



**The Effect of Playing “Who am I and What is It?” Game  
in Improving the Tenth Grade Students’ Vocabulary Mastery  
at SMA 107 Jakarta Timur**

**Deni Jansen  
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**Undergraduate Thesis**

**English Teaching Study Program  
Faculty of Education and Teachers Training  
Christian University of Indonesia  
Jakarta  
2014**

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in Improving the Tenth Grade Students’ Vocabulary Mastery  
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**Undergraduate Thesis  
Submitted in partial fulfillment of the requirements  
For the degree of Sarjana Pendidikan in English**

**English Teaching Study Program  
Faculty of Education and Teachers Training  
Christian University of Indonesia  
Jakarta  
2014**

## APPROVAL

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Jakarta, February 21, 2014

Deni Jansen

## MOTTO AND DEDICATION

### *Motto*

*I am able to do all things through the Christ  
who strengthens me.  
(Philippians 4:13)*

### *Dedication*

*This final project is particularly dedicated to:*

*My beloved parents, Rosman Songai and Banjeriani*

*My dearest sisters Dessi Rosiani and Imelda Widiani*

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Jakarta, February 21, 2014

Deni Jansen



## ABSTRAK

**JANSEN, DENI. 2014. *The Effect of Playing “Who am I and What is It?” Game in Improving the Tenth Grade Students’ Vocabulary Mastery at SMA 107 Jakarta Timur.* An Undergraduate Thesis, English Teaching Study Program. Faculty of Education and Teacher Training, Christian University of Indonesia, Jakarta.**

Penelitian ini dilakukan untuk mengetahui pengaruh penggunaan permainan “Who am I and What is It?” dalam meningkatkan kosakata siswa. Untuk mencapai tujuan tersebut, data dikumpulkan melalui studi eksperimental dari tiga puluh sembilan siswa sebagai kelas kontrol dan tiga puluh sembilan siswa sebagai kelas eksperimen. Penelitian dilakukan dengan memberikan pre-test dan post-test pada kedua kelas sebagai instrumen dalam penelitian ini.

Hasil penelitian menunjukkan bahwa ada pengaruh yang signifikan dari pelaksanaan permainan “Who am I and What is It?” pada siswa kelas X di SMA 107 Jakarta Timur. Hal ini ditunjukkan pada hasil perhitungan statistik yang menunjukkan bahwa  $t_{hitung} (=19.395) > t_{table} (=1.992)$  dengan tingkat sig. ( $=0.05$ ) dan deviasi kebebasan ( $=76$ ), melalui perhitungan tersebut maka  $H_0$  ditolak dan  $H_a$  diterima.

Berdasarkan hasil perhitungan statistik dapat disimpulkan bahwa permainan “Who am I and What is It?” secara signifikan memberikan efek untuk meningkatkan penguasaan kosa kata pada siswa. Dengan demikian permainan dapat digunakan sebagai alternatif untuk mengatasi kesulitan dalam mengajarkan kosakata kepada siswa, khususnya di SMA 107 Jakarta Timur.

## ABSTRACT

**JANSEN, DENI. 2014. *The Effect of Playing “Who am I and What is It?” Game in Improving the Tenth Grade Students’ Vocabulary Mastery at SMA 107 Jakarta Timur.*** An Undergraduate Thesis, English Teaching Study Program. Faculty of Education and Teacher Training, Christian University of Indonesia, Jakarta.

This study was conducted to investigate the effect of playing “Who am I and What is It?” game in improving students’ vocabulary mastery. To attain the objective, data were collected through experimental study from thirty nine students as control class and thirty nine students as experiment class. The research was conducted by giving pre-test and post-test to both classes as the instrument in this research.

The results of the research revealed that there was a significant effect of implementing “Who am I and What is It?” game to the tenth graders at SMA 107 Jakarta Timur. It was indicated by the statistic calculation that showed the  $t_{\text{count}} (=19.395) > t_{\text{table}} (=1.992)$  with sig. level ( $=0.05$ ) and d.f ( $=76$ ). Through the calculation the  $H_0$  was rejected and  $H_a$  was accepted.

Based on the statistic calculation, it can be concluded that “Who am I and What is It?” game significantly gave effect to improve students’ mastery in vocabulary. It is than suggested that the game can be used as an alternative solution to cope with difficulties in teaching vocabulary to the students, especially at SMA 107 Jakarta Timur.

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