ABSTRACT

THE INFLUENCE OF USING PARLOUR GAMES TOWARDS STUDENTS' VOCABULARY ACHIEVEMENT AT CLASS XI OF SMK BUDI KARYA NATAR LAMPUNG SELATAN

By

Ariful Hakim

This research was intended to find out whether there was an increase of students' vocabulary achievement after being taught through parlour games and to know students' response toward teaching vocabulary through parlour games. Vocabulary is a component of language containing information about the meaning and the using of word in language. The pretest and the posttest with one group pretest-posttest, pre-experimental design was applied. The subject of the research was class XI of SMK Budi Karya Natar Lampung Selatan in the year 2011/2012. Vocabulary test in the form of multiple choices was used as the instrument of the research and repeated measures t-test was accomplished to analyzed the data.

The results show that the students taught through parlour games seemed to be more enjoyable and interested in learning vocabulary since the students could provide a good response during teaching learning process. The teaching learning process challenged and involved all students in the game. It can be seen from the increase of the students' mean score. The students' mean score of the pretest was 56.50 while the mean score of the posttest was 63.40. After comparing the result of the pretest and the posttest scores, it was found that there was a significant increase, the mean score of the students had increased 6.9 after the treatments. Based on the data analysis the significant level of 0.05, it was noted that p=0.000. It proves that the students' scores were significantly different (p<0.05, p=0.000) and the students' active learning was better. So that the hypothesis (H) proposed in this research was accepted.

Based on the results, it can be concluded that teaching vocabulary through Parlour games can give positive influence to increase students' vocabulary achievement significantly. It is suggested that teacher may apply parlour games in teaching vocabulary.