ABSTRACT

THE EFFECTIVENESS OF WORDWALL-BASED GAMIFICATION IN IMPROVING VOCABULARY RETENTION FOR EIGHTH GRADE STUDENTS AT SMP KARTIKA II-2 BANDAR LAMPUNG

By

Sakha Angel

This study investigates the effectiveness of Wordwall based gamification in improving vocabulary retention for eighth grade students at SMP Kartika II-2 Bandar Lampung.A one-group pre-test and post-test design was employed within a quantitative research design. The sample consisted of 25 students from class VIII A, selected through cluster random sampling. The research instruments included pre-test and post-test vocabulary tests focusing on content words such as nouns, verbs, adjectives, and adverbs. The results of the paired sample t-test show a significant improvement in vocabulary achievement, with the mean score increasing from 46,70 in the pre-test to 86,30 in the post-test, resulting in a mean difference of 39,60. The t- value obtained (21.098) was greater than the t-table (2.064), and the significance level (p = 0.000) was below 0.05. All aspects of vocabulary show significant improvement, with adjectives and adverb achieving the highest improvement (11,8 points and 11.0 points). These findings indicate that Wordwall-Based Gamification is an effective learning for improving vocabulary retention among junior high school students.

Keywords: Content words, Quantitative research, Vocabulary retention, Wordwall-based gamification.

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Penelitian ini bertujuan untuk mengetahui efektivitas Wordwall-Based Gamification dalam meningkatkan retensi kosakata siswa kelas VIII di SMP Kartika II-2 Bandar Lampung. Penelitian ini menggunakan desain kuantitatif dengan rancangan one-group pre-test and post-test. Sampel penelitian berjumlah 25 siswa kelas VIII A yang dipilih melalui teknik cluster random sampling. Instrumen penelitian berupa tes kosakata dalam bentuk pre-test dan post-test yang berfokus pada kosakata isi (content words), meliputi nomina, verba, adjektiva, dan adverbia. Hasil uji paired sample t-test menunjukkan adanya peningkatan yang signifikan pada pencapaian kosakata siswa, dengan rata-rata nilai meningkat dari 46,70 pada pre-test menjadi 86,30 pada post-test, sehingga diperoleh selisih rata-rata sebesar 39,60. Nilai t hitung (21,098) lebih besar daripada t tabel (2,064), serta nilai signifikansi (p = 0,000) lebih kecil dari 0,05. Seluruh aspek kosakata menunjukkan peningkatan yang signifikan, dengan aspek adjektiva dan adverbia memperoleh peningkatan tertinggi, masing-masing sebesar 11,8 dan 11,0 poin. hasilnya ini menunjukkan bahwa Wordwall-Based Gamification efektif digunakan sebagai strategi pembelajaran untuk meningkatkan retensi kosakata siswa sekolah menengah pertama.

Keywords: Content words, Quantitative research, Vocabulary retention, Wordwall-based gamification.