

ABSTRACT

THE EFFECT OF USING SCRABBLE GAME ON STUDENTS' VOCABULARY MASTERY THROUGH BLENDED LEARNING AT THE ELEVENTH GRADE OF SMAN 14 BANDAR LAMPUNG

By

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This research was aimed to find out whether there is any significant improvement in students' vocabulary mastery after using of scrabble games, and how are students' response in learning vocabulary after using of scrabble games.

The subjects of the research were 32 students of class XI at SMAN 14 Bandar Lampung. One group pre-test post-test design was used in this research. The researcher conducted the research in six meetings which consisted of try out test, pre-test, three times of treatment, and post-test. The data were analyzed by using Repeated Measure T-Test in which the significance was determined by $p < 0.05$ and hypothesis testing was computed using Statistical Package for Social Science (SPSS).

Based on the calculation, the result of the research showed that the mean score of pre-tests is 77.625 and the post-test is 84.0625 in which the gain is 6.4375. The results of t-value (10.376) is higher than t-table (2.0395) and the value of two-tailed significance is $0.000 < 0.05$. It showed that the hypothesis is accepted that is, there is a significant improvement of students' vocabulary mastery after the use of guessing games. The result also shows that the most improving aspect of vocabulary is verb with the mean score of pre-tests is 77.86 and the mean score of post-tests is 86.46. The improvement of the verb is 8.60 with the percentage is 33.74%. In opposite, the lowest improvement aspect of vocabulary is a noun. It showed that the mean score of pre-tests is 93.23 and the mean score of post-tests is 97.14. The gain is 3.91 with the percentage is 15.34%. Moreover, the researcher used the open-ended questionnaire to find the students' responses in learning vocabulary by using a scrabble game. The result of the questionnaire showed that the majority of the students work with no pressure, have some fun, and get some new information. Therefore, based on the result, it is concluded that scrabble game technique can be applied to improve the students' vocabulary mastery and it is recommended as a reference to teach English in vocabulary class.

Keywords: *vocabulary, scrabble game, students' respons.*