

**THE EFFECT OF USING GAMIFIED MOBILE APP ON  
THE STUDENTS' VOCABULARY ACHIEVEMENT AT  
THE TENTH GRADE OF SMA AL-ISLAM KRIAN**

**UNDERGRADUATE THESIS**



*Unipa Surabaya*

**Mochamad Rio Irwansyah  
Reg. No. 165300082**

**UNIVERSITAS PGRI ADI BUANA SURABAYA  
FACULTY OF TEACHER TRAINING AND EDUCATION  
ENGLISH LANGUAGE EDUCATION DEPARTMENT  
2020**

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**UNDERGRADUATE THESIS**

**Submitted in partial fulfillment of the requirements for completing the  
Bachelor Degree in the Department of English Language Education**

**Mochamad Rio Irwansyah  
Reg. No. 165300082**

**UNIVERSITAS PGRI ADI BUANA SURABAYA  
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2020**

## CERTIFICATION

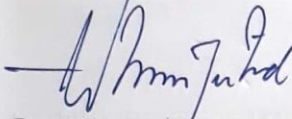
Thesis by : Mochamad Rio Irwansyah  
Reg. No. 165300082

Title : The Effect of Using Gamified Mobile App on  
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Tenth Grade of SMA Al-Islam Krian

has been approved by the advisor for further examination.

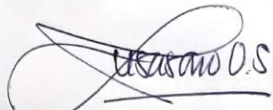
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Advisor 1



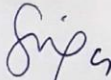
Dra. Wahyu Bandjarjani, M.Pd.  
NIDN. 0722105601

Advisor 2



Dra. Joesasono Oediarti S.M.Pd.  
NIDN. 0710046702

Acknowledged by :  
Head of English Language Education Department



Dr. Siyaswati, M.Pd.  
NIP/NPP. 0703509/DY



FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN  
UNIVERSITAS PGRI ADI BUANA SURABAYA

Kampus I Jl. Ngagel Dadi III-B/37 Telp. (031) 5953127, 5941977 Fax. (031) 5662804 Surabaya 60234  
Kampus II Jl. Dukuh Menanggal XII Telp. (031) 8281181, 8281182, 8281183 Surabaya 60234  
<http://fkip.unpasby.ac.id/>

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**APPROVAL SHEET**

This is to certify that the undergraduate thesis entitled "The Effect of Using Gamified Mobile App on the Students' Vocabulary Achievement at the Tenth Grade of SMA Al-Islam Krian" by Mochamad Rio Irwansyah (Reg. No. 165300082) has been approved by the Board of Examiners on January 23, 2020.

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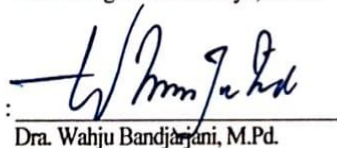
Dr. Endang Mastuti Rahayu, M.Pd.

3. First Examiner



Dr. Endang Mastuti Rahayu, M.Pd.

4. Second Examiner



Dra. Wahyu Bandjani, M.Pd.

## STATEMENT OF ORIGINALITY

This is to certify that I, the undersigned below:

Name : Mochamad Rio Irwansyah  
Student Registration Number : 165300082  
Department : English Language Education  
Department  
Faculty : Teacher Training and Education

justify that this Undergraduate Thesis is my original work. I do not plagiarize other people's works, except the legal quotations. If it can be proved someday that this thesis is a plagiarism, I am to bear the consequences of my deed.

Surabaya, January 23, 2020  
The Researcher,



Mochamad Rio Irwansyah

## ABSTRACT

Irwansyah, Rio. 2020. *The Effect of Using Gamified Mobile App on the Students' Vocabulary Achievement at the Tenth Grade of SMA Al-Islam Krian*. Undergraduate Thesis. English Language Education Department. Universitas PGRI Adi Buana Surabaya. Advisors: Dra. Wahju Bandjarjani, M.Pd and Dra. Joesasono Oediarti S.M.Pd.

Keywords: *gamified mobile app, socrative, and students' vocabulary*

The objective of this research was to find out whether there was significant effect of Using Gamified Mobile App on the Students' Vocabulary Achievement. Since the students' problem was they did not have a lot of vocabulary. The researcher taught the students through *Socrative Application*, because it was the simplest and oldest application that could interest students in learning activity', **Socrative** is a formative assessment tool that helps teachers and learners to assess learning and progress (Warwick, 2017).

The Research design applied quantitative approach for analyzing the statistic data that was students' scores in vocabulary pretest and posttest. The population and samples were chosen randomly from seven classes, they were: X.Science 1 Class which consisted of 38 students and Science 5 class which consisted of 44 students. The data were collected from vocabulary test in form of multiple choice, short answer, and essay. The data collected was analyzed using T-test. There was significant increasing score between pre-test and post-test. The mean score of pre-test was 66.8 and that of post-test was 83.3, also the T-test value from the calculation was 3,384 and the result of significant degree by 5% was 1.99006. The T-test value of calculation was higher than T-table or ( $3,384 > 1.99006$ ). It meant that there was significant effect of Using Gamified Mobile App on the Students' Vocabulary Achievement.

Based on the explanation above, the result of this research showed that there was significant effect of using Gamified Mobile App on the Students' Vocabulary Achievement at the first semester of SMA Al-Islam Krian in 2019/2020. Recommendation was therefore made that Gamified Mobile App be used in classrooms, because it had a significant effect on the students in learning a lesson.

## **DEDICATION**

With love and appreciation, this undergraduate thesis is proudly  
dedicated to :

### **My beloved Parents**

M. Riisno and Almh. Bidayatun

### **My beloved brothers and sisters**

Ririn Wijayanti

Windarti Sumana

Adi Hertanto

Rudi Muhariono

### **The special one my lovely Fiancee**

Rizka May Bilqis Iklimah

## **MOTTO**

Studying knowledge is piety. Conveying knowledge is worship.  
Repeating knowledge is dzikir. Searching for knowledge is jihad.

**“Abu Hamid Al-Ghazali”**

I come to win. Even if I lose, everything has paid off with sincerity  
in the fight.

**“Valentino Rossi”**

No need to be the best, be smart and master the situation

**“The Researcher”**



## ACKNOWLEDGEMENTS

Alhamdulillah, praise is only rendered to Allah SWT, the Almighty, for the mercy and strength so the researcher can finish this thesis entitled “The Effect of Using Gamified Mobile App on the Students’ Vocabulary Achievement”. This thesis was written as partial fulfillment of the requirements for S1 degree of English Language Education Department from the Faculty of Teacher Training and Education in Universitas PGRI Adi Buana Surabaya.

The researcher would like to express gratitude to Dra. Wahyu Bandjarjani, M.Pd. as the first advisor who has been willing to spend her time and energy to assist him. Her patience has contributed a great deal for the completion of this thesis. He also thanks Dra. Joesasono Oediarti S.M.Pd. as the second advisor for her correction and suggestion.

The researcher is sure that this thesis would not be finished without help, supports, and suggestions from some people. The researcher also extends his gratefulness to:

1. Drs. Suharyono AZ. as the head master of SMA Al-Islam Krian who gave a permission to the researcher to conduct this research.
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6. Rizka May Bilqis Iklimah as the researcher fiancé, he is really grateful for struggling together and giving motivations to each other for our thesis.
7. Gigih Pambudi as friend like part of family, he thanks for supporting the researcher to finish this thesis.
8. Great almamater of Universitas PGRI Adi Buana Surabaya, especially C class 2016 for gathering with them all is amazing moment in live.

Finally, the researcher realizes that this thesis is being far from perfect so the researcher asks for criticisms and suggestions. However, the researcher hopes that this thesis will give some insights of contribution to the improvement of the English teaching-learning process.

Surabaya, 21 January 2020

The Researcher,



Mochamad Rio Irwansyah

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