

APPROVAL SHEET

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Title : **The Influence of Ludo Word Game (LWG) Toward Students' Vocabulary**

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LEGALIZATION SHEET


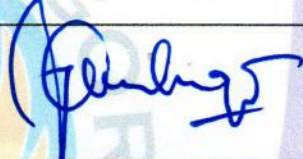
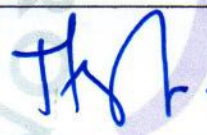

Date : 06 April, 2018

Time : 13.00

Examinee : Siti Nurrohrawati

Student's ID : 321 411 034

Title : The Influence of Ludo Word Game (LWG) Toward Students' Vocabulary

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ABSTRACT

Siti nurrohawati. 2018. The Influence of Ludo Word Game (LWG) Toward Students' Vocabulary. (A Research Conducted at the Seventh Grade of SMP Negeri 12 Gorontalo)

This research presents the problem of vocabulary mastery of students, along with the solution named Ludo Word Game application in class. It tries to find out whether Ludo Word Game give a good influence toward students' vocabulary or not. This research is conducted by pre experiment design with one group pre-test and post-test design. The sample of this research 32 students of class VII B of SMP Negeri 12 Gorontalo. The samples of this research are selected by using purposive sampling. The findings of this research show that the average score of pre-test is 43, 39, and the average score of post-test is 80,42. From the data, it can be stated that the students' score in post-test are higher than students' score in pre-test. Therefore, it can be concluded that the *ludo world game* can enrich the students' vocabulary of grade VII in SMP Negeri 12 Gorontalo.

Keyword: *Ludo World game*, students' vocabulary

ABSTRAK

Siti nurrohawati. 2018. Pengaruh Aplikasi *Ludo Word Game* (LWG) terhadap Kosakata Siswa (Sebuah Penelitian yang Dilakukan di Kelas Tujuh SMP Negeri 12 Gorontalo)

Penelitian ini menyajikan masalah penguasaan kosakata siswa, sekaligus memberikan solusinya, yakni penggunaan aplikasi *Ludo Word Game* di dalam kelas. Penelitian ini pun mencoba untuk mengetahui apakah aplikasi *Ludo Word Game* akan memberikan pengaruh yang baik terhadap kosakata siswa atau sebaliknya. Penelitian ini menggunakan rancangan praeksperimental dengan satu kelompok pra uji dan pasca uji. Sampel penelitian ini terdiri dari 32 siswa kelas VII B SMP Negeri 12 Gorontalo. Sampel penelitian ini dipilih berdasarkan penyampelan bertujuan. Hasil temuan penelitian ini menunjukkan bahwa nilai rata-rata pra uji adalah 43,39, dan nilai rata-rata pasca uji adalah 80,42. Dari data tersebut, dapat dinyatakan bahwa nilai siswa pada saat pasca uji lebih tinggi daripada nilai siswa pada saat pra uji. Oleh karena itu, dapat disimpulkan bahwa aplikasi *Ludo Word Game* dapat memperkaya kosakata siswa kelas VII di SMP Negeri 12 Gorontalo.

Kata Kunci: *Ludo World game*, kosakata siswa

