THE EFFECT OF USING BINGO GAME ON GRADE SEVEN STUDENTS’ VOCABULARY ACHIEVEMENT AT SMPN 1 SEMPU BANYUWANGI

THESIS

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JEMBER UNIVERSITY
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Proposed to Fulfill One of the Requirements to Obtain the Degree of S1 at the English Education Study Program, Language and Arts Department Faculty of Teacher Training and Education, Jember University

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DEDICATION

This thesis is honorably dedicated to:

1. My beloved parents, Zaenal Aripin and Nurhayati, and my sister Dewi Rahayu, thanks for your love and support. This thesis is dedicated to you for your never-ending love;

2. My fiancé, Mokhamat Khamami, thank you for always standing in my side when I cry and give up in doing my thesis.
"Vocabulary enables us to interpret and to express. If you have a limited vocabulary, you will also have a limited vision and a limited future."

(Jim Rohn)
CONSULTANT'S APPROVAL

THESIS

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I believe that this thesis might have some weaknesses. Therefore, any criticism from those who really want to improve the thesis will be wisely appreciated.

Jember, February 2011

The Writer
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SUMMARY

The Effect of Using Bingo Game on Grade Seven Students’ Vocabulary Achievement at SMPN 1 Sempu Banyuwangi; Eka Afrida Ermawati, 060210401258 ; 2011: 52 Pages; English Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Jember University.

Vocabulary is one of language components that plays an important role in the process of learning English. Tarigan (1989:2) argues that the quality of someone’s language skill depends on his quality and quantity of vocabulary they have. The richer someone masters vocabulary, the bigger chance to master the language. In learning vocabulary, students have difficulty in memorizing the meaning of the word. This statement is in line with Batia’s idea (1988:6) who says that most of the problems in vocabulary learning pertain to the acquisition of meaning. Because of that reason, the teacher needs to use a technique that can help the students in understanding the meaning of vocabulary easily.

To solve the problem above, the researcher used Bingo Game as a technique to help the students memorize and understand the meaning of new vocabulary. The researcher used game because it can create relax atmosphere and can motivate students in learning. As Ludewig and Swan (2007: xi) say games are fun and fun is motivating. Moreover Wright et.al (1996:1) say that games not only can encourage and help students sustain their interest and work but they can also help the teacher to create context in which language can be meaningful and useful. This means that Games can be very useful and meaningful in language learning process.

The purpose of this research was to know whether or not there is a significant effect of using Bingo Game on Grade Seven Students’ Vocabulary achievement at SMPN 1 Sempu Banyuwangi.

The research design was quasi experiment. It began from conducting homogeneity test, deciding the experimental class and control class, giving treatment
to the experimental class, giving the same posttest to the both classes, and the last analyzing the result of the posttest by using t-test.

The area of this research was SMPN 1 Semaru Banyuwangi. It was chosen because Bingo Game had never been used by the English teacher in teaching English especially for teaching Vocabulary. Based on the result of the homogeneity test, class VIIG and class VIIF were chosen as the experimental class and the control class.

The result of this research showed that there was a significant effect of using Bingo Game on grade seven students’ vocabulary achievement. It was proven by the value of significant column of t-test table by using SPSS Software was 0.011. it was lower than 0.05. Moreover, the degree of relative effectiveness of using Bingo Game on Vocabulary achievement was 08.02% more effective than teaching vocabulary in a conventional way.

Based on the explanation above it was concluded that; there is a significant effect of using Bingo Game on grade seven students’ vocabulary achievement at SMPN 1 Semaru Banyuwangi.