

ABSTRACT

Kamila, Athalla Shafa. 2023 The Effect of Fly Swatter Game on Students Vocabulary Mastery for Eleventh Grade of SMA Negeri 2 Metro. Advisors: (1) Eva Faliyanti M, Pd B.I. (2) Amirudin Latif M, Pd

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In learning English, vocabulary is one of language aspect and is the most important component as a communication tool, which students must master as a basis for mastering English. Usually vocabulary is used to express their opinions, ideas and feelings effectively. In learning a foreign language, vocabulary means basic knowledge and useful material in the form of words that are always used by students in learning a particular language. The aim of this research is to examine the effect of using the fly swatter game on the learning and vocabulary mastery of class XI students at SMA Negeri 2 Metro.

This study used a quantitative method with a quasi experimental design. The researcher used the fly swatter game as a teaching technique in the experimental class, while the conventional teaching technique will used in the controlled class. The results of study using hypothesis testing show that the first test uses a significance level of 5% or a significance level of 0.05. sig. (2-tailed), The t-count (11,950) is greater than the t-table (2,000) with a significance of 0.000.05. Test the second hypothesis where the t-count (2,862) is greater than the t-table (2,000) at a significance level of 0.05. sig. (2-tailed) 0.0060.05. Therefore, it can be said that teaching English vocabulary mastery using the Fly Swatter Game is more effective. The researcher hopes that this research can be developed creatively for future researchers and add new knowledge, especially about the influence of using the Fly Swatter game on vocabulary mastery and can be motivation and information for those who want to conduct similar research.