

**THE USE OF HANGMAN GUESSING GAMES FOR 8TH GRADE
STUDENTS OF MTS RAUDHATUSYSYUBBAN**

**By
DEWI**



COVER PAGE

**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2021**

**THE USE OF HANGMAN GUESSING GAMES IN IMPROVING THE MASTERY OF
ENGLISH VOCABULARY FOR 8TH GRADE STUDENTS OF MTS
RAUDHATUSYSYUBBAN**

AN UNDERGRADUATE THESIS

**Presented to
Faculty of Tarbiyah and Teacher Training
in partial fulfillment of the requirements
for the degree of *Sarjana Pendidikan* in English Language Education**

by

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**ANTASARI STATE ISLAMIC UNIVERSITY
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BANJARMASIN
2021**

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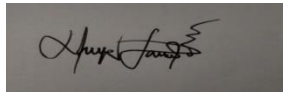
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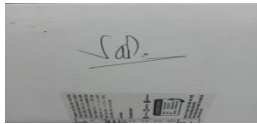
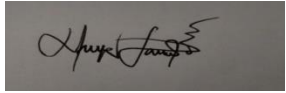

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STATEMENT OF AUTHENTICITY

STATEMENT OF AUTHENTICITY

I, the undersigned, Dewi declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjarmasin, 22 December 2020

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ABSTRACT

Dewi. 2020. *The use of Hangman Guessing Games in Improving the Mastery of English Vocabulary for 8th Grade Students of MTs Raudhatussyubban* . Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Hj. Nur Laila Kadariyah, S.Ag., M.Pd. (II) Fajrianor, S.Pd, M.Pd

Keywords: Teaching Vocabulary, Hangman Game, Student Vocabulary

This thesis discusses the use of the Hangman application in junior high school. The formulations of the problems from this research are: 1. How English teachers at MTs Raudhatussyubban use the Hangman application in English Language Teaching2. How do students perceive the use of the Hangman application in English Learning?

The Population of this study were English teachers and 8th grade students at MTs Raudhatussyubban. Data were collected through online interviews. Data were analyzed using qualitative methods. Then the data is collected by using the instrument. The instrument used is online interviews with teacher and students

The results of this study indicate that students are very happy and very active when learning English using Hangman and students also respond positively, the teacher thinks Hangman can help students acquire a lot of vocabulary. When using Hangman, the teacher uses the communicative approach method to make it easier for students to use Hangman by directing students to recall the vocabulary in Hangman. There is a problem faced by the teacher, namely when teaching using Hangman, which is difficult to adjust to the material being studied.

ABSTRAK

Dewi. 2020. The use of Hangman Guessing Games in Improving the Mastery of English Vocabulary for 8th Grade Students of MTs Raudhatussuyubban Skripsi. Jurusan Tadris Bahasa Inggris., Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: : (I) Hj. Nur Laila Kadariyah, S.Ag., M.Pd. (II) Fajrianor, S.Pd, M.Pd

Kata kunci: Mengajar Kosakata, Game Hangman, Kosakata Siswa

Skripsi ini membahas tentang penggunaan aplikasi Hangman dalam ruang lingkup sekolah menengah pertama. Rumusan Masalah dari penelitian ini adalah: 1. Bagaimana guru bahasa Inggris di MTs Raudhatussuyubban menggunakan aplikasi Hangman dalam Pengajaran Bahasa Inggris? 2. Bagaimana persepsi siswa tentang penggunaan aplikasi Hangman dalam Pembelajaran Bahasa Inggris?

Populasi penelitian ini adalah Guru bahasa Inggris dan siswi kelas 8 di MTs Raudhatussuyubban. Data dikumpulkan melalui wawancara online. Data dianalisis dengan menggunakan metode kualitatif. Kemudian data dikumpulkan dengan menggunakan instrumen. Instrumen yang digunakan adalah wawancara online dengan guru dan siswa

Hasil penelitian ini menyatakan bahwa siswa sangat senang dan sangat aktif saat pembelajaran bahasa Inggris menggunakan Hangman dan siswa juga merespon positif, guru menganggap Hangman dapat membantu siswanya memperoleh banyak kosakata. Saat menggunakan Hangman, guru menggunakan metode communicative approach method untuk mempermudah siswa menggunakan Hangman dengan mengarahkan siswa untuk mengingat kembali kosakata yang ada di Hangman. Terdapat masalah yang dihadapi guru yaitu pada saat mengajar menggunakan Hangman yaitu sulit menyesuaikan dengan materi yang dipelajari.

MOTTO

“MAN JADDA WAJADA”

Where there is a will, there is a way

DEDICATION

I dedicate this thesis for:

1. My beloved parents, Sariyadi and Noorhayati who always give me endless love, supports in mentally, spiritually, and materially during the time of study and the process of making this thesis.
2. My lovely little sisters, Abdul Latif and Salsabila Az-Zahra who also always support and encourage me. They are such life amusements for me.
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5. All the teachers at UIN ANTASARI who have taught me
6. My first family that I had in Banjarmasin, my boarding mate, which never gave up to encourage me.
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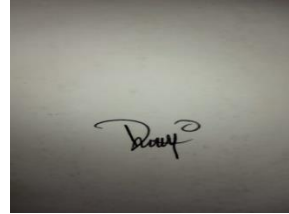
بسم الله الرحمن الرحيم. الحمد لله رب العالمين. الصلاة والسلام على أشرف الأنبياء والمرسلين سيدنا ومولانا محمد وعلى آله وصحبه أجمعين. أما بعد

Praise to Allah the Almighty who has been giving me guidance till the writer finished this thesis entitled “The use of Hangman Guessing Games in Improving the Mastery of English Vocabulary for 8th Grade Students of MTs Raudhatussyubban”. Peace and salutation always be upon Prophet Muhammad P.B.U.H and all his friends who struggle for Allah. The writer like to express appreciation and gratitude to:

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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Jumadil Akhir, 02h 1439 A.H
January, 13th, 2021 A.D

A square image showing a handwritten signature in black ink on a light-colored background. The signature is stylized and appears to be the name 'Dany'.

Writer

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