# ABSTRACT

*Anggresia, Merinda Bunga 2023, The Effect of Using Anagram Game to Junior High School Students' Vocabulary.* Thesis. English Language Education Program, Faculty of Teacher Training and Education, Universitas Muhammadiyah Jember. Advisor: (1)Dr. Mohammad Hatip, M.Pd. (2)Yeni Mardiyana Devanti, M. Pd

**Key Words**: Anagram Game, Vocabulary Mastery

This study investigates the impact of the Anagram Game on the vocabulary development of seventh-grade students at SMPN 02 Bondowoso. The findings demonstrate a positive correlation between the use of the Anagram Game and an enhancement in students' vocabulary. The implementation of the Anagram Game method yielded noticeable improvements in the vocabulary skills of the participants. Employing a Pre-Experimental method with a post-test design, data for this research were collected through a vocabulary test aimed at assessing the students' vocabulary proficiency. The study encompassed all seventh-grade students of SMPN 02 Bondowoso during the 2022/2023 academic year. Using a saturated sampling technique, the entire population of 32 students each from classes 7A and 7B was included in the study. Subsequently, class 7A was designated as the Experimental group, while class 7B served as the Control group. The application of the Anagram Game proved to be a valuable strategy in facilitating rapid memorization of learned words among students. Statistical analysis of the data indicated a significance level (Sig. 2-tailed) of 0.000, which is less than the threshold of 0.05, leading to the rejection of the null hypothesis (Ho). This outcome underscores the effectiveness of the Anagram Game method in enhancing the vocabulary proficiency of seventh-grade students at SMPN 02 Bondowoso.