

ABSTRACT

Dominikus Petrus, (2015): “Improving Students’ Ability to Memorizing Vocabulary by Using San Francisco Game” (A research conducted at 7th junior high school in SMPN 10 Gorontalo, in the 2015/2016 academic years). First advisor Karmila Machmud, M.A.,Ph.D and second advisor Rahmawaty Mamu, S.Pd.,M.Pd.

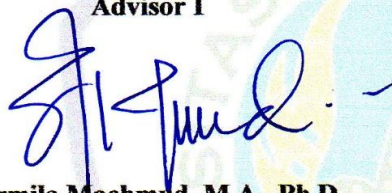
To focus of this research is improving students’ ability to memorizing vocabulary by using san francisco game which is limited in noun, adjective, and adverb. The Significance of the Study For the students, researcher hopes use the game was a great way to improve the students’ vocabulary that they could enjoy following the lesson. Moreover, by having playing the game, they were expected to have an improvement in their mastery in English vocabularies, which appeared in their result of the study. For the teacher, researcher hope it would give them a description about how to teach and to motivate the student to learn vocabulary in English learning, they would not be stuck only in some particular teaching strategies. Use the game, in this context “(Big City Adventure: San Francisco Game)” could be a good alternative or variation in teaching vocabulary, where it would make the students enjoyed following the level. The method of research is quasi experiment and it has 3 design of research that is pre-test, treatment and post-test. The population is students of VIIth junior high school in SMPN 10 Gorontalo and the sample is 28 students class of VII⁵. The data used multiple choice and used t-test to analyze the data, and the result showed that mean score of students in pre-test is 3.39 and students’ standard derivation is 13.39. Meanwhile the mean score of students in post-test is 13.4 and students’ standard derivation is 7.33. The normality of the data is 505.08 and its higher than t_{-list} 31.410. By applying the san francisco game technique, the students’ vocabulary is improved defended before before apply this technique. The hypothesis verification showed that $t_{-count} > t_{-table}$, where the value was (9.20 > 2.05) and it means the using san Francisco game technique is received. Finally, I hope this technique can apply in school by the teacher in teaching English to improve students’ vocabulary.

Keywords: Vocabulary, San Francisco Game technique

Approval Sheet

Name : Dominikus Petrus
Student ID : 321 409 150
Department : English
Faculty : Letters and Culture
Title : IMPROVING STUDENTS' ABILITY TO
MEMORIZING VOCABULARY BY USING
SAN FRANCISCO GAME

Advisor I



Karmila Machmud, M.A., Ph.D
NIP: 1957509101999032002

Advisor II



RahmawatyMamu, S.Pd, M. Pd
NIP: 1977116 2001122001

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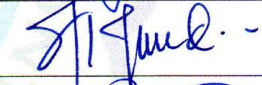

Head of English Department



Novi R. Usu, S.Pd.MA
NIP: 19800111 200501 2 003

Legalization Sheet

Date : Wednesday, 30th December 2015
Time : 08.00 am
Examinee : Dominikus Petrus
Student ID : 321 409 150
Title : **IMPROVING STUDENTS' ABILITY TO
 MEMORIZING VOCABULARY BY USING SAN
 FRANCISCO GAME**

| No | Examiners | Signature |
|----|-----------------------------|--|
| 1 | Yunita Hatibie, S.Pd., M.Pd |  |
| 2 | Nurlaila Husain, S.S., M.Pd |  |
| 3 | Karmila Machmud, M.A., Ph.D |  |
| 4 | Rahmawaty Mamu, S.Pd, M. Pd |  |

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Dean Faculty of Letters and Culture

Gorontalo State University


Dr. H. Harto Malik, M. Hum
 NIP: 19661004 199303 1 010