

## ABSTRACT

Aminullah, Anggi. 2023. *The Use of Electronic Guessing Games to Increase Vocabulary Mastery*. Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisors: (1). Fitrotul Mufaridah, M.Pd. (2). Nurkamilah, M.Pd.

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Learning English as an international language may have generated an issue with students' inspiration for guessing games used in language teaching the learning process that cannot be overstated. The objective of this research is to find out how electronic guessing games increase vocabulary mastery. The hypothesis of this research is described as follows: the use of electronic guessing games will increase students' vocabulary mastery at VII grade of MTs Nurul Hasan Bondowoso in the 2022/2023 academic years.

The design of this research is classroom action research. This research was conducted in VII A class consisting of 15 students at MTs Nurul Hasan Bondowoso in the 2022/2023 academic years. The data are collected using the test method on the Quizizz platform, and the instrument used is test items with a covering of classification vocabulary.

The implementation of electronic guessing games was done using the computer in the laboratory for two cycles. The criteria for success in this research were 68 points. The electronic guessing games increased the student's vocabulary mastery in two cycles. In cycle 1, from the total score of students (ST=33.33 points), In cycle 2, (ST = 73 points). It can be concluded that electronic guessing games have been proven to improve vocabulary mastery. This can be seen after conducting 2 cycles of research with results above the criteria of success by using electronic media, including the Quizizz.com platform to accommodate guesses and PowerPoint to display the pictures and clues from these pictures.

Based on the discussion result, it can be concluded that teaching English vocabulary through guessing from context has helped add vocabulary according to the intended context and is more useful for students in making decisions. In the activities, students are more active in guessing because they need to think more about each word. So, students better come up with some thoughts during brainstorming. The Quizizz platform has helped the learning process complete with report results in increasing vocabulary mastery combined with PowerPoint to display very interesting pictures and instructions as well as animations. It was found that student's ability to use technology, with technical fluency in using technology, made it easier for students to connect the picture to clues to find out the right answer.