ABSTRACT

**THE EFFECTIVENESS OF GRAPHIC NOVELS TO IMPROVE
STUDENTS' VOCABULARY ACHIEVEMENT**

By

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Vocabulary is an important thing in the language component. Most students of SMPN 2 Pesawaran especially in grade IX have problems mastering vocabulary. The difficulties faced by students in learning English are caused by low mastery of English vocabulary, lack of motivation in learning English, and difficulties in establishing communication in using English. Therefore, the researchers used Graphic Novels as a medium to teach vocabulary.

The research aims to find out whether there is a significant improvement in students' vocabulary mastery after the implementation of Graphic Novel as media in improving students' vocabulary achievement and to find which aspect of vocabulary improved the most. The subject of this research was 21 students of class IX D of SMPN 2 Pesawaran 2021-2022 academic year. The instrument of this research was a vocabulary test. The data were analyzed by using Paired Sample T-test with a significant level of $p<0.05$ through spss version 19.0.

The results of this study indicate a significant improvement in students' vocabulary mastery after being taught to use graphic novels as a medium. The results of the t-test show that the t-value is higher than the t-table ($6.568 > 2.051$) and the value of significant level $0.00<0.05$. the difference in mean scores between the pre-test and post-test increased from (47 to 58) with an 11 gain. In terms of content words, the adjective is most affected by vocabulary. Therefore, it can be concluded that there is a statistically significant increase in students' vocabulary achievement after they are taught Graphic Novels. It means that Graphic novels are effective to improve students' vocabulary achievement.

Keywords: Teaching vocabulary, Graphic Novel, Vocabulary Achievement.