

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

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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 Teaching? 2. 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.