

ABSTRACT

INCREASING EFL LEARNERS' VOCABULARY ACHIEVEMENT OF THE FIRST GRADE STUDENTS AT SMAN 7 BANDAR LAMPUNG USING DIGITAL FLASHCARD BASED GAMES

By

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The aim of the research was to find out there was a significant increase of the students' vocabulary achievement after the implementation of digital flashcard based games. The research was quantitative approach. The design used was one group pre-test and post-test. The sample consisted of 35 students in class X-4 of SMA Negeri 7 Bandar Lampung. The instrument was vocabulary test. The data were in the form of scores taken from the pre-test and post-test. The results showed that the students' vocabulary score gain was 24.65 from 59.35 in the pre-test to 84.00 in the post-test. The data were analysed by using Paired Sample t-test. The results showed that t-value score was 0.00 that means there was a significant increase of students' vocabulary achievement since $t\text{-value} < 0.05$. The results of digital flashcard based games can make students interested in the teaching and learning process. It is because the media was easy to apply. It can be concluded that digital flashcard based games increased students' enthusiasm in learning vocabulary.

Keywords: *digital flashcard, games, vocabulary achievement*