

ABSTRACT

Wardani, Mega Kusuma. 2015. *The Effect of Using Taboo Game On The Eighth Grade Students' Vocabulary Mastery At MTs Baitul Arqom Balung in the 2014/2015 Academic Year*. Thesis. English Education Program, Faculty of Teacher Training and Education, Muhammadiyah University of Jember. Advisors: (1) Muhclisin, M.Pd, M.A, TESOL (2) Yayah Ikhda N, M.Pd.

Key Word: Vocabulary Mastery, Taboo Game

Vocabulary is central to language and of critical importance to the typical language learner. Based on that, vocabulary is words or central language that used by individual person less likely collected from other languages. However, many students had difficult problem in vocabulary because it is difficult to master. Therefore, it is important to do a research entitled "The Effect of Taboo Game to Implementation Students Vocabulary Mastery".

In this research, the problem are "Is there any significant effect of using Taboo game on the eighth grade Students' vocabulary mastery at MTs Baitul Arqom Balung in the 2014/2015 academic year?" and the objective of this research referring to the research problem is to find out the significant effect using taboo game to implementation vocabulary mastery. Based on the research problem and the relevant theory, the hypothesis of this research is described as follows: There is significant effect of using Taboo Game on the eighth students vocabulary mastery at MTs Baitul Arqom Balung in the 2014/2015 academic year.

The design of this research is quasi experimental research. Design of this research was used two groups, the experimental group and control group. The research subject is VIII A and VIII B class consisting 64 students. The data are collected using test method and observation checklist paper, and the instrument used are test item and observation checklist paper. In order to analyze the data students' vocabulary score and participation, percentage formula is used.

The implementation of Taboo Game was giving command and doing the action in pairs as good method. All of the students were active in teaching and learning activities, and they didn't feel bored and they can share their idea because they do in pairs.

Based on the research result, it can be concluded that Taboo Game is able to teaching vocabulary mastery at MTs Baitul Arqom Balung in the 2014/2015 academic year.