

### Abstract

Aisah. 321 410 099. The using of “Abra Vocabra” game in increasing students’ vocabulary. Skripsi. English Department. Letters and Culture Faculty. State University of Gorontalo. Advisors: (1). Prof. Dr. H. Hasanuddin. F, M.Hum, (2). Rahmawaty Mamu, S.Pd.,M.Pd.

The objective of this research is to find out whether “Abra Vocabra” can increase students’ vocabulary. The population of this research is the whole of students at the tenth grade at SMAN 1 Bonepantai that consist of 179 students. This research used purposive sampling technique in getting the sample namely 29 students at the tenth grade of social sciences class<sup>1</sup>. The method of this research is quasi-experimental design by taking pre-test and post-test design. Meanwhile, in collecting the data, the researcher used fill in the blank test as the instrument of this research and the t-test was used in analyzing the data. The result of this research proved that “Abra Vocabra” can increase significantly the students’ vocabulary shown by the statistical analysis that the  $t_{count}$  is larger than the  $t_{list}$ . The value of the  $t_{count}$  was 6.77 and the  $t_{list}$  was 2.05. It can be formulated as  $6.77 \geq 2.05$  with the degree of freedom =  $(n-1) = (29-1) = 28$  at the level significance  $\alpha = 0.05$ . It means that the hypothesis of this research is acceptable. It can be seen that the percentage of pre-test is 41.379 % and in post-test is about 48.275%. it means that the percentage between pre-test and post-test namely 6.89%. Thereby, by using “Abra Vocabra” game can increase significantly the students’ vocabulary in learning process.

**Key Words:** Abra Vocabra, students’ vocabulary.