

ABSTRACT

Aldriawan, Rizky Mochamad. 2023. *The Influence of Using Word Chain Games in The Students Vocabulary Achievement in SMA Hang Tuah 1 Surabaya In 2022-2023 School Year*. English Language Education Department. Faculty of Social Sciences and Humanities. University of PGRI Adi Buana Surabaya. Advisor Dr. Endang Mastuti Rahayu, M.Pd.

Keyword: *Teaching, Word Chain Game, Students Vocabulary Achievement*

This research attempted to verify the influence of vocabulary achievement by using word chain games in the eleventh-grade 2nd class of SMA Hang Tuah 1 Surabaya. The main objective was to figure out whether word chain games could influence the students vocabulary achievement or not. The reason for choosing word chain games was because it could make students more passionate to learn the learning materials. The method used was a pre-experimental design with one group pre-test post-test. The sample used in this research was 34 students. The instrument used in this is an objective test, fill-in-the-blank. The collection technique used was pre-test, treatment, and post-test. IBM SPSS Statistics ver. 29 was used to analyze the data that has been collected. The results of the study showed that the use of Word Chain Games there was a significant influence on students vocabulary achievement at SMA Hang Tuah 1 Surabaya. The average score on the pre-tests was 65.88, while the average score on the post-tests was 82.50, indicating an increase. Furthermore, the one-sided and two-sided p value was 0.001, which was less than 0.05, as said (H_a) = there was a significant influence of word chain games used on the students vocabulary achievement was accepted, whereas (H_o) = there was no significant influence of word chain games on the students vocabulary achievement was rejected. The difference is statistically significant and supports the conclusion that the use of Word Chain Games has a positive influence on students' vocabulary achievement.

ABSTRAK

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Kata kunci : *Teaching, Word Chain Game, Students Vocabulary Achievement*

Penelitian ini berusaha memverifikasi pengaruh prestasi kosa kata dengan menggunakan permainan rantai kata pada kelas 2 kelas 11 SMA Hang Tuah 1 Surabaya. Tujuan utama adalah untuk mengetahui apakah permainan rantai kata dapat mempengaruhi prestasi kosa kata siswa atau tidak. Alasan memilih permainan rantai kata karena dapat membuat siswa lebih bersemangat untuk belajar materi pembelajaran. Metode yang digunakan adalah desain pra-eksperimental dengan satu kelompok pre-tes pasca-tes. Sampel yang digunakan dalam penelitian ini adalah 34 siswa. Instrumen yang digunakan adalah tes objektif, isian-tempat-kosong. Teknik pengumpulan data yang digunakan adalah pre-tes, perlakuan, dan pasca-tes. IBM SPSS Statistics ver. 29 digunakan untuk menganalisis data yang telah dikumpulkan. Hasil dari studi menunjukkan bahwa penggunaan Permainan Rantai Kata memiliki pengaruh yang signifikan pada prestasi kosa kata siswa di SMA Hang Tuah 1 Surabaya. Skor rata-rata pada pre-tes adalah 65,88, sementara skor rata-rata pada post-tes adalah 82,50, menunjukkan peningkatan. Selanjutnya, nilai p satu sisi dan dua sisi adalah 0,001, yang kurang dari 0,05, seperti yang dikatakan (H_a) = ada pengaruh yang signifikan dari penggunaan permainan rantai kata pada prestasi kosa kata siswa diterima, sedangkan (H_o) = tidak ada pengaruh signifikan dari permainan rantai kata pada prestasi kosa kata siswa ditolak. Perbedaan ini statistik signifikan dan mendukung kesimpulan bahwa penggunaan Permainan Rantai Kata memiliki pengaruh positif pada prestasi kosa kata siswa.

MOTTO

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-MR

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The researcher,



Mochamad Rizky Aldriawan