

APPROVAL SHEET

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Faculty : Letters and Culture
Title : Enriching Students Vocabulary through Snakes and Ladders
Game

Advisor I



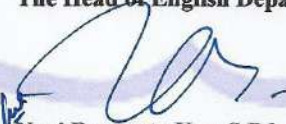
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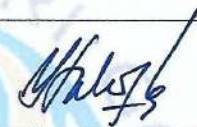



LEGALIZATION SHEET

Date : June 8th, 2018

Time : 09.00 a.m

Examine : Nonik Nur Vianti

Student ID : 321 413 178

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ABSTRACT

Nonik Nur Vianti, 2018. Enriching Students Vocabulary Through Snakes and Ladders Game. English Department, Letters and Culture Faculty, Universitas Negeri Gorontalo. Advisor (1) Sri Agriyanti Mestari, S.Pd, M.Ed, TESOL (2) Helena Badu, S.Pd, M.A

The research is aimed to investigate whether snakes and ladders game can enrich students' vocabulary. This research applied pre-experiment design as the research method. The object of this research is high level of Intensive English Course (IEC) that consists of 7 students. The data were acquired from test. The result of the calculation from this research is $t_{count} > t_{table}$ it means that the Null Hypothesis (H_0) rejected and the Alternative Hypothesis (H_a) is accepted. The result of the research shows that the implementation of snakes and ladders game could enrich students' vocabulary. Based on the data, it is found that t-count is higher than t-list $7.83 > 2.44$. It means that there is a significant differences of students' vocabulary mastery between the students before being taught using snakes and ladders game as a treatment.

Key words: Vocabulary, snakes and ladders game, students.

ABSTRAK

Nonik Nur Vianti, 2018. Memperkaya Kosakata Siswa Menggunakan Permainan Ular Tangga. Jurusan Pendidikan Bahasa Inggris, Fakultas Sastra dan Budaya, Universitas Negeri Gorontalo. Pembimbing (1) Sri Agriyanti Mestari, S.Pd, M.Ed, Pembimbing (2) Helena Badu, S.Pd, M.A

Penelitian ini bertujuan untuk mengetahui apakah permainan ular tangga dapat memperkaya kosakata para siswa atau tidak. Desain pra-eksperimen digunakan sebagai metode penelitian. Objek penelitian ini adalah siswa yang berada di tingkat atas Kursus Intensif Bahasa Inggris (IEC) yang terdiri dari 7 siswa. Data diperoleh dengan menggunakan uji. Hasil perhitungan dari penelitian ini $t_{hitung} > t_{tabel}$ hal tersebut menunjukkan bahwa Hipotesis Nol (H_0) ditolak dan Hipotesis Alternatif (H_a) diterima. Temuan penelitian menunjukkan bahwa penerapan permainan ular tangga dapat meningkatkan kosakata para siswa. Berdasarkan data yang diperoleh, ditemukan bahwa t_{hitung} lebih besar dari t_{daftar} $7.83 > 2.44$. Hal tersebut berarti bahwa terdapat perbedaan yang signifikan antara penguasaan kosakata siswa sebelum dan sesudah mendapatkan perlakuan yakni permainan ular tangga dalam proses pembelajaran.

Kata Kunci: Kosakata, permainan ular tangga, siswa.

