# THE EFFECT OF USING FEELY GAME ON EIGHT GRADE STUDENTS' VOCABULARY MASTERY AT SMP MUHAMMADIYAH 1 JEMBER IN THE 2019-2020 ACADEMIC YEAR

#### **THESIS**

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MUHAMMADIYAH UNIVERSITY OF JEMBER
FACULTY OF TEACHER TRAINING AND EDUCATION
ENGLISH EDUCATION PROGRAM
2019

# THE EFFECT OF USING FEELY GAME ON SEVENTH GRADE STUDENTS' VOCABULARY MASTERY AT SMP MUHAMMADIYAH 1 JEMBER IN THE 2019 - 2020 ACADEMIC YEAR

#### **THESIS**

Presented to
Universitas Muhammadiyah Jember
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the degree *Sarjana* in English Language Education

By:

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UNIVERSITAS MUHAMMADIYAH JEMBER FACULTY OF TEACHER TRAINING AND EDUCATION ENGLISH EDUCATION PROGRAM 2019



#### **MOTTO**

# جَرِّبْ وَلاَحِظْ تَكُنْ عارفا

Cobalah dan perhatikanlah, niscaya kau jadi orang yang tahu.
-Mahfudhot-

No live without language, because language makes live more than live, and language is not everything, but everything without language is nothing.

-OSWAH PP. AL-Mawaddah-

Vocabulary is a matter of words-building as well as word-using

-David Crystal-

# AGREEMENT SHEET

This is to certify that the *Sarjana* thesis of Faizah Fitraini has been approved by the thesis advisor for further approval by the Board of Examiners.

Jember, September 06th 2019

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#### **PREFACE**

Alhamdulillah Thanks to Allah for all His mercy and blessing for me to finish this thesis.

This thesis is focus on vocabulary. The thesis written to make the readers understand about the effect of using feely game to students' vocabulary mastery. In fact, many students still difficult in conveying their ideas because they are still lack in vocabulary. Through this problem, I used feely game to help the students in learning vocabulary.

Besides, one of the reason to conduct this research is intended to know wether there is a significant effect vocabulary between the students who are taught by using feely game and the student who are taught by using grammar translation method on the eight grade students' vocabulary mastery at SMP Muhammadiyah 1 Jember in 2019/2020 academic year.

As this thesis is far from being perfect, suggestions and criticsm are needed. Hopefully this thesis can give the infromation of using feely game to solve students' problem of vocabulary mastery. Hopefully, the result of the research will be valuable for the English teacher and future researcher.

Jember, September 06<sup>th</sup> 2019

The Researcher

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I hope and wish for all the people who have been there for me during my academic life to have Allah's blessings. This thesis also far from perfection it would be pleasure to give any comment and suggestion to create better research paper in the future.

Jember, September 06<sup>th</sup>, 2019

#### **DEDICATION**

My thesis is honorably dedicated to:

- 1. Allah SWT who gives me blesses to write this thesis.
- 2. My father Alm. Hafifi Badri that was gave me advice for always study hard till my satisfied. My mother Siti Machmudah who gave me support, prayers, advice, and who take care of me. There is no words can represent my praise and your love is irreplacable.
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