

ABSTRACT

THE EFFECTIVENESS OF FOUR VOCABULARY GAMES IN IMPROVING STUDENTS' ENGLISH VOCABULARY RETENTION AT SMPQTA AN-NUR GEDONG TATAAN

By

Bintang Caesario Ramadhan

Vocabulary is the most crucial part of language learning. It provides the basis for the four language skills which are reading, writing, listening, and speaking. However, many EFL students, especially in Indonesia, struggle a lot when it comes to learning English, due to their limited vocabulary knowledge. It hinders them to learn English effectively. The seventh-grade students at SMPQTA An-Nur Gedong Tataan were one of the examples of the students who had a struggle learning English. This research aimed at finding out whether there is a significant improvement on students' English vocabulary retention at SMPQTA An-Nur after the implementation of four vocabulary games. Being pre-experimental research, this research employed one-group pretest-posttest design, utilizing vocabulary translation test to obtain the data. There was only one seventh-grade class at SMPQTA An-Nur Gedong Tataan, therefore saturated sampling was used for this research. The mean scores on both the pre-test and post-test were analyzed using the Paired-Sample T-Test with a significance level of 5% (0.05). The result shows that there is a significant difference in students' vocabulary retention after the implementation of four vocabulary games by comparing students' pre-test and post-test scores. With the help of SPSS 25 program for maximum accuracy, a significance (2-tailed) value of 0.000 was obtained. The significance (2-tailed) value was higher than the significance level ($0.000 < 0.05$), and *t-value* is higher than *t-table* ($15.920 > 2.064$). Therefore, the four vocabulary games are effective in improving students' vocabulary retention.

Keywords: English vocabulary, vocabulary retention, vocabulary games