Memory Game for Teaching Vocabulary to the Students of XI IPS at SMA N1 Bae Kudus". English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (1) Rusiana, S.Pd., M.Pd. (2) Dr. Titis Sulistyowati, S. S., M.Pd.

Kata Kunci: Kim's Memory Game, Pengajaran Kosakata

Pengajaran kosakata harus dilakukan dengan cara yang menarik agar siswa dapat mengingat lebih banyak kosakata dan memahami konteks bahasa Inggris dalam materi yang diajarkan. Salah satu teknik yang dapat digunakan untuk mengajarkan kosakata adalah Kim's Memory Game. Bagaimana pengaruh Kim's Memory Game dalam pengajaran kosakata?

Oleh karena itu, penelitian ini difokuskan untuk mengetahui keefektifan Kim's Memory Game dalam mengajarkan kosakata pada siswa kelas XI IPS di SMA N 1 Bae Kudus. Kim's Memory Game adalah sebuah permainan yang bertujuan untuk memperkuat kemampuan daya ingat pemainnya. Permainan ini mengharuskan siswa sebagai pemain untuk mengingat sebanyak mungkin kata atau objek dan kemudian menyebutkannya dalam waktu 20 detik.

Penelitian ini dilakukan dengan menggunakan desain pre-eksperimen dengan satu grup berpatisipasi dalam penelitian. Kelas XI IPS 4 yang terdiri dari 35 siswa dipilih sebagai kelompok eksperimen yang diajarkan kosakata melalui Kim's Memory Game.

Hasil dari penelitian ini menunjukkan bahwa kelompok eksperimen memperoleh skor total 68.39 pada pre-test dan 84.59 pada post-test yang menunjukkan bahwa terdapat perbedaan yang signifikan pada kelompok eksperimen sebelum dan sesudah penerapan Kim's Memory Game. Hasil analisis kelas eksperimen dengan menggunakan SPSS menunjukkan nilai sig (2-tailed) $0.000 < 0.05$. Hasil tes menunjukkan bahwa siswa kelas XI IPS mencapai nilai yang lebih tinggi setelah diberi perlakuan dengan Kim's Memory Game dibandingkan sebelum diberi perlakuan dengan Kim's Memory Game. Dapat disimpulkan bahwa Kim's Memory Game efektif untuk mengajarkan kosakata..

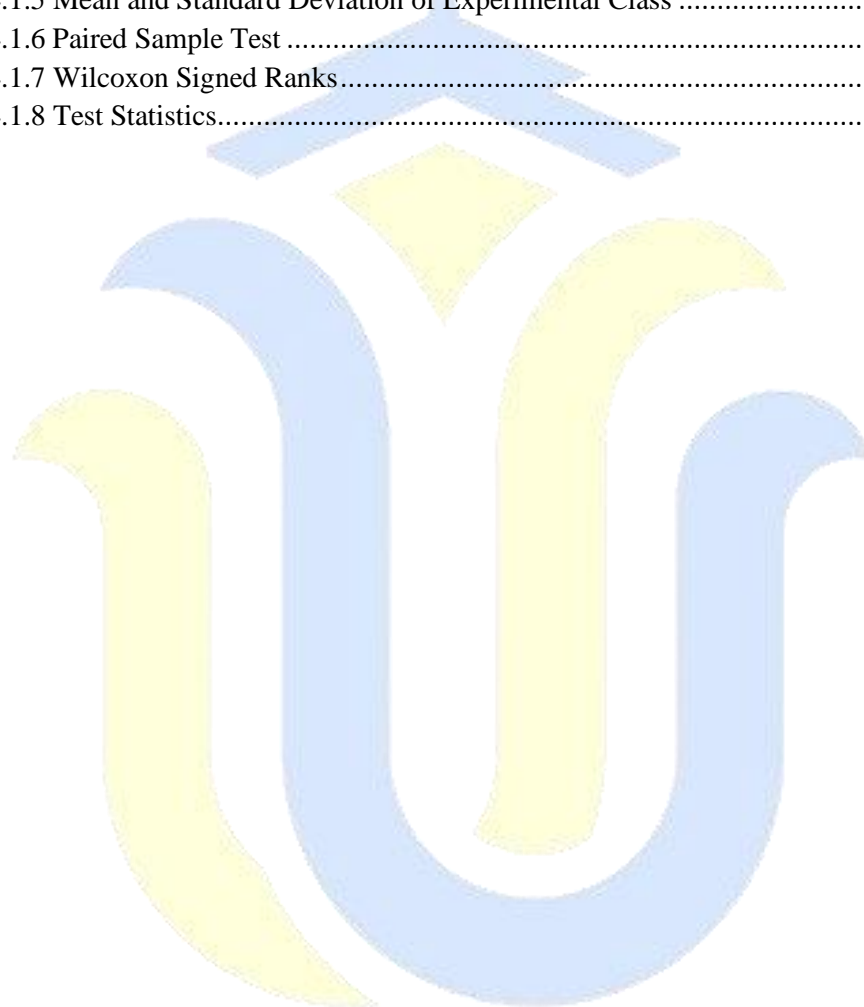
Oleh karena itu, peneliti berharap penelitian ini dapat bermanfaat dalam bidang pendidikan bahasa Inggris khususnya bagi guru dan peneliti sebagai referensi tentang teknik pengajaran kosakata yang dapat membantu siswa dalam memahami mata pelajaran bahasa Inggris.

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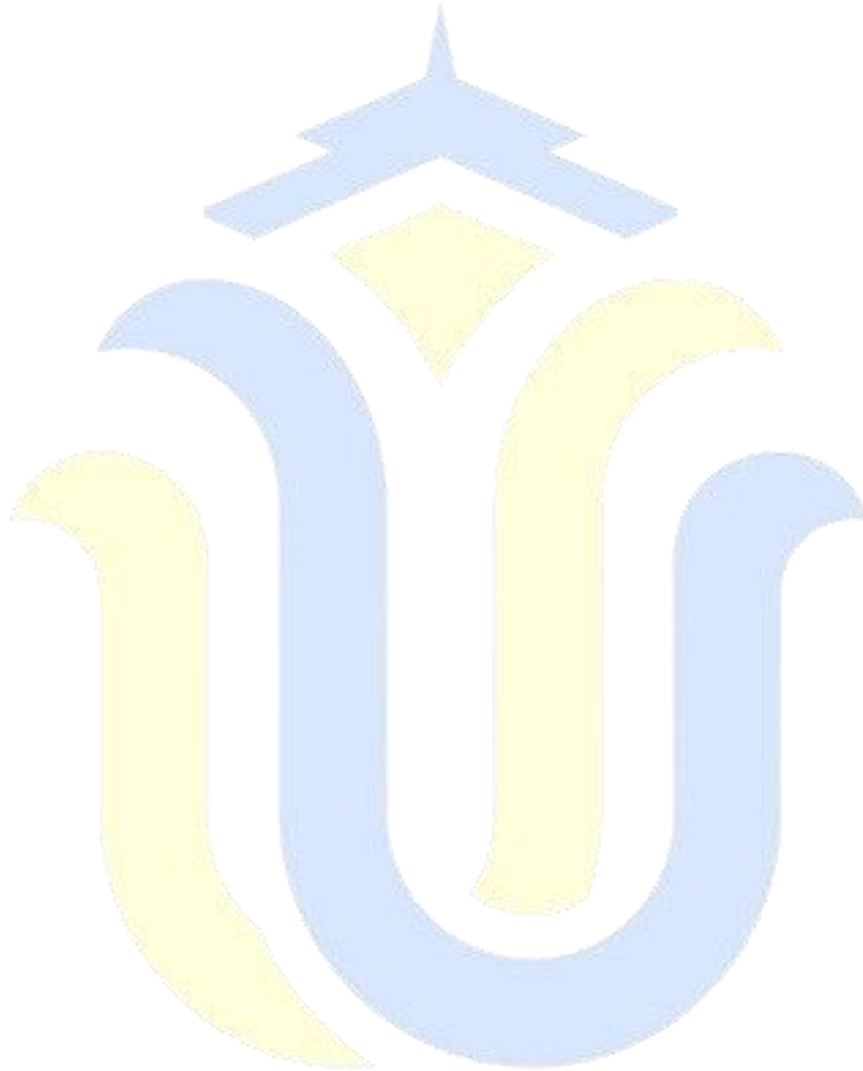
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