THE EFFECTIVENESS OF INDONESIA PINTAR GAME IN IMPROVING STUDENTS VOCABULARY AT MA AL-ISTIQAMAH PEKAPURAN RAYA BANJARMASIN

THESIS

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THE EFFECTIVENESS OF INDONESIA PINTAR GAME IN IMPROVING STUDENTS VOCABULARY AT MA AL-ISTIQAMAH PEKAPURAN RAYA BANJARMASIN

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ABSTRACT

Agustina, Ika. 2017. The Effektiveness Of Indonesia Pintar Game In Improving Students Vocabulary At MA Al-Istiqamah Pekapuran Raya Banjarmasin. Thesis, English Education Departement, Faculty of Tarbiyah and Teachers Training. Advisor : (1) Drs. Saadillah, M. Pd (II) Raida Asfihana, S. Pd, M. Pd.

Keywords: Indonesia Pintar Game, ImprovingVocabulary, The Effectiveness

Vocabulary is a component that must be studied in English to support the skills of speaking, listening, reading, and writing, but the obstacles that are often encountered are the lack of students' ability to pronounce vocabulary so that their English skills are not fluent, due to the limitations of their vocabulary. The problem of vocabulary mastery in MA A-Istiqamah is the lack of student motivation learning english, because the school has background boarding school. Therefore there should be a way to teach vocabulary so they can use English fluently and clearly.

This study aims to helping to students improve the vocabulary score with another strategy compared with conventional strategies. Then, when collecting the data, the researcher chose a quasi-experimental research by test. The test was consisted of two test; Pre-test and Post-test. This research was conducted in MA A-Istiqamah Pekapuran Raya Banjarmasin, tenth grade. Then, the researcher took 23 students from experimental class, and 25 students from control class. The instrument used to get the data is test consisting of 30 questions multiple choice.

These findings showed that the mean score of the pretest of experimental class was 71.95 and 74.36 for control class. And the mean score of postest of experimental group was 85.74 and 78.92 control group. With the help of SPSS 22, the researcher found t value of posttest was 3,607 which higher from critical value df 47. It means significant difference between students who are taught by Indonesian Pintar game compared students who are taught without Indonesian Pintar games in the tenth grade MA Al-Istiqamah Pekapuran Raya Banjarmasin. The use of Indonesia Pintar Game is considered effective and applicable in Improving vocabulary in the tenth grade MA Al-Istiqamah Pekapuran Raya Banjarmasin.

ABSTRAK

***Agustina, Ika**. 2017. Keefektifan Game Indonesia Pintar dalam meningkatkan Kosakata di MA AL-Istiqamah Pekapuran Raya. Tesis, Jurusan Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan. Pembimbing: (I). Drs. Saadillah, M. Pd., (II). Raida Asfihana, M. Pd*

***Kata Kunci**: Game Indonesia Pintar, PenguasaanVocabulary, Efektifitas*

Vocabulary adalah komponen yang harus dipelajari dalam bahasa inggris untuk menunjang keterampilan berbicara, mendengarkan, membaca, dan menulis, tapi kendala yang sering ditemuikan adalah kurangnya kemampuan siswa dalam mengucapkan vocabulary sehingga kemampuan bahasa inggris mereka kurang lancar, karena keterbatasan vocabulary yang mereka kuasai. Masalah penguasaan kosakata di MA A-Istiqamah adalah kurangnya motifasi siswa belajar bahasa inggris dikarenakan sekolah yang berlatarbelakang pondok pesantren. Oleh sebab itu sebaiknya ada cara untuk pengajaran vocabulary sehingga mereka dapat menggunakan bahasa inggris dengan lancar dan jelas.

Penelitian ini bertujuan untuk membantu siswa meningkatkan nilai kosakata dengan strategi yang lain dibandingkan dengan strategi yang biasanya. Kemudian, ketika mengumpulkan data, peneliti memilih penelitian semu eksperimen dengan tes, yang terdiri dari dua buah tes yaitu : Pre-test dan Post-Test. Penelitian ini dilakukan di MA Al-Istiqaqmah Pekapuran Raya Banjarmasin, kelas sepuluh. Kemudian, peneliti mengambil 23 siswa dari kelas eksperimen, dan 25 siswa dari kelas kontrol. Instrumen yang digunakan untuk mengumpulkan data adalah tes yang terdiri dari 30 soal pilihan ganda.

Temuan ini menunjukan bahwa nilai rata-rata tes awal kelas eksperimen adalah 71,95 dan 74,36 untuk kelas kontrol. Dan nilai rata-rata terakhir kelas eksperimen adalah 85,74 dan 78,92 untuk kelas kontrol. Dengan bantuan SPSS 23, peneliti menemukan nilai t tes akhir 3,607 yang mana lebih tinggi dari nilai kritis df 47. Yang artinya memberikan perbedaan data diantara siswa yang belajar dengan game Indonesia Pintar dibandingkan dengan siswa yang belajar tanpa game Indonesia Pintar di kelas sepuluh MA Al-Istiqamah Pekapuran Raya Banjarmasin. Penggunaan Game Indonesia Pintar dinilai efektif dan dapat diterapkan dalam meningkatkan vocabulary di kelas sepuluh MA Al-Istiqamah Pekapuran Raya Banjarmasin.

MOTTO

HEALTY IS GRACE

DEDICATION

I dedicate my thesis with sincerity to:

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Who always give me endless love

The gratest inspiration in my life

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