

**THE EFFECTIVENESS OF USING JEOPARDY GAME  
TOWARDS STUDENTS' VOCABULARY MASTERY  
AT SMP NEGERI 50 JAKARTA**

**UNDERGRADUATE THESIS**

By

**ANDREAS YOBEL HOTMAN**

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**ENGLISH LANGUAGE EDUCATION STUDY PROGRAM**

**FACULTY OF LETTERS AND LANGUAGES**

**UNIVERSITAS KRISTEN INDONESIA**

**JAKARTA**

**2023**

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**UNDERGRADUATE THESIS**

**Submitted in partial fulfillment of requirements  
for the Bachelor Degree (S.Pd) of English Language Education Study Program,  
Faculty of Letters and Languages, Universitas Kristen Indonesia**

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## **MOTTOS AND DEDICATION**

### **MOTTO**

*“Rejoicing in hope, patient in tribulation, continuing instant in prayer.”*

*(Romans 12:12)*

*“We cannot do all great things, but we can do small things with great love.”*

*(Mother Theresa)*

*“Possibility of all those possibilities being possible is just another possibility that can possibly happen.”*

*(Mark Lee)*

### **Dedication**

This thesis is dedicated to:

My beloved parents, my mother, and my father.

My sister, Intan Octavia Girsang.

My best friend 3RASDY (Areyco Halim Saputra, Ricky

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Jakarta, July 18, 2023



Andreas Yobel Hotman



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## **Efektivitas Penggunaan Jeopardy Game Terhadap Penguasaan Kosakata Siswa SMP Negeri 50 Jakarta**

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### **ABSTRAK**

Penelitian ini bertujuan untuk mengetahui apakah penggunaan Jeopardy Game efektif dalam penguasaan kosakata siswa kelas 8 SMP Negeri 50 Jakarta tahun ajaran 2022/2023. Metode penelitian yang digunakan adalah quasi experimental design. Penelitian ini dilakukan di SMP Negeri 50 Jakarta pada bulan April sampai Mei 2023. Penelitian ini melibatkan 73 siswa kelas 8 SMP Negeri 50 Jakarta yang dipilih sebagai sampel dengan menggunakan teknik sampling. Sampel penelitian ini berjumlah 36 siswa kelas VIII-A sebagai kelas kontrol dan 36 siswa kelas VIII-C sebagai kelas eksperimen. Instrumen yang digunakan untuk pengumpulan data adalah tes yang ada dua jenis yaitu pre-test dan post-test. Dari analisis data, penulis menemukan bahwa rata-rata hasil setelah dilakukan tes pada kelas eksperimen lebih tinggi dibandingkan dengan kelas kontrol. Nilai post-test kelas eksperimen sebesar 84.16, nilai post-test kelas kontrol sebesar 79.61. Sebaliknya “Sig” sebelum dan sesudah pengujian juga menunjukkan keduanya  $< 0,005$ . untuk hasil tes sebelumnya dalam 0.00 dan untuk tes terakhir dalam 0.004. Dari hasil uji hipotesis dan hasil rata-rata dua kelas dapat disimpulkan bahwa penggunaan Jeopardy Game dalam penguasaan kosakata siswa kelas 8 SMP Negeri 50 tahun ajaran 2022/2023 adalah efektif.

**Kata kunci:** Kosa kata, jeopardy game, efektivitas, metode quasi eksperimen

**The Effectiveness of Using Jeopardy Game Towards Students' Vocabulary  
Mastery at SMP Negeri 50 Jakarta**

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**ABSTRACT**

This research aims to determine whether or not the use of the Jeopardy Game is effective in students' vocabulary mastery of 8th grader students at SMP Negeri 50 Jakarta for the 2022/2023 academic year. The research method used is a quasi-experimental design. This research will be conducted at SMP Negeri 50 Jakarta from April to May 2023. Seventy-three eighth-grade students were chosen as samples for this study using a purposive sampling method. The sample for this study consisted of 36 students from VIII-A, the control class, and 36 students from VIII-C, the experimental class. The instruments for acquiring data were pre- and post-test forms of a test. The researcher discovered from the data that the experimental class's mean post-test result was greater than the control classes. The post-test result of the experimental class was 84.16, while the post-test result of the control class was 79.61; on the other hand, it was also found the hypothesis test result "Sig" <0.005 of pre-test and post-test. For pre-test results in a range 0.00 and post-test in a range 0.004. From the results of the hypothesis test and the outcome of the mean of the two classes, it can be determined that the use of Jeopardy Game towards students' vocabulary mastery at the eighth-grade students of SMP Negeri 50 Jakarta in the academic year 2022/2023 is effective.

**Keywords:** Vocabulary, jeopardy game, effectiveness, quasi experimental design