

ABSTRACT

THE USE OF CROSSWORD PUZZLE GAME ON STUDENTS' INTERACTION IN LEARNING VOCABULARY AT THE SECOND GRADE OF SMPN 8 BANDAR LAMPUNG.

By

RESTI FEBTRINA

Interaction cannot be separated from teaching and learning process because when that process happens in the class it may create some interactions between students and teacher. In short, when a teacher wants to make a good teaching learning atmosphere in the class, the teacher should create good interaction first. This research was intended to find out whether a crossword puzzle game was needed to affect students' interaction in learning vocabulary and to investigate the students' motivation to interact when they are learning vocabulary.

This research used phenomenological qualitative study. The participants of this research were students in VIII B class at SMPN 8 Bandar Lampung, in academic year 2013-2014. The researcher used three data collecting techniques: observation, documentation, and interview. The data were analyzed using interaction and motivation theory.

The results showed that the total numbers of the whole interactions in the class were 150 interactions, 133 interactions (89.26 %) were student-student interactions, and 17 interactions (10.69 %) were students-teacher interactions. The total number of student-student interaction was higher than students-teacher interactions. It means that in learning vocabulary crossword puzzle game has influenced positively the students' interaction of the second grade students at SMPN 8 Bandar Lampung.