

Improving Students' Vocabularies through “Big City Adventure” Game

(A research conducted at the Tenth grade agriculture program students of SMKN 1 Bone Raya)

SKRIPSI

*Presented to the English Department of Letters and Culture Faculty of
State University of Gorontalo as Partial Fulfillment of the Requirement for
the Degree of Sarjana Pendidikan*

Presented by:

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FACULTY OF LETTERS AND CULTURE

STATE UNIVERSITY OF GORONTALO

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STATEMENT OF AUTHORSHIP

1. This reserach is an original research work of the author and no previous research seem likely the same with this research.
2. During conducting this research, the writer believes that he never committed plagiarism. All the statements or ideas shared by the experts are will-cited and can be found in the references sheet.
3. If somebody found disagreement between part 1, 2, and 3, the writer agree the degree to be taken off.



ABSTRACT

Managhuang, Bambang,(2017). *Improving students' Vocabularies Through "Big City Adventure Game" (A research conducted at the students of tenth grade at SMKN I Bone Raya)* Skripsi. . English Department, Letters and Culture Faculty, Universitas Negeri Gorontalo. Advisors: Sri Rumiyaningsih Luwiti,S.Pd., M.Pd and Nurlaila Husain, S.Pd., M.Pd.

The aim of this research is to find out whether big city adventure game can improve students vocabulary or not. The subject of this research were the tenth grade at SMK Negeri I Bone Raya in 2016/2017 academic years, consist of 28 students'. The student's vocabulary mastery before being taught by using big city adventure game as a treatment is very poor and the students' level of achievement is insufficient achievement. It is shown by the mean students' score of the pre-test in percentage before they are taught by using big city adventure game as a treatment. In other word after being taught by using big city adventure game as a treatment is good and it is above average in the level of achievement. It shown by the mean students' score of post-test in percentage after they are taught by using big city adventure game as a treatment is 76%. Thus, the method that used in this research was the experimental method is one group pre test and post test design. The data analyzed by using t-test. It can be seen from the result of t-test than is 17,26. Based on the distribution t-table with N-28, the researcher found the distribution t-table is 1,701 at 5% level of significant. From the explanation above, because the result of t-test computation is higher than t-table.

Key word: Improving, Vocabulary and big city adventure game

ABSTRACT

Managhuang, Bambang. (2017). "*Meningkatkan Kosakata Siswa melalui Permainan Big City Adventure (Petualangan Kota Besar)*" (Sebuah Penelitian yang diterapkan pada Siswa Kelas X di SMK N 1 Bone Raya). Skripsi. Jurusan Bahasa Inggris, Fakultas Sastra dan Budaya, Universitas Negeri Gorontalo. Pembimbing: Sri Rumiyaningsih Luwiti, S.Pd, M.Pd dan Nurlaila Husain, S.Pd, M.Pd

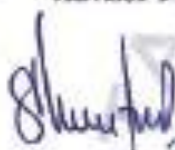
Tujuan penelitian ini adalah untuk mencari tahu apakah permainan *big city adventure* dapat meningkatkan kosakata siswa atau tidak. Subjek penelitian ini adalah kelas X di SMK Negeri 1 Bone Raya tahun akademik 2016/2017, yang terdiri dari 28 siswa. Penguasaan kosakata siswa sebelum diajarkan dengan menggunakan permainan *big city adventure* sebagai penerapannya sangat sulit dan tingkat capaian siswa dianggap belum cukup. Telah ditunjukkan melalui rata-rata nilai siswa yang diperoleh dalam pre-tes dalam persentasenya sebelum kosakata diajarkan dengan menggunakan permainan *big city adventure* sebagai penerapannya. Disisi lain setelah diajarkan dengan menggunakan permainan *big city adventure* dalam penerapannya dinilai baik dan rata-rata di atas dalam tingkat capaiannya. Ditunjukkan melalui rata-rata nilai siswa dalam post test dalam persentasenya setelah kosakata telah diajarkan dengan menggunakan permainan *big city adventure* sebagai penerapannya adalah 76%. Dengan demikian, metode yang digunakan dalam penelitian ini adalah metode eksperimen yaitu rancangan pre-tes dan post-tes satu kelompok. Data dianalisis dengan menggunakan t-tes. Hal ini terlihat dari hasil t-tes lebih dari 17.26. Dari distribusi t-tabel dengan N-28, peneliti menemukan distribusi t-tabel 1,701 pada taraf 5% signifikan. Dari penjelasan di atas, hasil komputasi t-tes lebih tinggi dari pada t-tabel.

Kata Kunci: Memperbaiki, Kosakata dan Permainan *Big City Adventure*

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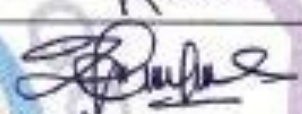
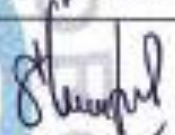
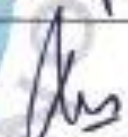
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