



**THE EFFECT OF USING BINGO GAME ON THE EIGHTH GRADE  
STUDENTS' VOCABULARY ACHIEVEMENT  
AT SMP NEGERI 1 JELBUK JEMBER**

**THESIS**

By

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THE FACULTY OF TEACHER TRAINING AND EDUCATION  
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**THESIS**

Presented as one of the Requirements to Obtain S1 Degree of the English Education  
Program of the Language and Arts Education Department of Faculty of Teacher  
Training and Education Jember University

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**2013**

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**THE EFFECT OF USING BINGO GAME ON THE EIGHTH GRADE  
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**THESIS**

Proposed to Fulfill One of Requirements to Obtain the Degree of S1 at the English  
Education Program of Language and Arts Education Department  
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## **DEDICATION**

*This thesis is honorably dedicated to :*

- 1. My beloved parents, Bambang Sulistyono and Supriyani*
- 2. My beloved sisters, Neni Eko Sulistyanti and Dhinar Sulistyo Anggarini*

## **MOTTO**

*When playing a game the goal is to win, but it's the goal that is important,  
not the winning.<sup>[1]</sup>*

<sup>[1]</sup> *Reiner Knizia, a board game designer*

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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, October 2013

Writer



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## SUMMARY

**The Effect of Using Bingo Game on the Eighth Grade Students' Vocabulary Achievement at SMP Negeri 1 Jelbuk – Jember;** Dhinda Dwi Sulistyoratri, 080210401020; 2013:56 pages; English Education Program of Language and Arts Education department, the Faculty of Teacher Training and Education, Jember University.

Vocabulary is one of the English components that is very important to be mastered by students before they learn speaking, listening, writing, and reading. Tarigan (1989:2) argues that the quality of someone's language skill depends on his quality and quantity of vocabulary they have. Students will get difficulties in learning listening, speaking, reading, and writing without having vocabulary, as lack of vocabulary will make students difficult to master the language and it is very difficult for the students to memorize the meaning of the word. In order to motivate the students and to avoid boredom in learning vocabulary, the teacher needs some challenging teaching techniques in teaching vocabulary. One of the interesting techniques in teaching vocabulary is using games.

This research was an experimental research. The purpose of this research was to know whether or not there was a significant effect of using Bingo Game on the eighth grade students' vocabulary achievement at SMPN 1 Jelbuk-Jember. The area of this research was SMPN 1 Jelbuk-Jember. It was chosen purposively because the English teacher of that school had never applied Bingo Game in teaching learning process.

The respondents of this research were the eighth grade students of SMPN 1 Jelbuk-Jember. Homogeneity test was done to know the homogeneity of the population and to determine the research samples. The result of the homogeneity test was analyzed using ANOVA and the result showed that ' $F_0$ ' was lower than that of F table ( $0.37 < 2.3719$ ). It means that the population was homogeneous. Thus, the respondents could be taken randomly from any classes of the population. Therefore,

classes VIII A and VIII C were chosen as the research respondents, and lottery was done to determine the experimental and the control classes.

Before giving post test, try out was conducted to know whether or not the test items were suitable for the students' level. In addition, it was also intended to know whether the test needed to be revised or not. The post test was given to both groups after each group received teaching learning process twice. The result of t-test analysis on the students' vocabulary achievement test showed that the statistical value of the t-test was higher than the value of t-table with significant level 5% ( $4.37 > 1.99$ ). This means that the null hypothesis was rejected, thus the alternate hypothesis stating that the use of Bingo Game has a significant effect on the eighth grade students' vocabulary achievement at SMPN 1 Jelbuk-Jember was accepted. It indicated that there was a significant effect of using Bingo Game on the eighth grade students' vocabulary achievement at SMPN 1 Jelbuk-Jember. Therefore, it is recommended for the teacher to use Bingo Game as an alternative technique in teaching vocabulary.