

ABSTRACT

Khotimah, Khusnul, 2018. *The Effect of Using Bingo game on Students Vocabulary mastery of Seventh Grade at SMPN 2 Kalibaru in the 2017/2018 academic year* . Thesis. English Education Program, Faculty of Teacher Training and Education, University of Muhammadiyah Jember. Advisor: (1) Dr. Mochamad Hatip, M.Pd. (2) Taufik Hidayah, M.TESOL.

Keywords: *Bingo game, Students's Vocabulary Mastery*

Vocabulary is one of factors which affect the process of conveying messages in the communication. It is important to be master by the students when they are studying English. Therefore, it is important to find the strategy to solve this problem. Based on the explanation above, it is important to do a research entitled "The Effect of Using Bingo Game on Students' Vocabulary Mastery"

This research is aimed to find out the effect of using Bingo Game on the students' vocabulary mastery at SMPN 2 Kalibaru. It tries to reveal wheter or not there is a significant difference of vocabulary mastery between the class that is taught by using Bingo and the class which is not to the seventh grade students of SMP 2 Kalibaru in the 2017/2018 academic year.

This research is classified as a quasi-experimental study. The subjects of this study were 41 students of seventh grade at SMPN 2 Kalibaru where 20 students of VII A and 21 students of VII B. Class VII A was chosen as the Experimental Group which was taught using bingo game as the treatment while Class VII B was chosen as the Control Group which was not taught using bingo game. In the beginning of the study, both of Experimental and Control Groups were given a pre-test to measure the students's vocabulary mastery. In the end of the study , both of Experimental and Control groups were given a post-test.

The data of the pre-test and post-test of both groups were analyzed using descriptive and analysed the hypothesis. After the data were tested and found homogeneous variance but the distribution of the data is normal, the hypothesis was tested using T-test. The computation of the data statistics used the computer program SPSS v.23.

The result of this research shows that there is a significant difference in the students's vocabulary mastery of the students who are taught using bingo game and those who are not at the 0,003 level of significance. It means that the use of bingo game has significant effect on the students's vocabulary mastery.