

APPROVAL SHEET OF JOURNAL

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Department : English

Faculty : Letters and Culture

**Title : Using 'The Battle Ships Game to Increase Students' Vocabulary
(A Research Conducted at the Eighth Grade of MTs N Dumoga, Bol-Mong).**

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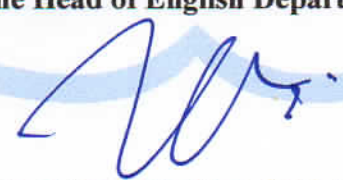
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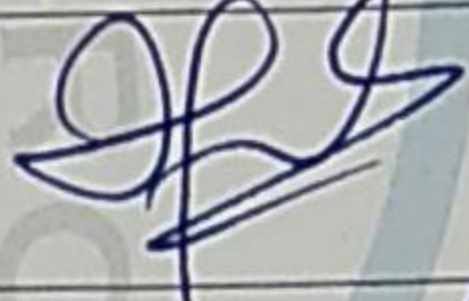
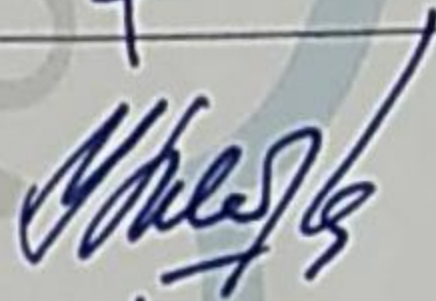
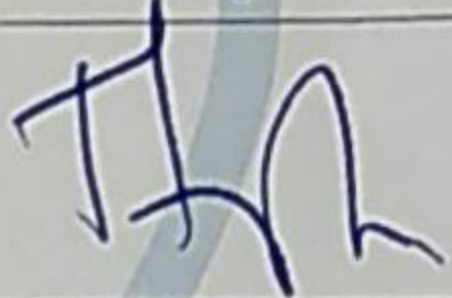
Date : 2018

Time :

Examine : Fajar Wiji Lestari

Students ID : 321 411 040

Title : Using 'The Battle Ships Game to Increase Students' Vocabulary
(A Research Conducted at the Eighth Grade of MTs N Dumoga, Bol-Mong).

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ABSTRACT

Fajar Wiji Lestari, 2018. 321 411 040. Using the Battleships Game to Increase Students Vocabulary. The research conducted on the grade of eight D students of MTsN Dumoga, Bol-Mong 2016/2017 academic year. Skripsi. English Education Study Program, Letters and Culture Faculty. First advisor Dr. Jolanda H.D. Pilongo, M,Pd. Second advisor Titien Fatmawaty Mohammad, S.Pd., M.App.Ling.

This research is aimed to find out whether the battleships game can increase students' vocabulary or not. The research was conducted at the grade of eight of MTsN Dumoga, Bolaang Mongondow. The sample was grade of Eight D which consist of 27 students. this research used pre-experimental design by applying pre-test, treatment in four meetings and post-test. In collecting the data, the researcher used multiple choice questions as the instrument. The result of this research was found that the students' vocabulary increased eventhough not significantly. It can be seen from the differences result between the pre-test and post-test. The students' liwest score in pre-test was 5 and the highest was 19, while in post-test data the students lowest score was 12 and the highest score was 20. As the result $t_{count} > t_{list}$ or $2.41 > 2.06$ which means that the battleships game can increase students vocabulary.

Key Words: Vocabulary, Increase, the Battleships Game.

ABSTRAK

FajarWiji Lestari. 2008. 321 411 040. Menggunakan Permainan *Battleship* dalam meningkatkan Kemampuan Kosakata Siswa. Penelitian ini dilaksanakan pada siswa kelas D di MTsN Dumoga, Bol-Mong tahun akademik 2016/2017. Skripsi. Jurusan Pendidikan Bahasa Inggris, Fakultas Sastra dan Budaya. Pembimbing I Dr. Jolanda H.D Pilongo, M.Pd dan Pembimbing III Titien Fatmawaty Mohammad, S.Pd M.App Ling

Penelitian ini bertujuan untuk mencari tahu apakah permainan *battleship* dapat meningkatkan kemampuan kosakata atau tidak. Penelitian ini dilaksanakan di Kelas VIII MTsN Dumoga, Bolaang Mongondow. Sampel penelitian ini adalah kelas VIII D yang terdiri dari 27 siswa. Penelitian ini menggunakan rancangan pre-eksperimen dengan menerapkan *pretest*, perlakuan, dan *posttest*. Dalam mengumpulkan data, peneliti menggunakan pertanyaan pilihan ganda sebagai bentuk instrumen. Hasil penelitian ini ditemukan bahwa kosakata siswa meningkat meskipun tidak signifikan. Hal ini terlihat dari perbedaan hasil *pretest* dan *posttest*. Nilai siswa paling rendah dalam *pretest* adalah 5 dan tertinggi adalah 19, sedangkan pada data *posttest*, nilai terendah siswa adalah 12 dan nilai tertinggi adalah 20. Sebagai hasilnya $t_{hitung} > t_{tabel}$ atau $2.41 > 2.06$ yang berarti permainan *battleship* dapat meningkatkan kosakata siswa

Kata Kunci: Kosakata, Peningkatan, Permainan *Battleship*

