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Gorontalo, December 2017



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## ABSTRACT

**Binaba, Indriani Cintya Tri. 2017.** The Effectiveness of Criminal Case Game in Improving Students' English Vocabulary Capacity (A Research Conducted in Second Grade of Department of English of Letters and Culture Faculty of State University of Gorontalo). Undergraduate Thesis. English Department, Letters and Culture Faculty, Universitas Negeri Gorontalo. Principal advisor Dr. Jolanda H.D Pilongo M.Pd and Rahmawaty Mamu S.Pd, M.Pd.

The aim of this research is to find out whether criminal case game can improve students' English vocabulary capacity or not. The subject of this research were the second semester at English Department, Letter and Culture Faculty, UNG in 2016/2017 academic years, consist of 24 students. The students' English vocabulary capacity before play criminal case game as a treatment is very poor. It is shown by the mean students' score of the pre-test in percentage before they are play criminal case game as a treatment. In other word after play criminal case 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 play criminal case game as a treatment. The method that used in this research was the quasi-experimental method is one group pre test and post test design. The data analyzed by using t-test. From the calculation of t test, the researcher found that t-count bigger than t-list or 12, 43 bigger than 2, 24. Students' score test also was increased it prove by the students' mean score pre test is 54 and the mean score in post test is 75. From the calculated above the students score was increased 21%. It can be concluded that the criminal case game can improve the students' English vocabulary capacity.

**Keyword: Criminal Case, English Vocabulary**

## ABSTRAK

**Binaba, Indriani Cintya Tri. 2017.** Efektivitas permainan *criminal case* dalam meningkatkan kapasitas kosakata bahasa Inggris mahasiswa (penelitian dilakukan di semester dua bahasa Inggris, fakultas sastra dan budaya, Universitas Negeri Gorontalo). Skripsi S1. Jurusan Bahasa Inggris, Fakultas Sastra dan Budaya, Universitas Negeri Gorontalo. Dosen Pembimbing Dr. Jolanda H.D Pilongo M.Pd dan Rahmawaty Mamu S.Pd, M.Pd.

Tujuan dari penelitian ini adalah untuk menemukan apakah permainan *criminal case* bisa meningkatkan kapasitas kosakata bahasa Inggris siswa atau tidak. Subjek dari penelitian ini adalah siswa semester dua yang terdiri dari 24 siswa di jurusan bahasa Inggris, Fakultas Sastra dan Budaya, UNG di tahun akademik 2016/2017. Kapasitas kosakata bahasa Inggris mahasiswa sebelum mendapatkan perlakuan yakni bermain permainan *criminal case* adalah sangat kurang. Hal tersebut ditunjukkan dengan nilai rerata para siswa di pra uji dalam persentase sebelum mereka bermain *criminal case* sebagai sebuah perlakuan. Dengan kata lain, setelah bermain *criminal case* sebagai perlakuan nilainya menjadi baik dan berada di atas rata-rata tingkatan prestasi. Hal tersebut ditunjukkan dengan nilai pascauji dalam persentase setelah mereka bermain *criminal case* sebagai sebuah perlakuan. Metode yang digunakan dalam penelitian ini adalah metode quasi-eksperimental yakni desain satu grup pra uji dan pascauji. Data dianalisa dengan menggunakan uji-t. Dari perhitungan uji-t, peneliti menemukan bahwa t-hitung lebih besar daripada t-daftar atau 12,43 lebih besar daripada 2,24. Skor uji mahasiswa juga meningkat, hal tersebut dibuktikan dengan nilai rerata pra uji mahasiswa sebesar 54 dan nilai rerata pascauji adalah sebesar 75. Dari perhitungan diatas, skor para siswa telah meningkat sebanyak 21%. Dapat disimpulkan bahwa permainan *criminal case* dapat meningkatkan kapasitas kosakata bahasa Inggris mahasiswa.

**Kata Kunci:** *Criminal Case*, Kosakata Bahasa Inggris

