

**THE EFFECTIVENESS OF HANGMAN GAME FOR
TEACHING ENGLISH VOCABULARY**



A THESIS

**Submitted to English Department as a Partial Fulfillment
of the Requirement for S.Pd Degree**

By:

BRAMANTYO SANDHI WIRAWAN

0801050189

**ENGLISH DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MUHAMMADIYAH UNIVERSITY OF PURWOKERTO
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APPROVAL

Title : THE EFFECTIVENESS OF HANGMAN GAME FOR
TEACHING ENGLISH VOCABULARY

Name : Bramantyo Sandhi Wirawan

Nim : 0801050189

Faculty : Teacher Training and Education Faculty

Department : English Department

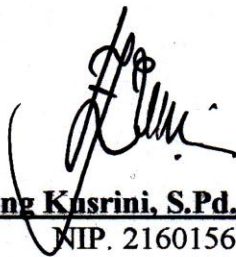
Consultant I : Endang Kusriani, S.Pd., M.Hum

Consultant II : Rina Agustina, S.S., MAppLing TESOL


Approved by,

Consultant I

Consultant II



Endang Kusriani, S.Pd., M.Hum
NIP. 2160156



Rina Agustina, S.S., MAppLing TESOL
NIK. 2160314

Skripsi Berjudul

**THE EFFECTIVENESS OF HANGMAN GAME
FOR TEACHING ENGLISH VOCABULARY**

Yang dipersiapkan dan disusun oleh

BRAMANTYO SANDHI WIRAWAN
0801050189

Telah dipertahankan di depan Dewan Penguji pada tanggal 27 Februari 2013 dan dinyatakan memenuhi syarat untuk diterima sebagai kelengkapan persyaratan untuk mendapatkan gelar Sarjana Pendidikan Program Studi Pendidikan Bahasa Inggris Fakultas Keguruan dan Ilmu Pendidikan

Susunan Dewan Penguji

Ketua

Drs. Bambang Suroso, M. Hum.

NIK. 2160102

Anggota I

Faisal, S.S., M.Pd

NIK. 2160441

Anggota II

Endang Kusrini, S.Pd, M.Hum.

NIK. 2160156

Anggota III

Rina Agustina, S.S., MAppLing TESOL

NIK. 2160314

Purwokerto, 27 Februari 2013

Fakultas Keguruan dan Ilmu Pendidikan
Universitas Muhammadiyah Purwokerto

Dekan FKIP,

Drs. Ahmad, M.Pd.

NIP.19650804 199403 1 002

SURAT PERNYATAAN

Saya yang bertanda tangan di bawah ini:

Nama : **BRAMANTYO SANDHI WIRAWAN**

NIM : **0801050189**

Program Studi : **Pendidikan Bahasa Inggris**

Fakultas : **Keguruan dan Ilmu Pendidikan**

Menyusun skripsi dengan judul:

THE EFFECTIVENESS OF HANGMAN GAME FOR TEACHING ENGLISH VOCABULARY

Menyatakan dengan sesungguhnya bahwa skripsi ini adalah hasil karya tulis saya sendiri dan bukan dibuatkan orang lain atau jiplakan atau modifikasi karya orang lain.

Bila pernyataan ini tidak benar, maka saya bersedia menerima sanksi, termasuk pencabutan gelar kesarjanaan yang sudah saya peroleh.

Purwokerto, 27 Februari 2013

Yang menyatakan,



BRAMANTYO SANDHI WIRAWAN

NIM. 0801050189

MOTTO

- ❖ Plan a work, work the plan. Do it, do it right, do it right now. ~ Andita Setiarini
- ❖ Life is not about pride. ~ Bramantyo
- ❖ They can trigger me, but they will never figure me out. ~ Bramantyo
- ❖ Where I am from, there is no 'plan B'. So, take advantages of today because tomorrow is not promised. ~ 50 Cent
- ❖ Jangan pernah ada kata 'ya sudahlah', itu hanya untuk jiwa raga yang telah kalah. ~ 8 Ball
- ❖ Selalu kembali kepada Sang Maha Peduli pemegang kendali, karena pertolongan darinya tak akan pernah pergi. ~ Bramantyo
- ❖ Do not do drugs, do not do unprotected sex, and do not be violent. ~ Eminem
- ❖ When you have got enemies, that means you actually stood up for something in your life. ~ Eminem
- ❖ Hidup ini indah, maka indahkanlah hidup ini dengan kasih saying, ketulusan, kejujuran, keabaran dan tawaqal. Jauhi rasa sombong dan perluas jalinan silaturahmi. ~ Bramantyo

DEDICATION

This thesis is dedicated to:

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The Writer

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“THE EFFECTIVENESS OF HANGMAN GAME FOR TEACHING ENGLISH VOCABULARY”

(An Experimental Study at the IV Grade Students of SD N 1 Sokanandi,
Banjarnegara in Academic Year 2012/2013)

BRAMANTYO SANDHI WIRAWAN

0801050189

ABSTRACT

The aim of this research was to find out the effectiveness of hangman game for teaching English vocabulary at the fourth grade students of SD N 1 Sokanandi, Banjarnegara in academic year 2012/2013.

This research was conducted by using quasi experimental research. The participants of this research were fourth grade students of SD N 1 Sokanandi, Banjarnegara. There were 2 classes which class A for the experimental class and class B for the control class. Test was used in collecting the data of this research, namely pre-test and post-test. The test consisted of multiple-choice items, jumbled letters, and crossword. Based on the computation, t-test result was 3.5647, and the result of t-table at the significant level 0.05 with the degree of freedom 57 was 1.6715. Then, the calculation of t-obtained with the t-table was concluded that t-obtained was higher than t-table ($3.5647 > 1.6715$). There were achievements got by the students in the scope of spelling and mastering vocabulary of noun. It seemed from the average score of the test in the experimental class which indicated enhancement around 21.87 while the control class 12.8. Based on the description discussed previously, it could be concluded that Hangman game was effective for teaching English vocabulary at fourth grade students of SD N 1 Sokanandi, Banjarnegara in academic year 2012/2013

Key Words: Hangman game, Experimental research, Vocabulary