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.

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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 actvity', **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 froms 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.