





## Legalization Sheet

Date : Wednesday, 30<sup>th</sup> July 2015  
Time : 08.00 am  
Examinee : Sendy H. Toana  
Student ID : 321408100  
Title : ENRICHING STUDENTS' ABILITY IN  
MASTERING VOCABULARY THROUGH  
VIDEOGAME

No	Examiners	Signature
1	Sri Rumiyaningsih Luwity, S.Pd, M.Pd	
2	Fahria Malabar, S.Pd, MA	
3	Dr. Hj. Rasuna Talib, M. Hum	
4	Rahmawaty Mamu, S.Pd, M. Pd	

Legalized By

Dean Faculty of Letters and Culture

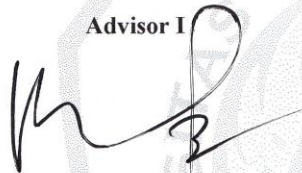
Gorontalo State University

  
Dr. H. Harto Malik, M. Hum  
NIP: 19661004 199303 1 010

## Approval Sheet

Name : **Sendy H. Toana**  
Student ID : **3214 08 100**  
Department : **English**  
Faculty : **Letters and Culture**  
Title : **ENRICHING STUDENTS' ABILITY IN  
MASTERING VOCABULARY THROUGH  
VIDEOGAME**

Advisor I



Dr. Hj. Rasuna Talib, M.Hum  
NIP: 19681212 199403 2 002

Advisor II



Rahmawaty Mamu, S.Pd, M. Pd  
NIP: 1977116 200112 2 001

Legalized By

Head of English Department



Novi R. Usu, S.Pd. MA  
NIP: 19800111 200501 2 003

## ABSTRACT

**Sendy H. Toana** (3214 08 100) "*Enriching Students' Ability in mastering Vocabulary Through Videogame*". The research conducted at the students of X IPA<sup>2</sup> SMA Negeri 1 Pinogaluman in the 2013/2014 academic year. Skripsi. English Education Study Program. Faculty of Letters and Culture. State University of Gorontalo. First Advisor Dr. Hj. Rasuna Talib, M.Hum. Second Advisor Rahmawaty Mamu, S.Pd, M.Pd.

This research is aimed to enriching students' ability in mastering vocabulary (verb, adjective, adverb, and noun) through videogame especially "harvest moon game" at first grade X IPA<sup>2</sup>, SMA Negeri 1 Pinogaluman. In conducting this research, the writer used pre-experimental design (pre-test and post-test design) as a method and purposive sampling in taking the sample of students. The sample of research is 30 students in first grade X IPA<sup>2</sup>. In collecting the data the writer used multiple choices. Meanwhile, in analyzing the data, the writer used validity and reliability in computing the try-out test, after the data of try-out test had been collected, the writer used normality and  $t_{test}$  to analyze the data of pre-test and post-test. The result of this research show that the value of  $t_{count}$  was 15.16 and  $t_{list}$  was 2.04. It can be formulated as  $15.16 > 2.04$  with degree of freedom  $(n-1) = (30-1) = 29$ , and the level significance  $\alpha = 0.05$ . It was meant the hypothesis of this research is acceptable. Since the  $t_{count}$  score was high than  $t_{test}$ , the videogame especially Harvest Moon game were effective media in enriching students' vocabulary (verb, adjective, adverb, and noun) at first grade X IPA<sup>2</sup> of SMA Negeri 1 Pinogaluman in the academic year 2013.2014. finally the writer suggest to the teacher that they can should be used Videogame "Harvest Moon" game as one of media in teaching vocabulary.

**Key Words: Vocabulary, Videogame (Harvest Moon)**